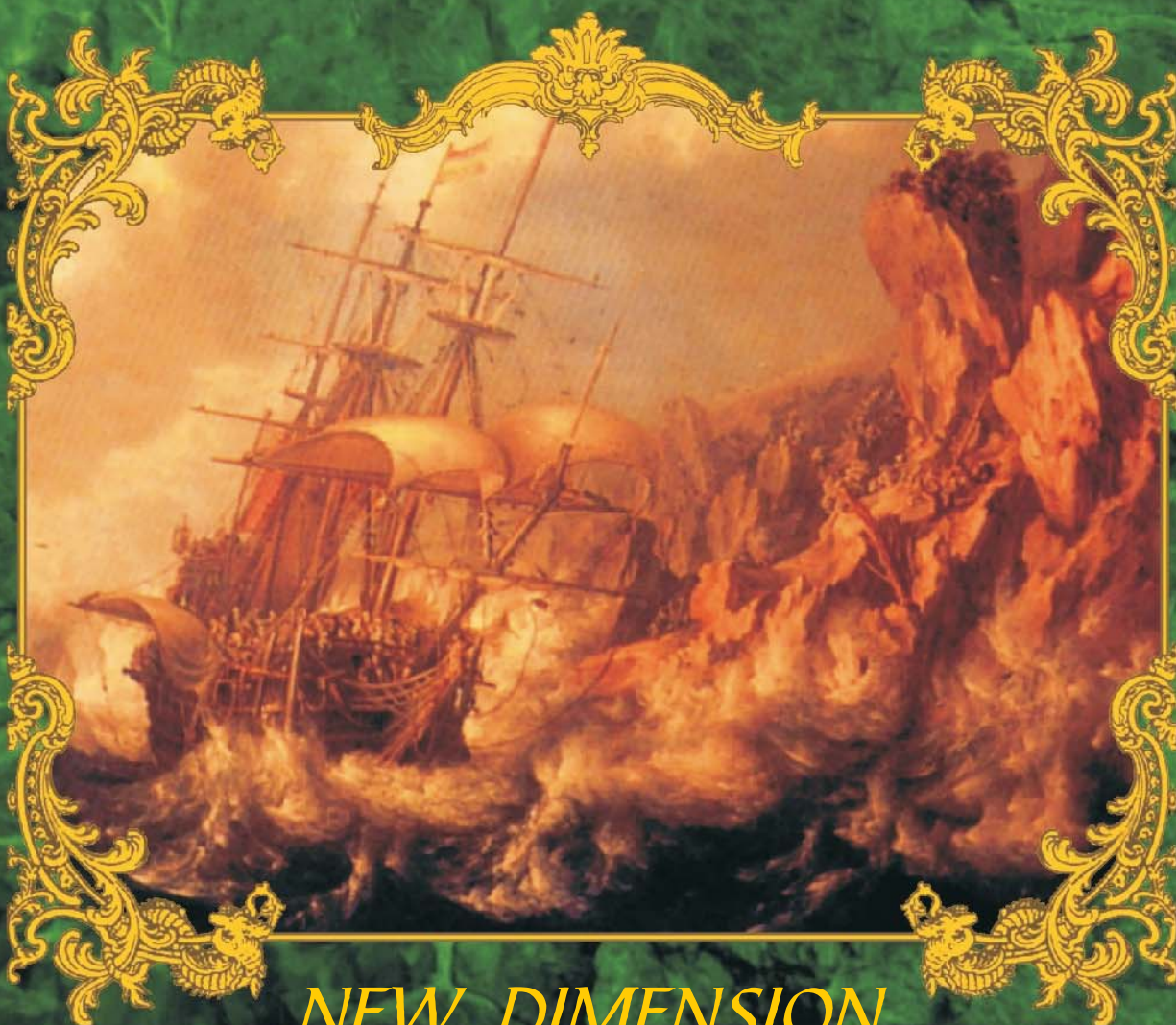


PIRATESTM

OF THE
SPANISH MAIN

BY: MATT DEMILLE



NEW DIMENSION
GAMES

FOR Laffite, and Seafair brethren . . .

Credits

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ENHANCING AN ADVENTURE



Avast there! I be thinkin' that yer voyages ain't profitable? Not enough adventure an' excitement ta be found, says you? Or mebbe yer a thinkin' that there always be more to be had! More gold! More fun! Ahhh, that be the way, matey! For ye be right, says I. An' this 'ere book is the charts ya need ta be findin' all the adventure ye be wantin'. Gales of history an' fantasy have blown a storm of adventure our way, matey! Lash yerself ta the rule mast, grab some belaying dice, and sail on!

PRONOUN NOTE: The male pronouns ('he', 'him', 'his') are used throughout this 'ere book. Though women may be bad luck at sea, they're right fine for this 'ere game, and we're not be tryin' to exclude 'em, nor even imply their exclusion. Centuries of use have made these 'ere pronouns neutral, and they're use provides for clear and concise written next—nothing else does.

ABOUT THIS BOOK: What is in this book? Indeed, just what is an adventure gazetteer? The pre-made Adventures can be enhanced in many ways, and so different gazetteers serve different functions. This particular booklet provides the Game Captain with raw material that he may use at his discretion.

What is in this book: Within these pages are 100 open-ended Encounters that can be inserted into any ongoing adventure or even used as the basis for an adventure of their own. These Encounters are organized into five Chapters, presented in the expected order that the game shall eventually explore them. Altogether, this booklet is a guidebook for the Game Captain as to what kind of adventure is to be found either on the Spanish Main or by the pirates who are based there.

Using this book: Though at first glance this booklet may appear simplistic in design, there is, just as with running any adventure, a technique to employing this material. First and foremost, it is necessary to recognize that this booklet is 'reserve material', a supplement and not a requirement. This booklet should be used at option, not out of any imagined need. You have here a treasure trove of adventure material, but spend it wisely.

The Encounters provided throughout these pages serve three purposes. Most obviously they are quite handy at adding a challenge to the adventure or allowing the Game Captain to compensate for the Characters drifting off course in an unexpected direction, providing a ready-made Encounter with thought and depth, rather than just making up a few clumsy statistics on the spot (and 'the spot' is ever a bad omen for pirates). However, these Encounters are even more effective when they are carefully placed ahead of time. A good Game Captain will forecast how a particular Encounter can help take his game to the horizons he wants, or present the proportional challenge he wants, and he'll chart his course more strategically.

In addition, these Encounters can sometimes serve as the genesis for a completely new adventure, albeit usually a shorter one than most others. For while not having been designed to start any journey, the open-ended nature of these challenges is inviting, and a Game Captain may be inclined to use them as an intended 'short' adventure, seldom realizing how easily their ramifications can lead in unexpected directions if there is not a greater adventure already underway to occupy the Characters' minds. If an Encounter indeed snowballs, that is fine, these Encounters just building upon themselves, leading from one thing to the next. While this may not allow for the most structured storyline nor the fairest prepared overall challenge, it can certainly be entertaining, though it should not last long, as a well thought-through scenario is always more rewarding in the long-run.

Finally, these Encounters provide a good model for how to create more Encounters. They have been carefully selected and designed within this booklet to fit the proportions of both the frequency of Encounters in their respective areas and the diversity amongst such challenges. Indeed, they show how to take the normal rules and more colourfully present them, how little or how much to flesh out certain challenges, and how much preparation is good for any Encounter of its kind.

Note that no matter how an Encounter is used, it can only be used once. Mark off an Encounter once it has been played.

ENHANCING AN ADVENTURE



Adventures

Used	Encounter
<input type="checkbox"/>	1) Kill me!
<input type="checkbox"/>	2) Witch hunters
<input type="checkbox"/>	3) Saucy Sandy
<input type="checkbox"/>	4) Merchant of the Sea Wraith
<input type="checkbox"/>	5) Barrels! Barrels! Barrels!
<input type="checkbox"/>	6) Carriage chase
<input type="checkbox"/>	7) Devil's ale and drunken tales
<input type="checkbox"/>	8) Dice at the Drowning Devil
<input type="checkbox"/>	9) Pierre the Great
<input type="checkbox"/>	10) The Jack of Hearts
<input type="checkbox"/>	11) Blind Pete
<input type="checkbox"/>	12) The Deceiver
<input type="checkbox"/>	13) Beggar
<input type="checkbox"/>	14) Captain Prowse
<input type="checkbox"/>	15) One-Eyed Bob
<input type="checkbox"/>	16) Coin trick
<input type="checkbox"/>	17) Assassins!
<input type="checkbox"/>	18) Secret mission
<input type="checkbox"/>	19) Lady Rebecca Hillingam
<input type="checkbox"/>	20) Sing of thieves
<input type="checkbox"/>	21) Yer gold or yer life!
<input type="checkbox"/>	22) de Conner
<input type="checkbox"/>	23) Wog those dogs!
<input type="checkbox"/>	24) Saint James
<input type="checkbox"/>	25) A devil among devils
<input type="checkbox"/>	26) Scurvy
<input type="checkbox"/>	27) Captain Browne
<input type="checkbox"/>	28) The Golden Spear
<input type="checkbox"/>	29) The Neptune
<input type="checkbox"/>	30) Captain Everson
<input type="checkbox"/>	31) The Drake
<input type="checkbox"/>	32) The Portsmouth Singer
<input type="checkbox"/>	33) Captain Daniel
<input type="checkbox"/>	34) The Santa Marta
<input type="checkbox"/>	35) The King's Stallion
<input type="checkbox"/>	36) The Le Mer Flambaeo
<input type="checkbox"/>	37) Captain Sores
<input type="checkbox"/>	38) The Silver Scow
<input type="checkbox"/>	39) Bottle message
<input type="checkbox"/>	40) Ghost ship
<input type="checkbox"/>	41) The Virgin Mary
<input type="checkbox"/>	42) Dark waters
<input type="checkbox"/>	43) Cursed treasure
<input type="checkbox"/>	44) The curse of Captain Thanos
<input type="checkbox"/>	45) The devil's island
<input type="checkbox"/>	46) Well
<input type="checkbox"/>	47) Burned church
<input type="checkbox"/>	48) Old fort
<input type="checkbox"/>	49) Ruined harbor
<input type="checkbox"/>	50) The juggler

Adventures

Used	Encounter
<input type="checkbox"/>	51) Mr. Pogue
<input type="checkbox"/>	52) Meeting by candlelight
<input type="checkbox"/>	53) Love and death
<input type="checkbox"/>	54) The Galley
<input type="checkbox"/>	55) Whore or horror
<input type="checkbox"/>	56) Tavern in the cavern
<input type="checkbox"/>	57) Mr. Moody
<input type="checkbox"/>	58) Ron-Paul's Cove
<input type="checkbox"/>	59) The Isle of Virgin Anne
<input type="checkbox"/>	60) Skull Rock
<input type="checkbox"/>	61) Abandoned ship
<input type="checkbox"/>	62) Pirate heroics
<input type="checkbox"/>	63) Ghost Island
<input type="checkbox"/>	64) Angel's Inlet
<input type="checkbox"/>	65) Malaria
<input type="checkbox"/>	66) The lost Spaniards
<input type="checkbox"/>	67) Hunting grounds
<input type="checkbox"/>	68) Lagoon
<input type="checkbox"/>	69) Magic shrine
<input type="checkbox"/>	70) Waterfall
<input type="checkbox"/>	71) Secret cave
<input type="checkbox"/>	72) Golden coconuts?
<input type="checkbox"/>	73) Dead men tell no tales?
<input type="checkbox"/>	74) Deadly game
<input type="checkbox"/>	75) Old boat
<input type="checkbox"/>	76) Quicksand
<input type="checkbox"/>	77) Vengeful spirit
<input type="checkbox"/>	78) Island hopping
<input type="checkbox"/>	79) Hut
<input type="checkbox"/>	80) Be-Vere
<input type="checkbox"/>	81) Abandoned mission
<input type="checkbox"/>	82) Rope bridge
<input type="checkbox"/>	83) Madman
<input type="checkbox"/>	84) The idol's secret
<input type="checkbox"/>	85) Headhunters
<input type="checkbox"/>	86) Net trap
<input type="checkbox"/>	87) Village
<input type="checkbox"/>	88) Patrol
<input type="checkbox"/>	89) Secret of the black cave
<input type="checkbox"/>	90) The crown of the sun
<input type="checkbox"/>	91) Armor cache
<input type="checkbox"/>	92) Booby trap
<input type="checkbox"/>	93) Bottomless mine
<input type="checkbox"/>	94) Warriors
<input type="checkbox"/>	95) Well of the gods
<input type="checkbox"/>	96) The Wheel of Time
<input type="checkbox"/>	97) Fountain
<input type="checkbox"/>	98) Ruined city
<input type="checkbox"/>	99) Sacrificial altar
<input type="checkbox"/>	100) The Temple of Tara

SHADOWS IN THE STREETS

I say there! The town be bustlin' with activity, some good, some bad, some wicked. Keep a watchful eye open matey, or ye'll lose yer gold as soon as may be, and to some even yer life. But we're not all bad here, I says. Ye'll soon find yer way around.

city streets: Most towns in the Caribbean are rough, rowdy places, and where pirates go for business they're all the more dangerous. There's an old saying that more can happen in town than at sea, and sometimes it's very true.

1) Kill me!

Making your way through the narrow street, the shadows of drunks loom up like ghosts on the mossy, brick walls. Suddenly, one of the shadows pulls a dagger. Looking ahead, you see a wizened old man with one crazy eye staggering towards you, dagger in hand. But you see that he's holding the knife the wrong way.

If not immediately attacked, the crazy man will beg the Characters to kill him. He says he's dying of the plague, and from the looks of him he's telling the truth. He will pay the party 8 doubloons to stick him with his trusty dagger. However, if this first blow fails to kill him, he will become maddened with pain and attack the Character who tried, scolding him for being a weakling and a coward. The crazy man has DS 4, G 4, MOVE 90', and pulling his dagger from himself wields it with a +1 bonus.

2) Witch hunters

When reading the following narrative, replace '**CHARACTER**' with the name of a random PC.

Up ahead the street is filled with a precession of priests. The man in the lead is chanting and swinging a smoking incense lantern back and forth. Suddenly he stops, and points towards '**CHARACTER**'. "There he is!" he cries. "The very devil himself!" Suddenly the guards rush towards you!

The guards have DS 7, G 7, MOVE 100', and each have a pistol and a sword (a cutlass if Spanish, a longsword if any other nationality). 3 guards will arrive in the first Round, and 7 more on the third Round. They will not kill the party, but pull their blows so as to render them unconscious.

Those Characters who are captured will wake up in a cell with a young man. David Morgan is his name. He will tell the party that he was caught in the same fashion. He will go on to tell them that the governor died this day, and for political reasons they're blaming it on Witchcraft. They just need Witches to blame, and both David and the PCs were unlucky enough to catch their attention.

All in the cell will be hanged tomorrow, unless they can escape. If no PC thinks of a way, David will turn out to have smuggled in some lockpicks. Quite an accomplished rogue, he can open the door, but the party will still have to fight their way through 4 more guards to win their freedom. After their escape, David will continue to travel with the party unless they turn him away. His statistics are provided on Handout 1.

3) Saucy Sandy

As you make your way through the crowded streets, you're approached by a whore in tight red velvet. Her creamy breasts are pushed up almost to her chin, and her long, auburn hair is like fire. She's a saucy wench, a passerby remarks, "But a goddess in bed." the whore adds on her behalf. "My name is Sandy, and I have a challenge for you. If any one of you can outlast me in bed, I'll give you double your money back."

Sandy's challenge is for real. She has a room not far away. She will make wild love with whomever accepts, so much that the Character must make an Endurance Check to avoid passing out. If he fails and so falls asleep, Sandy will pick his pockets, taking any gold and jewels that aren't hidden. However, if the Character succeeds with his Check, Sandy will make good on her bargain.

SHADOWS IN THE STREETS



4) Merchant of the Sea Wraith

If the party is low on money or is going to be sailing for the cities of Maracaibo or Tortuga (or at least will be sailing near to them), they may find this encounter profitable.

Amongst the vendors peddling in the open air is one Thomas Guiles. Under the watchful eyes of two guards, he is selling golden Aztec treasures brought from the ship the Sea Wraith. "They're fine, this lot," says Mr. Guiles. "They'll fetch a fine price with the Royals of Maracaibo and Tortuga. They're buying lots of this treasure these days."

There are 11 treasures in all; a ceremonial mask, four necklaces, two amulets, three rings, and a scepter. They cost anywhere from 100-2500 gold apiece, but can be sold in Maracaibo or Tortuga for twice the price.

5) Barrels! Barrels! Barrels!

"Ahoy there!" calls a man. You turn, and see a wagon coming up beside you, laden with barrels. "Wanna buy a barrel?" he asks. "They're salvaged from the Flying Saber. She's a wreck now, and I got these cheap. They just wanted 'em off the docks. No idea what's in 'em. Come now," he continues, not letting up. "Forty gold for a barrel. Might be fulla gold!"

There are eight barrels in all. The porter is telling the truth, but what he is leaving out is that he stole them without paying for them! If the party buys more than one, he'll offer them all for 200 gold. In any event, in 4 Rounds he will leave, looking over his shoulder. What's actually inside each barrel should be rolled at random.

Barrels

Roll	Contents	Gold value
11-12	Spices	90
8-10	Beer	50
3-7	Flour	30
1-2	Water	10

6) Carriage chase

If ever the party needs to make a fast getaway, Lady Luck will have them find...

A carriage! You look back over your shoulder, and see the guards coming. The carriage is ready and waiting.

The carriage is drawn by four horses and moves at a speed of 200'. The carriage can hold up to 1000 total Weight (bodily and carried weight). But maneuvering the carriage through the streets and escaping the guards will prove a challenge indeed!

The edge of town is 2000' away, requiring ten Rounds to reach, whereafter the guards will give up chase. The 3 guards still in pursuit each have DS 6, G 7, MOVE 200' (they too are on horseback), and wield longswords and pistols, with a +2 bonus to hit with them.

On the second Round of the chase, a guard will leap from a rooftop onto the carriage and attempt to knock out the driver. Any Characters riding inside who want to deal with him must either suffer a penalty of -3 to their Attack Rolls, or make an Agility Check to climb on top of the carriage, with failure resulting in falling off and being immediately surrounded by 4 guards, muskets pointed at him.

On the fifth Round of the chase, each Character on top of the carriage must make an Intuition Check to see the stone archway coming up. If they succeed, they can simply duck. However, if they fail, they will be knocked off, and land in the mud, looking up at the ends of the 4 guards' guns.

On the sixth Round of the chase, the party will see a line of 5 guards in front of them, muskets pointed at the carriage. If the party wins the Initiative, they can simply mow through the guards, but the driver of the carriage must make an Agility Check (this roll made with a +2 bonus) to keep control of the horses, or else the carriage will crash, causing a hit of Base Damage 2 to everyone on board. If the party loses Initiative, the guards will each take a shot at them.

SHADOWS IN THE STREETS

INNS AND TAVERNES: Ahh, that time-honored adventurer's gathering spot. Inns and taverns are found in every town, great or small, and in every tavern are found pirates, thieves, scoundrels, scum, villains, vermin, whores and hopes. Many an adventure has begun in the dim light of an inn's common room, and many a life has ended there as well.

7) Devil's ale and drunken tales

There's a lot of commotion stirring up in the tavern. Listening to the crowd, you pick up that there's going to be a drinking contest, trying the barkeep's new brew, 'rumfustian', a hot drink made of beer, gin and sherry mixed with raw eggs, sugar, cinnamon and nutmeg. An old, fat blowhard sits at a table, telling tales of all the ships he's plundered and all the lands he's seen, waiting for somebody to take his challenge.

'Old Brian' may have a low Girth Score (4), but he drinks liquor like water, gaining a bonus of +5 to his roll in a drinking contest. If someone can beat him, he'll gain a 9 doubloon purse.

8) Dice at the Drowning Devil

If the party is looking for crew members, inquiries will have led them to the Drowning Devil tavern, and a strange game of chance.

The Drowning Devil, the largest and most reputable tavern in the city. Inside, you see many gruff individuals staring back at you with steely eyes, some afraid, others angry, but all of them with the glint of greed. In the center of the large common room is seated a man who seems to be playing a game of dice. You watch for a few minutes. When someone wins, he's given gold. When he loses, his hand is stabbed with a rusty dagger! As it turns out, these men are testing the will of the sea's spirits, and whether they will have good fortune aboard ship. Most of them are winners, and daring ones at that. Indeed, it seems you have come to the right place to find your crew.

Having come here, the party will gain a bonus of +2 to their rolls to determine how many Levels of men will join their crew, and +1 to any roll on Table 37 to determine how good the men are.

If a Player Character wishes to take part in the game at the table, it costs 2 gold to play, but pays 3 if he is favored by the fates. A simple roll of one dice determines one's fate: if the number is 5 or higher, the Character is blessed, but if it's 4 or less, he's going to get stabbed (no roll is necessary or allowed—he simply gains a wound of a -1 penalty).

9) Pierre the Great*

If the party is adventuring in the 1620s, they may meet a very daring pirate indeed.

The normal murmur of the tavern is suddenly interrupted when a richly dressed Frenchman strides into the crowd. He's surrounded by a group of weathered and strapping men, each armed with a pistol and a cutlass. In a proud voice he speaks. "I am Pierre le Grand! The Great, to all who know me. My voyages are famous! Why I have just these five days past captured a Spanish galleon. And now I am here. I seek a partnership with a worthy captain. I was told I could find one here."

Captain Pierre may be boasting but he's also telling the truth. His crew is loyal and experienced. He seeks the same in a partnership. If there is a PC captain present, he may decide for himself what to do with this 'great one', if anything at all. If the Player Characters do not captain their own ship, perhaps they can speak for their captain.

If a partnership is formed, Pierre will prove to be a capable and admirable leader. He will never back down from any challenge, no matter the odds. The statistics for his ship, the 'Spelljammer', are provided on Handout 2.

If the party is not even aboard a ship, they may sign on with Pierre. However, to join his crew requires an initiation, a test of bravery—to challenge the biggest, baddest man in the tavern to a fight. In this case, it's 'Mad Dog Creole', a 6'7" former slave, with B 11, G 9, MOVE 120',

SHADOWS IN THE STREETS

and +3 to his brawling attacks. If Creole is beaten, the next person who wants to sign has to fight the man who beat Creole, and so forth.

10) The Jack of Hearts

You're finishing up a game of hearts when a hush falls over the crowd. A few cackles of laughter emanate from the back. You peer through the people and see that at one table is a lone gambler, awaiting players. "It's ol' Jack Donelly." whispers someone next to you. "The Jack of Hearts." says another. "Unbeatable. My money is stayin' put in me pocket."

If any of the Player Characters challenge Jack Donelly, he will welcome them with a greedy smile. Donelly will wager 10 gold for the first game. He has a +8 to his roll to win. If he loses, he will be so aghast as to stumble out of the common room as if in a drunken stupor. However, if he wins, he will ask the Characters if they want to play for some "real money". For each successive game, he will wager 20 gold more. He will quit after five games.

If anyone tries to pick Donelly's pocket, his purse is filled with 35 crowns, 40 doubloons and 120 pieces of eight.

11) Blind Pete

If the party is having trouble finding the clues your adventure's plot demands, perhaps they will gain help from an unlikely source...

As you make your way outside the tavern into the dark streets, you hear a voice. "Pssst, over here." You look, and see in the shadows near a hooded lantern a tall man dressed in black clothes with a rumbled fadora. A closer look reveals that his eyes have been burned shut. He reaches up one frail hand and beckons to you.

If approached, the man will say that he is known in these parts as 'Blind Pete'. He says that he can be of service to the party. If asked how, he says that nobody ever suspects a blind man of anything, and thus is generally left free to roam at

will, even close to windows and gangplanks that are normally guarded. Hence, he is willing to act as a spy for the party. His price is 5 gold per piece of information or rumor that he hears. And he is good for it, able to learn 1-3 bits of information on each little mission that he is sent on. However, he will not venture outside of town.

12) The Deceiver

If the party has a destination but no ship, the winds of good fortune have just started blowing their way, or so it seems...

The dull rolling laughter of the tavern is subdued by the announcement of two stalwart sailors. "I'm sure some of you would like to sign up for a well fed, well paid, voyage! Yes, aboard the great ship La Trompeuse. Any volunteers?"

If asked, the sailors will confirm that the La Trompeuse is headed in the direction they need to go. However, if any Character is learned in French, have him make an Intuition Check, for if successful he will know that 'la trompeuse' means 'the deceiver', perhaps a sign of things to come.

The ship is well provisioned, as Handout 3 will show. The captain, Jean Hamlin, is a French Rogue of 7th Level. And indeed, he is deceiving the Characters. For once they are at sea, they will be worked hard, and the captain will never see them for any reason. Morale is low, and any time the party wishes to lead a mutiny they may. If this occurs, Captain Hamlin will go along with things, but he will forever after hunt the Player Characters.

If the cargo hold is successfully searched, one will find crates that full of dead sailors. Other crew members can confirm by description of their clothes that they were once crewmen aboard 'La Trompeuse', and were worked to death. But as to why the bodies are kept, nobody knows. What will eventually happen is that at the next Spanish port, Captain Hamlin will sell the bodies to the governor to be put on public display as a warning against piracy (the governor will have been having a hard time capturing his own prisoners).

SHADOWS IN THE STREETS

AT THE WHARFS: All kinds of activity goes on at the docks. Ships come and go by day and night, and merchants and pirates are constantly loading and unloading their holds. In this midst of this organized chaos one can meet many strange and villainous people.

13) Beggar

Amidst the hustle and bustle of the docks, a meek voice calls to you from your feet. You look down, and see a mangy old beggar holding up a wool hat, hoping for even a single coin. He has a pious look in his eyes, as if he'd never done any harm to anyone his whole life.

Each Character who gives the beggar gold will be blessed by him in word and gesture. And, depending on how much they gave him, they will gain a bonus to their next roll; +1 if they gave him 1-3 gold, +2 if they gave him 4-9, and +3 if they gave him 10 or more.

14) Captain Prowse*

If the party is looking to join a crew in the 1590s, their ship has just come in.

As the dazzling sun sets over the sparkling Caribbean waters, a new crowd of men converges on the docks, unloading from a small ship called the 'Minion'. The last two tarry atop the gangplank, and you overhear their conversation. "Go into town, look for new crewmen." "Yes Captain." "**Brave** men, not like those cowardly French we signed on last time."

The two men are Captain William Prowse and his First Mate, Mr. Smith. If the party approaches either of them, they will be given a test of bravery, to climb to the top of the rigging, hook their feat in the ropes and lean backwards, and then Mr. Smith gets a shot at them. Any who question this test at all will be turned away. But if at least one Character does it willingly, Mr. Smith will deliberately miss, and the entire party can sign on. The statistics for the 'Minion' are provided on Handout 4.

15) One-Eyed Bob

As you make your way along the wharf, dodging horses and men chopping up fish, you suddenly come face-to-face with a strange looking man. He has a dead parrot on his shoulder with a little eye-patch, standing up straight and stiff. "This be One-Eyed Bob," says the man, "and he knows all the secrets. Don't believe me? Well, ye just ask him, I says."

If asked anything, the man will mimic a parrot's voice in response. Indeed, he truly believes that it's the parrot who is speaking. He will be able to tell the party one rumor they have not yet heard, or (if there is no rumors to draw from), that "The devil begotten his treasure to revel in. Watch for one-eyed men." But regardless of what One-Eyed Bob says, during this time his 'partner' will be picking the Character's pocket. Make a normal Pilfering Roll, but do not say what it's for unless it fails.

16) Coin trick

The docks are quiet tonight, as most of the people have gathered at the taverns. As you stroll down the slick, wet planks, you spot the glint of gold ahead—somebody dropped a coin.

If someone bends down to take the coin, have him make an Intuition Check. If he fails, one Darron Drake, who is hiding behind some crates, will take advantage of his being off balance and tackle him, gaining the Initiative with +3 to his Attack Roll. Darron is a desperate rogue with but one doubloon to his name, and he will fight for all he's worth. He has DS 6, G 5, MOVE 140', and his fists hit hard, delivering Base Damage 3. If he's given any money, Darron will cease his attack and run away before the guards arrive.

If Darron is beaten, at that moment the guards will arrive. Knowing Darron to be a lifeless bum, they will take pity on him and arrest the Player Characters who were involved in the fighting. The guards number 3, are 2nd Level, have DS 6, G 7, MOVE 120', and carry longswords which they wield with a +2 bonus.

SHADOWS IN THE STREETS

HIGHER SOCIETY: The business of privateers and even pirates can take them all the way to the court of the governor or other statesmen. And sometimes, there is more to attend to than just the business at hand.

17) Assassins!

You wait patiently for your turn to speak to the governor. There he sits on his throne, plump and proud, with his lips wrapped around the end of his pipe, occasionally speaking to his recorder who struggles at a desk all too small for his papers. At last your turn comes, and the governor's eyes flutter sleepily as he looks upon you. You are about to speak, when suddenly there is a loud crash! Six men run into the room, swords blazing in the light! They rush the governor!

The party has 1 Round to react before the governor is murdered. The assassins are each Rogues of Level 3, have DS 6, G 6, MOVE 130', and wield longswords with +3 to their Attack Rolls, and they also have daggers as backup that they wield at +2. If the assassins are reduced to 3 or less in number, they will attempt to flee.

If the party manages to save the governor, he will be very grateful. In addition to paying full attention to their business now, he will reward the Characters with 500 pieces of eight each.

18) Secret mission

When visiting the governor, the party may get more than they bargained for.

You wait in the ornate foyer for some time, studying the portraits and exotic plants. Then at last you are led down the hall. Entering into the governor's cavernous office, your names are proclaimed to his excellency the Governor Ventura. Ventura is a rather large man, having earned his office from a lifetime of fighting and service to the crown. His heavy set brow shows a look of strength unknown in men his age. He exchanges a look of respect, and bids you to speak.

The governor will let the party speak their peace, and help them according to the challenge level of your Adventure. However, before they leave, he will command all but the party to leave the room. Then, he will in confidence ask the party to undertake a secret mission for him. They are to deliver a letter to his cousin, Captain Robert Ventura, who is acting as a spy in the city of Gibraltar. The governor will pay 100 gold up front, and his cousin will pay 200 more upon delivery.

The letter is provided as Handout 5, but the party is encouraged not to look at it. However, if they do, it will matter little, unless you decide to use this as the beginning of a side-plot in your current Adventure.

In Gibraltar, the party needs to make a Searching Check to find Captain Robert Ventura. This Check can be attempted twice each day.

19) Lady Rebecca Hillingam

When paying a visit to the governor, if a Character has title, have him make a Charisma Check, penalized by -1 for every rank he is below Count. If successful, read the following narrative.

After an elegant dinner, the governor introduces you to his daughter, the fair Lady Rebecca. She is rather silent, not interested in politics or pirates, but she **does** seem interested in you. Her glimmering eyes never leave you, and she smiles at everything you say.

During this encounter, if the Character takes it upon himself to propose courtship or even marriage, he must make another Charisma Check. If successful, the Lady Rebecca will agree! This roll is modified by however much personal wealth one has (**not** how much is aboard the ship).

Status

Character's personal wealth	Modifier
100000	+2
50000	+1
20000	+0
10000	-2
5000	-4

OVER THE OCEAN BLUE

Ahoy, matey! Yer ship be sailin' out fer them pretty waves, and yer gonna have the adventure of a lifetime! 'Tis true, that there be no journey like one 'cross the ocean blue.

ABOARD SHIP: Life aboard ship is a hard one, but a grand one! For when the work is done, a pirate can take his ease on decks or below them. But sometimes the crew can surprise him...

20) Sing of thieves

It is a calm, quiet night. A few of the crew have their instruments out and are playing a lively jig amidships.

The song is a distraction, as one of the crew will be trying to pick the pocket of a random Player Character. Make a normal Pilfering Check. If the rascal is caught, he will claim to have been looking for his own purse, and blame the Character for taking it! If there is no quick and easy settlement, the crew will take notice. If Morale is 'wary' or less, the crew will demand a fight to see who is right. If they are 'pleased' or better, they will believe the Player Character.

21) Yer gold or yer life!

You are restless tonight. Taking your ease near the bowsprit, you watch the black waters slide past the ship, wondering what poor devils have drowned down there. Suddenly, the hair on the back of your neck stands up. "Care to join 'em, matey?" comes a voice from behind you. You turn around and see Mr. Grizweld, the fattest man on the crew, holding a half empty rum bottle in one hand, and a pistol in the other. "Yer gold or yer life!" he spits.

Grizweld, in his drunken state, has a DS 3. He is Level 2, has G 2, MOVE 60', and +1 to hit with his trusty flint-lock (he has 5 loads). He also has a dagger. Grizweld will be satisfied if the Character pays him 10 gold or more. Otherwise, he will try to shoot the Character and dump him overboard. If wounded he will attempt to flee. If defeated, Grizweld will beg for his life. If

Grizweld is killed, the Character will either have to cover his tracks somehow or face the judgment of the rest of the crew, resulting in a Charisma Check. If this Check fails, the Character will be voted to be marooned. If he's captain, then his crew will lose -5 Morale. If this Check succeeds, the crew will gain +1 Morale (nobody liked Grizweld much anyway).

22) de Conner

If there is a Player who would be inclined towards romance, he will have the following Encounter.

As you take your position on deck for the morning's duties, you notice Mr. de Conner watching you from the foredeck. Strange has that Mr. de Conner always been, ever since he signed on. Come to think of it, this is the first time that he has ever traded eyes with anyone, always hidden under that ragged hood of his.

'Mr.' de Conner is actually a French woman. She seeks riches the same as any pirate, but has disguised herself as a young man in order to earn her keep among a crew, rather than have them refuse her because of superstitions. But in her short time aboard, she has come to have feelings for the Player Character she watches now.

If de Conner is approached by the PC, she will whisper to him to "Meet me in the hold at midnight". If anyone else approaches her, she will simply tell them to let 'him' be and do 'his' duties (she is lookout).

If the PC accepts de Conner's invitation, she will indeed meet him in secret. When he arrives, 'Lilian' will confess her secret, and her love. At that point, have the Character make a Charisma Check. If he fails, Lilian will simply agree to be by his side from now on. But, if this Check succeeds, she will rip open her shirt to reveal perfect breasts, and the feisty wench will take him. Afterwards, she will swear a blood oath to fight alongside the Character wherever he goes.

In either event, Lilian de Conner should become a mainstay NPC, joining the party in all their adventures. Her statistics are provided on Handout 6.

OVER THE OCEAN BLUE

23) Wog those dogs!

This Encounter is best used if the Player Characters consist of both younger and older men alike, or if the younger ones are especially cocky.

With the sunrise, the crew gathers on deck, though with no order from the captain. It seems that none is needed. Murmurs, smiles and scorns float through the crowd, rising like the waves in a storm that's just beginning. It seems that the old tradition of 'wogging' is alive on this ship! The older sailors take out prepared lashes and prepare to whip the younger pups to make them respect discipline and their elders alike.

Ask for the age of each Player Character. Those who are 32 years old or younger will be subjected to being 'wogged', a lashing by anyone of age 33 or older who has a mind to do so. Each Player Character who is 33 or older can opt to do the wogging for one individual, and can do it lightly, indeed effecting no damage if he can make an Agility Check to put on a convincing performance, with failure indicating that he gets wogged himself! All those who are put under the lash earn wounds enough for a penalty of -1-3.

24) Saint James

There is a ruckus on deck! When you arrive, you see that the crewmen have lashed a ten year-old boy to the mizzenmast! Where the boy came from is a puzzle second only to why he seems to have been spared the brutality of the crew—not a single drop of blood or bruise is visible on his young, tender face.

The boy is named James, and he claims to be Sainted. The party will get nothing more out of him without releasing him, or torturing him, the latter choice reducing crew Morale by -6. James stowed away aboard the ship as it was the first to set sail when he arrived in port, where he came with the intention of setting out to sea to search for his long lost Sainted father (hence the crew's gentle treatment). Where is father is, however, only the tale of your Campaign can tell...

25) A devil among devils

Tonight, the usual songs, laughter and drunken banter amidst ships is replaced with hushed whispers—the crew is convinced that a ghost or some devil is skulking around the ship.

If the Player Characters are not in command, they will be ordered to investigate, and, if they **are** in command, nobody else will be willing to do so. Either way, a Searching Check aboard the ship may be made once each day, with failure to find anything resulting in the loss of 1 crewman each night, and an equal loss to Morale. What the Characters must find is a mad crewman, who dresses as a demon each night, using tar, pitch and ashes from the galley to make him look pale and cadaverous, fulfilling his fantasy of defying death forever and sending heathen souls to perdition. The moment this insane killer is identified, he will kill himself, refusing to even entertain the idea of punishment being dealt to him by any authority other than "The God who speaks through my blade and blood!" His death will restore up to 5 points to Morale, though this addition cannot exceed what their Morale was before these murders began.

26) Scurvy

Sailing through the Caribbean, the party may encounter an enemy far worse than any reef or storm, the disease of Malaria.

This Encounter has no description as it takes place over a period of time. But finally, one day an NPC crewman will die from it, and more will die, at the rate of 0-3 each day (roll a single dice, with 1-3 being 0, 4-6 being 2, 7-9 being 2, and 10-12 being 3).

The only cure for this disease is at the cost of the crew's taste. By getting rid of the more foul (but preferred) foods, they can cure the illness and count their losses. Indeed, replacing the meat on board with fruit and vegetables will stop the scurvy, but lower the crew's Morale by -4. If not, they can renew their food completely in port with no loss to Morale, but, how many lives will be lost before they get there?

OVER THE OCEAN BLUE

Other ships: The sighting of a sail is always call for excitement. But what will that sail mean for the pirate crew? Battle? Plunder? Allies?

27) Captain Browne*

If the party is sailing the Caribbean in the 1670s, they may encounter Captain Browne...

It is almost twilight when the lookout reports a sail on the horizon. Rising before the fiery orange of the setting sun is the black silhouette of a ship, growing into the shape of a fluyt. She's the 'Highlander', and she flies the French flag under 'Captain James Browne'.

After 3 Rounds Captain James Browne, a Scottish pirate, will hail the party's ship. Serving the French crown, this privateer will either (if the party is not French but is near a French settlement) demand 5% of their treasure as tribute to the French crown for passing through their waters, or simply hail for news. If it comes to battle, Captain Browne will not back down from a fight. His ship is manned by 30 3rd Level Frenchmen and 40 3rd Level Englishmen, armed with swords and 12 cannon. Captain Browne himself is a Buccaneer of Level 6 and 25 Notoriety, DS 8, G 7, MOVE 110', and he uses a longsword at +3, but also has a cutlass that he can use at +2. If captured, Captain Browne will spit in the face of the enemy captain.

28) The Golden Spear

"Ahoy the deck!" calls the lookout. "Spanish flag off the port bow!" Men scramble to the decks. It looks like a schooner, and it's actually following you!

This ship, the 'Golden Spear', is captained by one 'Baron Raul Domingo', who believes that Spaniards are the rightful owners of the entire world and the Caribbean in particular. He wishes to do trade with the party's vessel, as he is currently low on food. Baron Domingo is an arrogant, self-serving rascal, and will try to cheat the party's captain on their prices, who will not

notice—but the Player Characters can, with a successful Intuition Check. If his shady deal is discovered, Baron Domingo will reluctantly do business at the right price, but will not forget the Player Characters (perhaps becoming a future nemesis for them). However, if the party's captain saved some money from their quick wits, he will reward them with 20 pieces of eight apiece.

If for any reason this situation deteriorates into battle, the Golden Spear is manned by 40 3rd Level Spaniards, armed with pikes, pistols, longswords, and 6 cannon. If Baron Domingo is already on deck, this battle will not be broadside but immediately become mass melee. In the fray, Baron Domingo will try to run away and hide, but if pursued, will draw his sword and fight! Baron Domingo is Coasta Guarda of Level 5 and 40 Notoriety, DS 8, G 7, MOVE 120', and he uses a cutlass at +3. If he starts to lose (is wounded worse than his opponent), one of his men will hide behind some barrels on deck and shoot at the Character with a double-barrel flint-lock.

29) The Neptune

"Sail ho!" The lookout's call scrambles the crew amidships, where they look out on a sizeable ship to the north. "It's an English trading ship." says one of the crew, standing beside you. "A fat, juicy merchantman."

The ship is the 'Neptune', a lavishly decorated ship whose bow is carved to resemble the ancient god breaking the waves, whose sails are stained with white and blue clouds, making them almost invisible against the Caribbean sky, and whose windows are actually stained glass mosaics, befitting the chapel that replaces the captain's cabin. She's captained by 'Admiral Peter Hollis', a well known man in the English Royal Navy. If the party is flying English colors, the Neptune will draw close and hail them, seeking to do trade and exchange information. If the party is flying the colors of any other nation, the Neptune will simply sail on. But if the party is flying pirate colors, the Neptune will either (if the party's ship is Value 6 or greater) sail away, or (if the party's ship is Value 5 or less) round on them and attack.

OVER THE OCEAN BLUE

The Neptune is manned by 100 1st Level Englishmen, 60 2nd Level Englishmen and 30 3rd Level Englishmen, all armed with longswords and pistols, and running 10 cannon. A famous ship, the Neptune's hull has been reinforced so as to give it a total of 250 Hull Points. Admiral Hollis himself is an experienced and daring fighter, a Sea Hawk of 7th Level and 45 Notoriety, he has DS 11, G 9, MOVE 140', he wields a longsword with a +4 bonus, and has 3 pistols as backup, which he fires with a +2 bonus. A deeply religious man, Admiral Hollis has faith that God is on the side of England, and thus will never surrender.

30) Captain Everson*

If the party is adventuring in the 1680s, they may meet this unpredictable Dutch pirate.

The winds are dying down, and you feel reassured to have just missed a storm. But the winds have brought something else to you, a fluyt, flying Dutch colors, away to the east.

The ship is the 'Hollander', captained by the Dutch pirate 'Steven Everson'. Hunted and hated by all the great nations of Europe, Captain Everson is looking to join forces with another pirate captain, and blesses this day for finding the party's ship. If the party is not in command of their ship, their captain will join if he is a pirate himself, but if he isn't, he will only pretend to like Captain Everson, and then attack him when he is about to leave, and where the party will stand in that battle is up to them—if they side with Everson and are victorious, Everson will name them the new officers of their old ship.

If a partnership is made, the statistics for the Hollander are provided on Handout 7.

During their first night of partnership, Everson will invite the party and their captain to dinner with him aboard the Hollander. During this dinner he will wish to gamble some, either playing cards or having a drinking contest with his finest rum. In either event, Everson is willing to gamble up to 250 gold for the entire night! If he loses it all, he will taint the richest Character's drink with some poison made with Skill Level 2.

31) The Drake*

If the party is adventuring in the 1620s or later, they may meet up with a famous ship.

The strong winds hurl you forward through clouds of white spray. As the men hold tight to the ship, you suddenly become aware that another ship is riding parallel to you. It's a large ship, a frigate by the looks of it. But you can't make out its flag.

The ship is the famous 'Drake', named in honor of Sir Francis Drake. She's an English frigate, and her business is hunting the king's enemies. If the party's ship is flying any flag other than England's, the Drake will attack.

The Drake is manned by 140 2nd Level Englishmen, armed to the teeth with all sorts of weapons, and running 24 guns. The ship is a little battered from a recent storm however, and only has 450 Hull Points. The captain, the proud 'Earl Jack Dronett', is a 7th Level Buccaneer with 85 Notoriety Points, DS 11, G 9, MOVE 120', and fights with a longsword that he wields with a +4 bonus, and two double-barreled pistols he fires with a +2 bonus.

32) The Portsmouth Singer

"Sail ho! Spanish ship off the starboard bow!" The call brings the crew to life, as they look with bewilderment on the ship. It's a barque of some sort, but clearly not Spanish in design.

The ship, the 'Portsmouth Singer' was an English ship that was captured and turned Spanish. If the party's ship is Value 4 or greater, the Spaniards will try to sail away. However, if the party's ship is Value 3 or less, they will attack. The Portsmouth Singer is manned by 55 2nd Level Spaniards and 25 3rd Level English renegades, armed with cutlass' and longswords, and all too eager to fire their 12 cannon. The captain is one 'Major Carlos Santana', a 4th Level Buccaneer with 20 Notoriety, DS 8, G 6, MOVE 100', and fights with a cutlass at a +2 bonus, but he also keeps a blunderbuss nearby in case of an emergency.

OVER THE OCEAN BLUE

33) Captain Daniel*

If the party is adventuring in the 1690s, they may meet up with a rather religious French captain.

It's a late Sunday afternoon, and this morning's sermon amidships is still clear in your mind. You gaze up at the sky. The clouds reach from one horizon to the other. So vast and magnificent is the Kingdom of Heaven. And we? The mortals who scurry about on this globe? What are we here for? "Sail ho!" The call interrupts your reprieve, and you look out to the east, where a fine ship is breaking the waves.

The ship is the French 'Holy Avenger', a barque captained by 'Major Daniel Peterson' (whose crew secretly refers to as 'denial' Peterson). A deeply religious man, Major Daniel is on a mission to eradicate the English from the sea. If the party is flying an English flag, he will attack. Otherwise, he will sail close and seek to come aboard. Once again, if the party's captain is English, he will immediately attack (and since the ships are close together the battle will immediately become a mass melee).

If Major Daniel is not prone to attack, he may seek to make an alliance with the party and their ship, with the understanding that all English vessels they encounter must be taken and plundered in the name of the French crown. If the party is not in command of their vessel, their captain will disagree, and Major Daniel will sail away. But if this is the party's choice to make, and they agree, who becomes the supreme commander of their flotilla will be determined through trial. Major Daniel will insist on the most pious person taking command, this to be determined by who knows the Bible better, indeed the one with the highest religion Skill Level (Major Daniel has Level 2). But if no agreement can be made, the crew will start chanting for a fight, of which Major Daniel will decline and thus accept the PC captain's popularity.

If this comes to a battle, Major Daniel will fight in the name of God! He is a frail, French Swashbuckler of 3rd Level and 50 Notoriety, DS 9, and G 4 (he once went to Jerusalem and drank

from a sacred well, thus contracting an illness). He has MOVE 130', and fights with a rapier at a +2 bonus, but also carries a double-barreled pistol that he fires with a bonus of +3, but he will only use this if he gets wounded.

Major Daniel's complete statistics are provided on Handout 8, and those of the Holy Avenger on Handout 9.

34) The Santa Marta

"All hands on deck!" The call rouses the men, anticipating a battle. Clear as she blows, there is the renegade Spanish galleon, the 'Santa Marta', named for the town on the Main. She's said to be a rich ship, and fearless of pirates! You'll soon know if that's a rumor or not, for she's rounding on you!

The Santa Marta is manned by 200 1st Level Spaniards, 100 3rd Level Spaniards, and 50 5th Level Spaniards, armed to the teeth and running 16 guns. The captain is a notorious slave owner, 'Admiral Carlos Sanchez', a Spanish Buccaneer of 3rd Level, 50 Notoriety, DS 9, G 8, MOVE 110', who fights mainly with a cutlass at +3, but is also prone to just gun men down with his 4 double-barreled pistols with +2 to his roll.

35) The King's Stallion

"Sail ho!" The familiar call is always welcome, and the promise of adventure and riches rushes through your mind as you look across the horizon. You see a fine, large ship, a galleon to be sure!

The ship is the 'King's Stallion', once an English galleon it has been captured and now flies the Spanish flag. Unless the party attacks, the Spanish will continue on their voyage. But if there is a battle, the Spanish will fight for all they're worth. Their galleon is manned by 150 2nd Level men, and they command 15 guns. They are currently under the command of a state official, as their captain was killed recently. The official will not fight, and is worth a 7000 gold ransom to any Spanish governor.

OVER THE OCEAN BLUE

36) The Le Mer Flambaeo

It's a blazing hot day. Thin, red clouds scar the sky. The wind is low, and your sweat sticks to your flesh with a foul odor. You sail on undaunted, hoping for a change. That change comes in the early afternoon, when the fiery red sails of a dark ship appear away to the west.

The ship is a French barque, 'Le Mer Flambaeo', or the 'sea flame'. She's captained by a flamboyant Frenchman, one 'Pierre de Jon', who is as much of an entertainer as he is a merchant captain. His ship is lavishly decorated with twisted, gilded railings and exquisite carvings of angels and demons fighting, to match the fire of the sails above them.

If the party seeks to do business, Pierre will prove to have in good supply whatever provisions they need. What's more, if the party's captain or quartermaster can make a successful Charisma Check, Pierre will take a liking to them, and offer them a special paper which will allow them free trade in the cities of Martinique and Guadeloupe. All they need to do is run up the white flag, and when confronted present the article, and they will be allowed freedom to do business in the town.

If attacked by a ship of Value 4 or greater, Pierre will surrender. Otherwise, the French will fight. The Sea Flame is manned by 55 1st Level Frenchmen, but they are not adequately armed, and have only 8 cannon. While the battle rages on, Pierre de Jon will hide in his cabin, praying to God to save him.

37) Captain Sores*

If the party is adventuring in the 1550s through the 1560s, they may have the following encounter.

You're making good speed today. Your ship cuts through the waves with ease, and your sails are filled with the winds of good fortune. Truth to tell, Lady Luck is with you, for with your speed you're overtaking a fine ship. Some sort of square-rigger, flying the French flag. Her blue sails bare the image of a white flower.

The ship is 'Le Fleur Blanc', or the 'white flower'. This square-rigger is captained by 'Jaques Sores', a French Buccaneer. His ship deliberately displays the look of a peaceful trading ship, but his 80 2nd Level Frenchmen and 40 2nd Level Dutchmen are hiding, hidden from the view of a spyglass, waiting to surprise anyone who would attempt to board the White Flower. If the party attacks, their prey will pretend to surrender, only to have the men storm up from below decks once the ships are tied together, and begin mass melee.

However, if the party does not attack, they may do business with Captain Sores. If the party is in command of their own ship, he will suggest an alliance. If the party accepts, Sores' statistics are provided on Handout 10, and those for his ship are provided on Handout 11.

To determine who will be supreme commander of this group, Sores will propose a drinking contest, but he is open to other suggestions as well.

38) The Silver Scow

The morning's light reveals a sail on the horizon. It looks like a schooner. The winds are light, and it could disappear quickly.

The ship is the 'Silver Scow', one of many pleasure ships sold to the Spanish to make up for lost profits in war. Manned by only 30 1st Level Spaniards, the ship will raise sails and try to flee if any threat is shown. However, if the party approaches under a Spanish or otherwise friendly flag and then reveals their true colors up close, the Spanish will immediately surrender, and try to bargain with the party. The wealthy 'Baron Yamis', though worth a considerable ransom (8000 gold in any Spanish port) will none-the-less offer the party a better deal. He will offer to write the party a letter to the governor of Santiago, which will provide them both safe harbor in that city and also amnesty, the Spanish forgiving them of their crimes for a sum of gold equal to the captain's Notoriety multiplied by 100, thus making all Spanish ports safe until the party attacks the Spanish again. As Baron Yamis is well respected in the Spanish court, this offer is legitimate.

OVER THE OCEAN BLUE

SECRETS OF THE SEA: The sea keeps many secrets, ohhh she does. And now and then some lucky (or unlucky) crew may come across them. What ghosts and gold will they find?

39) Bottle message

It is a clear, sunny day. Red and orange slash the sky, and the waters shimmer a crystal clear blue. Amidst the spray at the bowsprit are dolphins riding the waves. As you rest on the railing, you notice something in the water ahead, a bottle, bobbing up and down in the waves.

To climb down and take the bottle requires an Agility Check. This Check is penalized by -1 for every 2 Value of the ship above 4, as it rides higher in the water. If one fails this Check, he falls overboard, and the ship has to come back for him (something the crew won't be happy about).

The bottle is sealed with a cork. If opened, the party will find a scroll inside. This paper is provided as Handout 12. The first male Character to read it will invite a curse upon himself, though he will not know it at first. Later that night, the apparition of the woman the letter speaks of will appear above his bed, floating in the air. This ghostly woman will kiss him and then love him, thus consummating the curse. The Character will forever after suffer a penalty of -1 to all Ability Checks as the ghost distracts him, but will gain +3 to his Girth rolls whenever struck in battle, as the ghost protects him. Only by being re-baptized can this curse be lifted.

40) Ghost ship

This is an evil night. The rigging groans like spirits from the deep, and the black waves rise high to either side, as if reaching up to grasp the ship and haul you down into Hell. Soon, you can make out the gray silhouette of another ship, but it is quickly lost to sight. Later that night, that same ship is seen again. There is a moaning in the wind, like that of drowning men. Then a sudden gale blows out all the lanterns, and you are left alone in the dark and stormy night.

If someone skilled in religion, he may make a blessing and hopefully drive the ghost ship away. His chance of success is equal to 2 in 12 for every Skill Level he possesses. If he cannot drive the ship away, the crew will lose -3 Morale, as they believe their voyage to be haunted.

41) The Virgin Mary

Choose the most religious or faithful Character in the party—he will have a vision. Replace 'CHARACTER' with his name.

'CHARACTER', you are enjoying a leisurely stroll around deck when suddenly you see a bright light, like the sun but brighter! Suddenly the light expands, filling the shape of an apparition, a woman, the Virgin Mary! She leans forward and kisses you on the forehead, and then with a sudden wind the image is blown away like smoke.

The Character will receive a bonus of +1 to his Ability Checks until he reaches the next Level.

42) Dark waters

In the waves ahead you see many gray shapes. As you sail closer, you see that it is dozens of sharks, floating dead in the water. Some of the crew cross themselves, whispering that these are evil waters.

Many ships have sunk here, and the evil will of their drowned and slaughtered sailors plague all ships that pass through this area. If the party's ship does not make some offering to the spirits (of at least 100 gold value), roll on the following chart to determine what befalls this particular crew.

Dark Waters

Roll	What evil befalls the ship
12	Nothing happens
10-11	Storm comes out of nowhere; strength 1-6
6-9	Nightmares haunt the crew; -6 to Morale
3-5	100-1200 total days worth of food spoils
1-2	1-12 crewmen die in their sleep

OVER THE OCEAN BLUE

43) Cursed treasure

When next the party is taking plunder from a ship or town, run this Encounter.

As the crew hauls the chests aboard, one of them, a rather pious man, steps towards you and whispers “That chest be cursed, I tell ya.” He points to one of the larger seachests.

The man is right! That one chest contains the first 5000 gold value of this plunder, but it is all cursed, every single piece of it! If not left behind, one crew member will perish each night until every specific coin of that cursed treasure is returned to where it was plundered from, be it a town, or to be cast into the depths of the sea. If the party needs advice in this matter, any Priest (including that same pious crewman) will be able to offer this solution, provided that they seek out such Holiness.

44) The curse of Captain Thanos

This Encounter should take place when in the midst of a storm.

The winds howl across the deck, the swaying lanterns casting long shadows that claw at the ship as if the devil himself is trying to tear the meat off the bones of your vessel, a feast fit for Hell. Soon, you see a derelict ship riding the storm off the leeward port, its ravaged hull and shredded clouds evidence that it was devoured long ago. As the storm rages on, the wreck draws closer, despite the wind being behind you. Then you see why—it’s steered by a single man, a skeleton clutching the wheel, its bones held together by some nameless evil.

If the party’s ship attempts to outrun this ghostly wreck, they will miserably fail, as the storm will increase in Magnitude by 1 each day, with **no** upward limit, until they climb aboard the derelict and investigate. However, to board this wreck, each man must make an Agility Check or plummet into the sea, lost in an instant, with any anchor-ropes cut by sharp ends from the derelict

ship. Aboard the wreck, the logbook will tell how the ship’s Captain Thanos swallowed a precious pearl, which cursed him. A Searching Check may find the skeletons of his murdered crew all piled in the hold. Unless this ship is burned, when the Characters return to their ship, 23 skeletal pirates will rise from the waves and climb aboard, attacking and vulnerable to only those who went aboard their derelict ship. These ghastly men have DS 11, G 13, MOVE 100’, they each have a rusty longsword, and +4 to use it. Each skeletal pirate is effectively Level 8.

45) The devil’s island

This is an island far from any others, based on Bermuda and can be used as the same, but if it is placed anywhere else, when reading the following description, replace ‘**BERMUDA**’ with whatever the name of this island is to be.

The beach of this tiny island, ‘**BERMUDA**’, is a lonely, melancholy place. This ghost of an island haunts the maps of treasure seekers and thieves, and now you know why. The eerie shrieks that echo from the dark palm groves cause the other crewmen to tremble. You yourself feel a twinge of fear with the very thought of stepping into those dark trees, like a wall of shadows keeping you on the cold beach.

This island is haunted, as the crew already believes, and as the party will learn if they dare to camp or explore here. For when the moon is high, it washes all color from the island, and in that pale light, the white fires of ghosts are kindled far back in the palm trees, and their unearthly voices sing incoherent songs that chill the heart, lowering crew Morale 1-6 each night. If the Characters make a Searching Check about the small island (this roll made with a +4 bonus if they follow the white fires at night), they will find a mass grave, a large depression in the ground that was clearly filled in long ago, and marked by a single skull hanging atop a weather-beaten musket. Once this is found, the crew will wish to leave the island immediately and never return, with the threat of mutiny.

HARBORS AND HAVENS



Arrr, this here be a quiet cove, this be, where the navy with their blasted big ships don't find us and so don't bother us. There be good drinkin' and gamin' along these 'ere docks, I says, and a good lot of adventure too...

RUINED CITIES: Countless small settlements in the Caribbean begin and are lost for any number of reasons. But sometimes, things are left behind in the ruins, things of interest, perhaps?

46) Well

This town has seen better days. What was once a bustling harbor is now a shallow lagoon filled with wreckage. The buildings have all collapsed against storms. The only thing of any value here is the fresh water from the old well.

If the party uses the well, have them each make an Intuition Check. If successful, they will notice something glimmering at the bottom, like gold! The well is 40' deep, and too slick to climb. But if one is lowered down by a rope, he will find many coins laying on the protruding bricks. Long ago, when the town was raided, some of the people threw their gold into the well—and it's still there! But the water is 30' deep, so it will take some time to retrieve it all. There is a total of 582 pieces of eight down there.

47) Burned church

This must have once been a busy port, but now it lies in ruins. Most of the buildings have been stripped of their wood, leaving only low walls of crumbling stone to mark their heyday. But in the center of the ruins one building still stands, that of an old church. Its great bell still hangs proudly in its steeple, waiting to ring again. Fire seems to have taken the life of this place, as the walls above the doors and windows are charred black.

Inside the party will find the pews and decorations all burned away. The altar is made of stone, but it is covered with a thick layer of soot. If the area is successfully searched (this roll made

with a -1 penalty), the party will find a secret cache in the wall behind the altar, and inside, an old scroll. This scroll is provided as Handout 13.

As the scroll indicates, there is indeed a secret cache in the floor under the altar. Moving the altar requires a Brawn Check (this roll made with a -2 penalty). Underneath is an old seachest. However, the chest is rigged with a trap. When opened, poison gas will be released, effecting everybody inside the church. The poison was made with Skill Level 2. Opening the chest in the open air will prove safe.

The chest contains both gold and silver coins, enough to equal 2 rolls on Table 84, of a treasure Value of 3.

48) Old fort

Rising out of the harbor are the ruins of an old fort. Its crumbling walls appear to have been battered and broken by a hundred cannon! As you explore the old ramparts, you find that a few of its own guns are still in good shape.

There are 8 cannon in the fort that are still useable, and enough cannonballs to equal 32 salvos on the party's ship. A successful search of the ruins will find a storeroom with preserved food and water, equaling 350 days.

49) Ruined harbor

In 1692 a great earthquake destroys the town of Port Royal. After that, many pirates come here seeking refuge and forgotten treasures.

The great spit that once supported the town of Port Royal is gone, sunken into the harbor by the wrath of God, a fitting punishment for that heartless city. You anchor just outside the shallows. Even from the ship you can see the glitter of gold beneath the waves.

The glitter of gold is actually a trick of sunlight on the water. However, a successful search of the buildings sunken into the sand will turn up 30-360 gold (what type is determined randomly on Table 84). The party will find nothing more here.

HARBORS AND HAVENS

PIRATE TOWNS: There are so many pirates, renegades and smugglers in the Caribbean that they build their own, small ports, hidden behind reefs and shoals where larger, pirate hunting ships cannot reach them. In these seedy towns almost anything can happen... and it usually does.

50) The juggler

In a well lit corner of the street, a small crowd has gathered around a tall man juggling flaming sticks. Soon he stops, and switches to empty rum bottles. "I'll wager that none think I could juggle axes." he gaily jests.

The juggler is baiting the crowd, for he can easily juggle axes. After the bets are made, he will produce three boarding axes, and proceed to juggle them. After that, he will challenge the crowd to bet on him juggling **five** axes. After bets are made, he will succeed in this too. Then, he will challenge the crowd to bet on him juggling **5 swords!** Once more, he will succeed.

Finally, the juggler will challenge the crowd to bet on him juggling 3 flaming torches, while standing in a pile of gunpowder! The minimum bet for this is 20 gold. In this endeavor the juggler will succeed. However, have the Player Characters each make an Intuition Check. If successful, they will notice that the gunpowder is wet.

During all this, the juggler's accomplice has been picking pockets. There is a 1 in 12 chance for every 10 gold a Character has bet (rounded down) that **all** his gold is gone now, taken during the last 'daring' act.

51) Mr. Pogue

If the party needs another companion, they may have just found him.

The wharfs are lined with cages hanging from gallows, filled with the dead bodies of thieves and scum who betrayed their crew, a grim reminder of the brethren of the coast. As you pass one cage, an arm reaches out and grabs your collar. "Pssst! I'm not dead yet... let me go and I'll make it worth your while."

The man will name himself Mr. Boon Pogue, kicked out of the Royal Navy for being 'unfit' for seafaring. He says he has many skills he can offer the party, if they let him join them. It requires a successful Lockpicking Roll to free the man, and if the Check fails, someone will see what's going on and just shoot Mr. Pogue.

If he joins the party, Mr. Pogue's statistics are provided on Handout 14.

52) Meeting by candlelight*

If the party is looking for a ship in the 1680s, they may have a rather mysterious meeting.

It is late, and the babble of tavern talk has dulled to a low ramble. Only a few candles illuminate the gloom. As you sit at your table finishing off your beer, you hear strange voices speaking your name. Soon, you are approached by a rather somber looking man, heavy set and aged, as if weathered by two lifetimes at sea. He looks you straight in the eyes, and asks "Aye matey, I'm that old an' more. But yer young still. Be ye plannin' on wastin' it ashore? Or might ye be seekin' to join a ship?"

The man will call himself 'Captain Bran'. He says he's in charge of a large ship that has just taken on a new crew. But he's already hidden his loot, and wants to retire. He tries to hide it, but he's obviously sick, and too old to continue at sea. What he offers the party is to take command of his ship as officers, while Bran himself stays aboard for a while as First Mate, all the while calling the PC captain 'Bran'. Soon he'll disembark (in the next pirate haven), and then the party can appoint a new first mate, continuing his legacy as long as they wish.

If the party agrees, the statistics for Bran's ship are provided as Handout 15.

However, which of the Player Characters will be captain? Bran himself will prefer to settle this with a good arm-wrestling contest. "The crew is unruly," he'll say, "and they'll follow a strong man before any other." But if the party suggests another way, Bran will accept it and let them decide amongst themselves who will be captain.

HARBORS AND HAVENS

53) Love and death

Select the Character who is the most honorable and/or romantic, and it is he who will have the following encounter.

This night at the Mizzen Mast Taverne you have enjoyed the best ale, rum, gaming and gambling that the world has to offer. As you tell tale at the bar, you are approached by a young woman in white. The crowd parts for her, and many men “Ooo” and “Ahh” at her passing. For she’s none other than the lovely Lady Kimberly Williams, having left her life at court for the man’s world of piracy. Her beauty is matched only by her reputation, that of knowing the location of a fabulous treasure. She brushes up against you, and without hesitation takes your hand. “Dance with me.” she says in a sweet voice. But at that moment, a tall Frenchman steps between you, and says to the woman “Dance with **me!**”

The Frenchman is the famous Laffite Luvierre, a known womanizer and one of the best swordsman in the Caribbean. He’ll proceed to dance with the Lady Williams until the Player Character does something about it. At that point, Luvierre will be insulted, and challenge the Character to a duel for the woman. Even if the Character refuses, Luvierre will draw his rapier and attack. During the ensuing fight, the crowd will back up and nobody will interfere. And, if any of the other Player Characters try to become involved, random men from the crowd will shoot at them, the first time to deter them from interfering, and thereafter to kill them, for there is still some honor amongst thieves, and those who duel for the love of a woman.

Laffite Luvierre is a French Buccaneer of 7th Level and 80 Notoriety, DS 11, G 8, MOVE 150’, and wields a rapier with a +5 bonus.

If the Player Character wins the hand of the Lady Williams, she will spend the night with him, pleasing him to the best of her ability. But she will reveal nothing about her secret, leaving that a mystery she will keep for the future (and perhaps a plot device for you to work with).

54) The Galley

In the harbor is an old, Spanish galleon. Chased by an entire fleet, she was run aground and has been here ever since. The Galley by name, this great ship has been converted into a huge inn and tavern, where lights and music carry on all night long. Whores hang from the windows and men dance on deck, holding high their bottles of ale and rum. A small, crude bridge has been built to connect the Galley to the mainland.

There are all kinds of things to be had at the Galley. All one needs is gold.

Drinking is the favorite passtime here, and the drink is always in high demand. As a result, rum, ale, beer or wine will fetch higher prices here, an increase of 10-60% in any given month.

Whores are always available here. Good, clean women who won’t pick your pocket. Their very presence will increase a crew’s Morale by +1 for every 100 gold taken from the ship (to a maximum of +5).

Gambling is always going on below decks, and here people play for higher stakes, allowing games to raise their bets up to 30 gold each day. But the favorite gamble is that of the ‘Captain’s Wheel’, an old wheel fixed to the wall that serves as a ‘wheel of fortune’. It costs 25 gold to play. If one takes this gamble, his spin is determined by the roll of a single dice. As a rule, each person is only allowed to play the wheel four times in their life. Anything more is ‘cheating the sea fates’.

The Captain’s Wheel

Roll	Result	Prize
12	Crown	100-1200 pieces of eight
11	Necklace	Gem or piece of jewelry
10	Full bottle	1 ton of beer, ale or rum
9	Corset	1-3 free whores for all night
7-8	Bottle	Free rum all night long
3-6	Nothing	Nothing
2	Red spot	Must drink poisoned wine
1	Black spot	Someone gets a free shot at the loser; automatic pistol hit

HARBORS AND HAVENS



55) Whore or horror

Away from the bustling center of town, a small maze of low, narrow docks leads out over the black, glass-like water, glistening with myriad pinpoints of light as fireflies in the unseen reeds dance with the reflections of flickering, golden lanterns hanging nearby. The surrounding houses are dark and silent, their wooden sides like stone, as if they had been there since the first time that night fell over the world. But far back in a crooked alleyway, a small door stands open, spilling milky, yellow light onto the pavestones.

If the Characters approach, they will hear a drunken voice banter on with a sober woman; “Now there, Spanish-belly—” “What mean you, dear wifey?” “Only that this food is so good that your stomach will be as full as a galleon is with gold.” “Ahhh, me pretty-lady, give ol’ Donal’ a roundin’ that can compete with King Phillip!” If the party waits, moments later a crash of plates will indicate that ‘Mr. Donald’ collapsed at the table. If they investigate, his ‘wife’—clearly a whore—will think the Characters as guards and admit that she drugged him so she could steal a his purse, and to buy their silence, she will offer to sleep with each of them in turn. If they decline, she will shoot a random person in the back when they leave—an automatic hit with Donald’s double-barrel pistol—and then she will flee through the maze-like alleyways.

56) Tavern in the cavern

Beneath the bustling streets, a dank cellar leads to a cave, filled with barrels, tables and other crude furniture. Bones, broken bottles and bent tableware lies scattered about. This tavern is all but unknown to the world above. Here pirates can gamble, drink and wench without fear of reprisal from any of their respective ships’ articles of agreement.

In this nameless tavern, all manner of sins abound, and nothing the Characters do shall be known to the rest of their crew, no matter what it is, unless they tell them.

57) Mr. Moody

When going through the normal, uneventful calculations of signing new NPCs aboard ship...

As the new crewmen file up the gangplank and onto the deck, each putting their mark in the book, one rather ragged fellow with a pegleg hobbles up and, turning to face the crew with a wild look in his untamed eyes, asks “Is this ship safe? Seaworthy? Rat-free? Curse-free? You never know, lads, what horrors await you...”

This very, very paranoid person may be mad, or he may be very experienced having seen a lot. The rest of the crew cannot decide. It falls upon a Player Character to make a Charisma Check right now to weave words clever enough to clothe their cold hearts after hearing this rugged pirate’s ominous words. If this Check is successful, the crew will gain +2 to their Morale. If not, their Morale will drop -4. And ever thereafter, if Mr. Moody’s name is spoken in any version by Player or Character, including using the simple word ‘mood’, ominous sounds shall haunt the crew and lower Morale by -1. And yet, if Mr. Moody is expelled from the ship in any way, a terrible storm of Magnitude 8 shall strike within mere hours!

58) Ron-Paul’s Cove

The best tavern in town is Ron-Paul’s Cove, a two-story building perched upon a rocky crag overlooking the harbor. The patrons are pirates for the most part, and those who are not, be they boys or women of consequence, have the glint of gold and adventure in their young eyes. The roof is crowned with an old mainmast from a ship, and the zigzagging road that leads up the cliff passes through a makeshift jungle of palms, plants, and secluded tables where matters can be discussed quietly, away from the bustle of both town and tavern commons.

At Ron-Paul’s, all rolls normally made in a tavern gain a bonus +1, including hiring crew, rolling for rumors, gambling, and pilfering.

HARBORS AND HAVENS

SECRET HARBORS: There are many small coves and hidden anchorages throughout the Caribbean, many of which are located near to major towns and trading ports. But in these dark places there may be secrets kept even from the secretive.

59) The Isle of Virgin Anne

Ahh, you have reached the white sand beaches of Virgin Anne, one of the smallest and most beautiful islands in the Caribbean. Naval ships don't come here, only free men like yourselves. There's food and water in abundance, and the crews of other ships to mingle with.

There is plenty of food and water here indeed, and a ship can fully restock its provisions with the bounty of the island. What's more, there is a 1 in 12 chance each day that another pirate ship will come here and weigh anchor. If this happens, feel free to use one of the other ships in this booklet who are 'friendly' towards other pirates (from Encounters 9, 30, 33 and 37). Whether they strike an alliance with the party's crew or merely get drunk together is up to you.

60) Skull Rock

This secret cove provides an alternate entrance to a fortified town. It can only be found by following instructions given by one who has been there. When reading the narrative below, replace '**TOWN**' with the name of the colony that the party is going to be sneaking into.

Not but a half mile outside '**TOWN**' harbor, you find the secret cove you were told about. The ship carefully maneuvers through the tall rocks and reefs, and finally comes to a small cove, surrounded on all sides by steep clefts. On the far side, the cliff face naturally forms of the shape of a skull, with the waves sloshing in and out of its gaping mouth.

The water here is infested with sharks. However, if the party takes a longboat and paddles slowly they will be safe. Inside the mouth of Skull

Rock is a flooded tunnel, barely big enough for the party's boat. It runs a good half mile back, the ceiling always frightfully low, but eventually enters into a dead-end cavern, the lowest point in the town's fortress, where they dump their waste. A narrow, stone staircase will wind up into the fortress above. The party needs but go up the stairs and they will find a storeroom, complete with uniforms, which will allow the party to march right outside the fort and into town.

61) Abandoned ship

Laying in this shallow harbor is the hulk of an old ship. Great holes are blown in her sides, and she rests on the shallow bottom, the waves splashing through her hull. Her mainmast has fallen and lies from ship to shore like a gangplank.

There are some things salvageable from the old ship, including an anchor, 4 cannons, 20 salvos worth of cannonballs, and the flags of France, Holland and Spain.

But more importantly, there is some treasure glittering beneath the water in the hold, an open chest filled with 3500 doubloons and surrounded by 5 sharks swimming in and out of the ship.

In addition, the old captain's cabin holds a secret. If that room specifically is searched, one will find a skull in the rum cabinet. If this skull is touched, its eyes will flash with blood-red light, and a maniacal voice will echo from within it:

"Thieves! Villains! Cutthroats! I know who you are! I know you by name . . . now look into the eyes of the dead, and see what awaits you in the end. Yes, you see the blood of a thousand men! Betrayed! Butchered! Left to their fate by their captain . . . me. Now you will share the same fate. Fools! Dogs! Devils!"

The skull speaks true! For simply having looked upon it a Character may be driven mad with bloodlust. Each Player must roll a single dice, and if the result is 4 or less, he will fly into a frenzy and attack random targets for the next 1-12 Rounds.

HARBORS AND HAVENS



62) Pirate heroics

Use this Encounter only if one of the Player Characters has a sense of chivalry, heroism or a soft spot for prisoners.

You come across the spit, exploring this island, and come to a beach unassailable from the sea because of surrounding reefs. You are surprised to say the least to find a large gathering of pirates here. Their captain is taking his ease, sitting on a keg of rum before the fire, smoking a salmon on the end of his rapier. Nearby him, two people who are obviously Royalty—a Lord and a Lady—are being auctioned to his crew, clearly for carnal pleasures.

These two English Nobles are Lord William of Chester and his niece Lady Arabella deHavillad of London. The bidding is up to a mere 500 gold. If any of the Player Characters enter the bidding, they will be assumed to be part of this 400-strong pirate crew and thus be allowed to bid, and can win if they bid as high as 650 gold (for the pair). If they win, the pirate captain, Basil Wrathbone, will instruct that the pleasures are for a day only, and after that the prisoners are to be returned to him, for a ransom to the nearest English colony, of 20000 gold. If the Character disagrees or finds any reason to dispute this at any time, Captain Wrathbone will become enraged and seek to duel with the insolent Character. The entire crew (including all NPCs that came with the party) will watch for sport, having total faith in their own man's skills (if not his ego).

Basil Wrathbone is a French Swashbuckler of 8th Level and 85 Notoriety, DS 14, G 9, MOVE 160', and wields a rapier with a +5 bonus.

If Captain Wrathbone is killed, his crew will elect a new captain amongst themselves, as is in their own articles of agreement, the Player Character who killed Basil not eligible for command, as he was not with them already.

If the Nobles are 'rescued' in this incident, they will indeed fetch the 20000 gold ransom at the nearest English port. If that ransom is waved, the governor (who is Lady deHavillad's kin) will always allow them safe anchorage in his port.

63) Ghost Island

The morning mists linger around this small, rocky island. A single, shallow cove welcomes the longboats of the silent ships that crowd around the harbor mouth. Inside, the cliffs are covered with decapitated huts, rickety bridges and taverns built from the wreckage of Royal Navy vessels. The jagged heights of the surrounding cliffs form ghost-like silhouettes before the sun, like demons turned to stone in the daylight, leering down over the pirates who gather here.

This haven is ruled by one Captain Steven, whose thousands of men provide safe haven from any Navy, but at a price—10 gold per member of the total crew anchoring here, plus 100 gold per Value of all ships finding haven here. In addition, if the party needs any knowledge about curses or any dark secrets (whether they realize it or not), the Captain's men will invite them to dinner with Steven, who will over a bowl of blood-soup offer all the answers they need for 10000 gold. And indeed, he will have the answers they need. If they seem reluctant to pay and hear him, he will smile like the devil and say "Ye'd do well ta believe in ghost stories lads—yer caught up in one!"

64) Angel's Inlet

Angel's Inlet! The crystal clear waters of the Caribbean caress a golden beach beneath blue mountains that reach all the way to Heaven. Sea turtles inch up the soggy sand while monkeys chatter in the trees. You have come at a good time—there is no sign of any other ships near this pirate haven.

If the area of the beach is successfully searched, one will find an old Bible wrapped in layers of cloth. When the sand is brushed off the salt water-stained pages can be opened—the two halves are solidified, so they always open to the same page, where a message is written in blood: *'You who read this are the Lord's sword-arm'*. If this Bible is turned into any English governor, he will recognize the handwriting as that of his own son and offer the bearer 100-300 Promotion Points!

MYSTERIOUS LANDS

What d'ya say, matey? Should we be troddin' off into that there jungle? There be gold in the mountains, I hears, but it'll be a long haul ta be sure. I hope ya can take the heat...

IN THE JUNGLES: The dense, tropical jungles of the Caribbean have been described by pirates as the 'Gardens of Hell'. Steaming, sweltering jungles with lush palms and clear lagoons, they're filled with snakes, boars, disease and death.

65) Malaria

Making their way through the jungle, the party may encounter an enemy far worse than any animal of buccaneer, the disease of Malaria.

Before running this Encounter, you should consider what supplies the party has on board their ship. If they have plenty of 'goods', only then should this Encounter be run, for the more goods they have, the greater their chance of having medicine, which is crucial to the survival of this Encounter.

This Encounter has no description as it takes place over a period of time. But finally, one day each Character must make an Endurance Check at a -4 penalty. Those who fail will have contracted this disease. Like a poison, the malaria will suck their strength out of them, taking away 1-3 Ability Points each day (where they are deducted from the Player himself is allowed to choose). But once any Ability Score reaches 0, the Character dies.

The only cure for this disease lies within the medical wonders of the modern world. The party may make one roll on Table 83 for each ton of goods they have. In the end, every ton of medicine that they have is the cumulative 1 in 12 chance that each person can be cured (this roll must be made for each individual). When cured, one will regain 2-24 lost Ability Points. For large quantities of NPCs, you may opt to simply have them all be healed, unless the party was away from medicine for more than three days, in which case all afflicted NPCs will lose 1 Level.

In addition to loss of men, malaria wreaks havoc on a crew's Morale, as friends and mates are lost and death is near at hand. In this instance, every 5 men lost will reduce Morale by -1.

66) The lost Spaniards

Run this Encounter at the end of the day.

As you hack your way through the sweltering jungle, stepping past a snake hanging from the trees, you suddenly hear voices.

Just ahead is a group of 5 Spaniards, lost from their expedition two days ago. They are debating about in which way the sea lies, and can be easily taken by surprise. However, they will not wish to fight, and if attacked will immediately surrender. If the party has Spaniards amongst them, these five men will even be friendly and eventually ask to join the party's crew.

Since it is late, the Spaniards will invite the party to join their camp. They have explored the jungle for miles around, and will know the locations of any special sites, though they will not have explored them because they are interested first and foremost in survival. But if the party offers them provisions and/or a chance to join their ship, the Spaniards will serve as capable guides to whatever location that the party seeks.

However, if there are no Spaniards in the party, at night, the lost Spaniards will attempt to steal the party's clothes and head back down their trail to their ship, and try (foolishly) to pass themselves off as the Player Characters.

67) Hunting grounds

The stillness of the jungle is suddenly broken by a huge wild boar, crashing through the trees towards you!

The boar will fight normally. If the area is successfully searched later, the party will find the remains of a long dead traveler, obviously killed by the boar.

On the dead man's skeletal hand is a golden ring. On the ring are scrawled the words 'A curse upon my faithless wife'. The ring is indeed cursed, so that whomever wears it will be disliked by those of the opposite sex—Charisma Checks suffer a -2 penalty, and whores charge twice their price.

MYSTERIOUS LANDS

68) Lagoon

You stumble through the palm trees, and step onto a smooth bed of gravel. Running away to your right is the sparkling, white sand beach of a lagoon. The rippling water glimmers under the tropical sun, and the lush palm leaves sway in a gentle, refreshing breeze. As you move onto the beach, you see something odd, an almost perfectly straight branch rising up from the center of the lagoon.

The water in the lagoon is fresh and safe to drink.

If the area is successfully searched, the party will discover a curious piece of driftwood—it has been carved with some names: ‘*Mr. David Peterson, Mr. James Blair, Mr. Pierre la Vesque*’, and slightly burned ‘*Marquis Ronald Jackson*’. If the party looks in the bushes (no roll necessary and no Experience Award), they will find the makeshift crosses marking three graves.

If someone dives down to the center of the lagoon, he will find a skeleton (normal Experience Award for a successful Search). With the skeleton is a cutlass, and engraved upon the blade the name ‘*Marquis Ronald Jackson*’. The sword is an heirloom, and will sell well: 2000 gold in an English town, 1200 in any other.

69) Magic shrine

You stumble through the thick palm trees, cursing this hellish jungle with every step. The sun streams through the dizzying branches above, and the trees seem taller every time you look up. The buzzing of mosquitoes and other bugs fills the air. Then, suddenly, everything is quiet. There are no bugs, no sounds at all. The sunlight seems to have sunken behind the trees. Moving on, you soon see a large silhouette in the trees ahead. As you draw closer, you see that it is a statue of some sort. Carved of solid stone, it depicts a fat man with six arms, his lap the smooth surface of a dish or bowl. Thick vines and moss cascade down the statue, but the bowl gleams with golden light. Your heart begins to pound.

The statue was carved by an ancient people who left this place long ago. But even though the people are gone, their magic remains. If anything is placed in the ceremonial bowl, the magic within the statue will be awakened.

Gold will instantly begin to melt, though the stone will remain cool to the touch. After a few minutes, the gold will harden and cool, now fused into a solid shape.

Jewels will shimmer for a moment, and then darken, turning into black stones, like charcoal. Then, flames will waft up from the black stones, and the party will hear agonizing screams (NPCs will run and animals must be restrained). Then, as suddenly as they began, the screams will stop, and the flames will die down. The black stones will be gone, but whomever the gems belonged to will be enchanted, gaining a bonus to his Luck Score of +1 for every 1000 gold value in gems total he offered (rounded down). This bonus does indeed affect Defense Score, and will last until the Character gains an Experience Level.

Water will glisten gold as if the sun were directly overhead, though the clever Player will remember that the sun is **not** overhead. If anyone drinks from this water, he will instantly be cured of any and all wounds, poisons and diseases. The water only has this effect in this bowl, and this bowl will only enchant water once between each full moon.

Blood will cause clouds to roll in and obscure the sun. Then, there will come a rumble of thunder. A storm will plague the party for the next 1-3 days. But their immediate concerns are much more perilous. For even as the sky darkens, a crimson mist will rise from the bowl, forming into the shape of a skeletal demon, reaching out with its wide arms, trying to grasp all those who stand near the statue. It will reach one hand into the chest of the Character whose blood was offered, and clutch his heart. If the Character wears some sort of holy symbol, the crimson death will wail in agony and dissipate, leaving the Character with a permanent increase of +1 to his Endurance Score. If the Character wears no holy symbol, he will suffer as if shot, and then the demon will disappear. This demon will only come out of the statue once.

MYSTERIOUS LANDS

70) Waterfall

The dense jungle fights against you for miles, the vines, foliage and sweltering heat bleeding your life from you with a waterfall of sweat, but suddenly you push through the treeline and find yourself standing atop a hundred foot-high waterfall, its pure waters cascading down into a rocky pool filled with refreshing mist.

The water is clean and safe to drink. If someone climbs down to the pool, a successful search will find a cave behind the waterfall. That cave will prove a safe place to hide, though whether or not there is anything else there to be found depends on the adventure's storyline.

71) Secret cave

This Encounter will be found when next the party makes a successful Searching Check when there is nothing to be found otherwise.

You have found a dank, deep cave running back into the cliff. Scrawled upon the wall near the entrance is some old writing, though it has long been worn away by moisture and is now illegible. At the far end of the cave is a pile of barrels, sacks and seachests.

The equipment at the back of the cave was placed here by pirates a good fifty years ago, but they never came back for it, and now it is the home to 4 vipers, which will gain a free Round to attack anyone who rummages through the sacks!

72) Golden coconuts?

This Encounter is better used if the party is low on food.

As you continue through the jungle, you look up and notice that the coconuts hanging from the palm trees are full and ripe—and up in one tree, they are glimmering, as if made of gold!

The Characters one-and-all are suffering from slight hallucinations in this sweltering jungle—the

coconuts are normal, as any inspection shall discover. However, a successful Searching Check will discover three parallel lines cut into the tree's base. This is a mark left long ago by a pirate who hid a golden nugget worth 600 gold, that has survived, strangely, growing **inside** one of those coconuts! If only they were to be broken open...

73) Dead men tell no tales?

The unmistakable hiss of a snake catches your attention. You stop and look around, and then see a green viper oozing through the eye socket of a human skull that is caught in the tangled vines of a large tree. The rest of the dead man's skeleton is tied to the trunk. The snake slithers down his spine and nests in his ribcage.

If anyone approaches the skeleton, a voice will echo from the skull: "Dead men tell no tales? I do not think that is so certain." The skull will then lift up—the puppet of a mad hermit who is sitting in the next tree. He will then say "All who pass by must pay toll. Ten in coin or a jewel to fit my eye, lest ye see yer future in them dark holes." Whether the party leaves money or not, nothing will happen. If found (a Searching Check will suffice) the hermit will plead for mercy.

74) Deadly game

You push through the foliage—and come face-to-face with a huge, spotted, man-sized cat! Its golden eyes stare straight into your soul even as its breath steams across your lips. You hold still, realizing that it is not looking at you—there is another beast right behind you!

The huge cat is a jaguar, and it is staring down a puma directly behind the party! If they do not react quickly, they have several options.

Laying down food will allow them to slowly move away and then leave without incident.

Firing a gun will scare all of the great cats away for 3-14 Rounds.

Anything else will result in causing them to attack random prey until wounded, at which point that particular cat will speed off into the trees.

MYSTERIOUS LANDS

IN THE SWAMPS: No one likes the swamps, not even the pirates who hide there. Alligators, snakes, even ghosts and devils, they all lair in the bottomless pools and marshes of the Caribbean.

75) Old boat

You push on through the swamps, loathing every step. The oily, black water is up to your thighs now. Thick moss drips down from the twisted branches above like the soggy, green stalactites of a dark cave. Fat, slimy snakes slowly coil around the tree trunks nearby. Up ahead, you see something floating in the water. As you draw nearer, you see that it is an old longboat, half flooded and laying low in the water.

The boat is swamped but has no damage, and if drained would make for a much better way to negotiate the swamps. The boat should double the party's speed through these gloomy mires. However, first they will have to evict the large boa constrictor that is sleeping in it...

76) Quicksand

These swamps are endless! Nothing but sludge beneath your feet and twisted, black trees all around. At last you see the semblance of a path, a clear space in the trees just off to the side.

The party doesn't have to go through the clear space, but unless they state otherwise, it is assumed that they will take this route. Once they go tromping through there, they will suddenly sink down to about waist height, and they will be caught in the quicksand. They will begin to sink rather quickly—after 4 Rounds they will be completely under, and then they can only survive as many Rounds as they can hold their breath, as indicated on Table 53.

If anybody specifically lagged behind or went around, he may help the party from solid ground. It takes one Turn and a successful Brawn Check to pull somebody out. If one has a rope and tosses it out, someone on solid ground can fix it to a tree, and everyone can use it to escape (no rolls necessary).

However, if the quicksand caught **everybody**, they're in a tight spot! A rope can still be used, but it takes an Agility Check at a -2 penalty to hook it to something strong, and at the rate of one Check per Round, time may run out quick. If the party has no rope, one may make an Agility Check to move through the quicksand to solid ground, this particular roll penalized -4, but aided by +2 for every swimming Skill Level one possesses.

77) Vengeful spirit

As you make your way slowly past the rotting old husks of the trees, you catch a sudden light flickering in the gloom, away to your left. The light appears again, a little closer, and then disappears, only to return again, casting a pale glow upon the slick surface of the shallow water. The ghostly light bobs up and down like a hand-held lantern, but who could be wandering these wretched swamps alone? A lost traveler? A madman? Or a ghost indeed?

The light is indeed the ghostly lantern of a man who died in the swamps, abandoned by the rest of his party. His restless spirit now believes that the Player Characters are his lost shipmates, and he is bent on vengeance.

Determine a Character at random, and have him make an Intuition Check. If successful, he will hear a faint voice, saying "The wicked begotten treasure, both bring them little pleasure. They'll soon see what it's like to be left behind..."

The party has 2 Rounds to act. Those who call up a naked flame, bless themselves, or hold aloft a holy symbol will be safe. However, all those who do not have such protection will fall victim to the ghost's wrath. For after those 2 Rounds, the ghost light will disappear, and then those unprotected Characters will feel chill, become unable to move, and cause anyone who touches them to suffer a cold burn, losing 1 Endurance Point for 1-12 days!

The party may have no choice but to leave their afflicted friends behind, but maybe not forever. For if burned by flame, the curse will fade, though losing the Character -1 Brawn.

MYSTERIOUS LANDS

78) Island hopping

You have come to the end of your journey, or so it seems. For ahead of you lies an endless marsh, with only small islands offering any chance of crossing it, like stepping stones of grass and rotten tree stumps. The water churns with the ominous hint of crocodiles, snakes and other perils swimming just beneath the stagnant surface. The sky is stained with a yellow haze. All is quiet save for the buzzing of mosquitoes.

These marshes stretch for 16 leagues. Despite the normal penalties for trudging through a difficult terrain, those daring to brave this swamp will have to make an Endurance Check each day to endure the stench, with failure calling for a roll on the following chart to determine what happens to him.

Dangers Of The Marshes

Roll	What happens to the Character
12	Contracts disease equal to Level 1 poison
10-11	Attacked by a constrictor
5-9	Contracts disease; equal to Level 3 poison
2-4	Attacked by an alligator
1	Collapses and dies

79) Hut

Wading through the shallow quagmire, the gloom pressing in all around, the shadows are suddenly broken by a faint, pale light in the distance. As you draw nearer, you see an amber light flickering in the windows of a small, single-room hut. The thatched cabin sits above the black, oily waters on thick stilts of vine-wrapped wood.

Inside the hut is a small fire born of hot coals smoldering in a chestplate of Spanish armor. Nearby, 3 Spanish helmets are filled with 250 doubloons each. There is no sign of any food or normal living accommodations. If the party lingers here, 3 Rounds later they must each make an Intuition Check with a +3 bonus to hear footsteps slugging through the marshes, approaching the hut. However, nobody will ever arrive. If anyone sleeps here, they will be safe from the normal swamp predators, but suffer nightmares to the extent of

permanently losing -2 to their Wits Score (-1 to Luck as well for Spanish Characters). If this loss drops a person to 0 (on either Score), he will die in his sleep. If the hut is burned down, 1 Ability Point will be regained (to Luck for Spaniards).

80) Be-Vere

If the party makes a successful Searching Check where there is nothing to be found, they will find this instead . . .

Surrounded by tall grass, you find a wide piece of wood. You touch it, and it wobbles easily, indicating that it is floating. You ease it forward into mire where you stand, and find it to be a bear-sized beaver, carved out of wood, laying face-down like a wooden rug. It floats as well as any boat.

This odd carving indeed makes an effective boat that can support up to 400 weight, and those who ride this wooden be-veré through the swamps will gain +3 leagues to their daily movement rate.

81) Abandoned mission

The endless, hellish green of the New World jungle at last reaches back to reveal the sky, the vines and overgrowth held back by the crumbling walls of an old Spanish mission. Thick sludge carpets the floor in the arched entranceway. An old bell hangs silent in the belfry, which leans warily to one side.

Inside the compound, the floor sinks to a depth of 3' beneath the water. Lurking in these shallows, amongst fallen timbers, vines and other growth, are 3 alligators. Everyone entering inside the building must make an Intuition Check with a penalty of -2. The alligators will gain a free Round to attack all those who failed this roll. If the area is successfully searched later, the party will discover a secret cache in the floor, covered by rotten planks, and therein a seachest filled with ceremonial wine bottles. There are 65 bottles in all. Each one weighs 10 and is worth 10 gold in any Spanish port (4 gold in any other).

MYSTERIOUS LANDS

IN THE MOUNTAINS: Rising above the lush jungles and the murky swamps are the dry, rocky mountains of the Caribbean, rumored to be riddled with mines spilling endless amounts of gold and silver, but where the treasure hunter more often finds only death.

82) Rope bridge

Your way through the mountains is hard. Nothing but sun-burnt stone and sharp grass, and the sun blazing in the sky above. But you keep to your path, until at last the path ends, dropping off a cliff into a wide ravine. A hundred feet below you can see a shallow river, swimming with alligators. Spanning the ravine are three ropes—two side-by-side and a lower third, forming a simple rope-bridge.

The ropes are strong but shaky. Any Character attempting to cross must make an Agility Check. If he fails, he will plunge down into the water below, the fall equivalent to being hit with a Base Damage 4. And even if one survives he will have to fight with the 9 alligators there!

83) Madman

Upon the lonely heights of these rocky hills you find a small hut. A thin trail of smoke rises out of a small hole in the ceiling.

Inside the hut lives 'Blackjack' Rex Rogers, a former pirate who went mad and refused to leave this, 'his' mountain. Even now, the party is trespassing, and he will have a word with them.

If the party approaches the hut, Rex will come out, baring a musket in one hand and a bottle of rum in the other. He has a long, scruffy beard and he is blind in one eye (though he doesn't wear an eye-patch). In a trembling voice he will demand "Who are you? Where did you come from? Where are you going? Why are you here? Who do you serve? Who do I serve? Are you friends? Are you enemies? Are we at war? Why are you trespassing? Why are you silent? How is my son doing? Is he King yet?"

Regardless of the party's answers, Rex will insist that this is **his** mountain and will open fire if the party does not pay 'taxes', in the amount of 3 gold (or more). Rex has no other money, and only a small supply of food. If the party talks to him, he may consider leaving his mountain and returning to sea. Statistically, he is but a 1st Level Englishman. Immediately, the presence of this madman will lower Morale by -1, but after a week, he will have told enough stories of treasure on the Spanish Main that it will raise the crew's hopes, and their Morale, by +4.

84) The idol's secret

Atop a low bluff stands the granite statue of a hideous beast, with groping arms and three rows of pronounced teeth. His deep, dark eyes face due west. The statue looks as if it's trying to frighten the sun away.

If the party successfully searches the area, they will find that the ground before the base of the statue is nothing but a thin layer of dirt laid upon bamboo stocks and leaves, covering a gaping hole. This is the opening at the top of a large cavern, filled with darkness.

If the party descends into that darkness, they will drop down 20' to a rough floor, crawling with 16 vipers! The vipers will attack anyone on the floor. Only after the vipers are somehow destroyed may the party freely explore the cavern.

A successful search of the area will find some writing on the wall. This writing is presented as Handout 16. If, following the instructions, one puts gold coins in the eye sockets of the idol above, the afternoon sun will reflect light that shows the keyhole to a secret door in the cave below. Even if this lock is picked, this door is heavy and requires a combined 30 Brawn Points to move. Inside, the party will find a secret cache, with statues of women baring real jewelry, totaling 10 rolls on Table 85.

LANDS OF THE LEGENDS

If ye be goin' this way matey, then we be partin' for sure. There be curses and black men further on, waitin' to boil ye alive, if yer lucky...

CANNIBAL CAMPS: Cannibals can be found almost anywhere in the Caribbean, their camps and savage symbols the legends of most every sailor who ventures too far inland.

85) Headhunters

Your march through the jungle is slow and tiring. Your heavy footfalls seem to echo through the dense overgrowth. Soon you realize that your heart is pounding. Anxious and uneasy, you stop and listen, and hear the disquieting rhythm of distant drums...

In 4 Rounds time, the party will be attacked by a group of 8 natives wearing grotesque clay masks and animal skulls. They intend to slaughter the party and take them back to their village to be devoured while their heads are made into trophies. The headhunters are 2nd Level, have DS 6, G 6, MOVE 130', and are so ruthless that they gain +3 to their rolls with their crude knives, ever hacking and slashing at the Characters' necks.

86) Net trap

You hack your way through the sweltering jungle, and suddenly you see something that strikes fear into your heart—a skull stuck on a palm tree, draped with a necklace of human fingers and ears.

The skull and necklace are both a warning, and the trigger for a trap. For if the skull or necklace are disturbed in any way, anyone standing near the palm tree will be scooped up in a huge net, which will pull up from the ground, leaving the Characters dangling 20' above the ground, while 6 cannibals approach from the surrounding bushes. They will stab and jab the trapped Characters, causing an automatic wound to a random Character each Round until they are either all killed. But the party has several options.

Fighting the cannibals is possible if there are any Characters outside the net (specifically stood away from the skull and necklace before the trap was triggered). The cannibals will fight all Characters on the ground and ignore those trapped in the net. They are the equivalent of 1st Level, have DS 7, G 6, MOVE 150', and fight with spears and knives (the equivalent of pikes and daggers), both with +1 ability.

Firing a gun will either (an odd roll) frighten the cannibals and cause them to run away, or (an odd roll) send them into a frenzy, causing them to stab the party at three times their normal rate.

Cutting the net will cause the party to fall 20' and put them in a worse situation—all tangled up on the ground where the cannibals will continue to stab at them. After the fall, escaping the net requires an Agility Check (this roll is made with a -1 penalty).

87) Village

You slowly push aside the palm leaves and look into a wide clearing, sheltering a small village. Thatched huts encircle a huge firepit, where rests a massive cauldron, bubbling and hissing and rank with the smell of dead flesh. You see many savage men and women walking about.

The natives are unaware of the party's presence. However, if the party draws any attention to themselves, the natives will attack. They are 1st Level, have DS 6, G 6, MOVE 140', and fight with knives and their bare hands (the latter delivering 1 Base Damage). There are 12 natives in all.

If the village is successfully searched, one of the tents will be found to contain three sets of Spanish armor (both plates and helmets) and a bag filled with their personal items, totaling 36 pieces of eight, 3 cutlasses, 3 daggers, and a pistol with only 7 loads (they must be counted).

If the party waits until night, the natives will dance around their fire and chant in an unknown language. If they are attacked at this time, the party will gain the first Initiative from surprise, but after that the natives will attack at +2 instead of +1, as they are worked up into a savage bloodlust.

LANDS OF THE LEGENDS



INCA CIVILIZATIONS: The mountains of the Caribbean are home to many strange peoples, most notably the Incas, famed for their seemingly endless gold and treasure.

88) Patrol

You are making your way along the edge of a deep ravine. These must be the tallest mountains in all the New World. As you wonder what strange folk might live up here, your questions are answered by voices coming from around the next bend. After a moment, a patrol of five native men appear. They halt, as curious about you as you are of them. They are clad in gilded armor and bear spears.

If anybody can speak the Inca language, the party will be able to parley with this patrol. They will say that no 'white men' can go any further into their mountains without first proving their worth. To do this, they must name the 'great one'. They get one guess. The answer is 'the sun'. If the party provides this answer they may pass. Otherwise, they will have to fight or turn back.

If the party fights the Incas, they are each 2nd Level, have DS 5, G 7, MOVE 140', and they use their spears (pikes) with +2 ability. If anyone uses a gun of any kind, the Incas will become terrified and flee.

If the party ever presents any kind of talisman that demands worship from native people, the Incas will treat the Characters like gods and lead them to their city (though they will still have to prove their worth by identifying the sun).

89) Secret of the black cave

High in the mountains you find the gaping mouth of a deep, dark cave. Within the gloom you can see many bones scattered about the floor. You are considering going inside when you see two glowing red eyes looking back at you.

When at last a Character enters the cave, he will see that the eyes are actually rubies, making the eyes of a granite statue. The statue, however, is booby-trapped. If one tries to remove the ruby

eyes, the statue's mouth will breathe a poisonous gas, immediately affecting everyone inside the cave (the poison was made with Skill level 2). Each ruby is worth 1000 gold.

90) The crown of the sun

Miles into the mountains, the sky seems closer and closer, as if one of these twisting paths may lead to the very gates of Heaven itself. Suddenly you round a bend and find yourself at the base of a tall, straight stair. At the top, a good hundred steps above, you can see something, an idol of some sort, gleaming as if it were a piece of the sun.

If the party climbs the stairs, they will come to the mountain's conical top, where in the center stands a pedestal, atop of which rests a lavish, golden crown, bejeweled with hundreds of precious stones. If any Character should reach for the crown, a thunderous voice will boom from all around. "I am the voice of Canpo Macac, Son of the Sun! This is my crown and you are not worthy to take it!"

If someone ignores this warning and tries to take the crown, a bolt of lightning will strike him down, killing him instantly.

However, if someone asks what he may do to prove his worthiness, the voice will return, and say "Man of mortal clay, you are bound by your fear of death to never reach the heavens. If you can overcome your fear, you set yourself apart from the mortal coil, and may share in the wealth of the sun kingdom."

What the Character must do to prove that he is not afraid of death is kill himself. Indeed, he must stab, shoot or otherwise cause himself a fatal wound. But if he does this, he will not die. His wound will miraculously heal, and the crown will be free for the taking (anyone can touch it from now on). However, if anything else is attempted, when one reaches for the crown the sky will rumble with thunder, a warning that to continue will mean a bolt of lightning and death.

The crown is worth approximately 40000 gold. What's more, if the party keeps it, they will always receive help from Incas.

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91) Armor cache

As you continue to struggle up the winding, mountain path, you wonder how the Incas themselves must have accomplished it, laden with so much gold as legend has burdened them with. Up ahead, the path takes a sharp corner, where only one man can pass at a time. The sheer drop to your left makes you dizzy for a moment.

Rounding this narrow bend requires an Agility Check, penalized by -1 for every 20 weight that one is carrying (rounded up).

If this bend in the trail is successfully searched, the party will find a crack in the cliff, evidence that a cave was covered long ago. If they dig away at the rocks, 1-6 hours later they will be able to enter inside. This small cave is filled with old Spanish armor, as Conquistadors long ago had to relieve themselves of some weight before attempting the trail ahead. Here there is a total of 12 sets of Spanish plate and helmets, along with 6 muskets, 15 blunderbuss rifles, and 26 cutlass'.

92) Booby trap

You inch your way carefully along the cliff, forced to look down into the bottomless ravine below, or to look up at the sun which is like the eye of the Inca god, watching you. You feel very uneasy for a moment. Are their gods real, or are they as clever with stories as they are with crafting treasure and traps to guard it?

The party's intuition is alert, but they should be looking at their feet—just up ahead, a section of the trail is deliberately undercut, so that it may fall away if enough weight passes over it. Before the party reaches this point, the first 3 Characters in marching order can make an Intuition Check to notice this. The undercut section is 20' long, and will break away if 180 or more total weight (both bodily and carried) crosses it at one time, sending all upon it plummeting to their death. If one is secured with ropes, he will still slam against the side of the cliff for 2 Base Damage. Once the undercut section of the trail has fallen, it requires an Agility Check to cross it.

93) Bottomless mine

This Encounter can be used as a single gold mine in itself, or simply part (but preferably the end) of a larger mine complex that the party has had to fight to reach.

The tunnel leads almost straight back. But at last, you come to the edge of a sheer cliff, overlooking a deep cavern. All around you the world is carved out of dark stone that has never seen the light of day. Yet still the walls of this mine none-the-less glimmer with gold—your torchlight reflecting off of water that drips down from above.

40' down from the ledge where the party stands is the surface of the water that has flooded all the mines below, making them impossible to explore unless the water is drained, another impossible task . . . perhaps.

If the party has indeed fought Incas to reach this point, some of them will have remained behind, watching the invaders, and ready to catch them with one final trap. For indeed, if the party's greed bests them, a successful Searching Check will lead them down a secret path outside the mines, thousands of feet down a zigzagging cliff, until they reach the small cave that is the drain for these mines. 500' straight back, they will come to a stone gate, which is all that is holding back this mountain full of water! Simple explosives could blow it open safely (with a long enough fuse, of course). However, the Incas above have a lever-system and are working to open it right now! Have everyone make an Intuition Check to notice that the old gate-plug is beginning to raise. For at this point, everyone has 4 Rounds to reach the outside before the water bursts through the tunnel and kills anyone left inside! Having made one's Intuition Check will give them an additional 1 Round of time to run! Once the gate has opened and the mine emptied however, the residual gold left within the mines will have been lost, rushing out with all of the water, leaving the party with but an empty, 4000' deep mine shaft to explore if they wish. The Incas themselves will meet them at the mine entrance to fight to the bitter end.

LANDS OF THE LEGENDS

AZTEC CIVILIZATIONS: The regions of Honduras and the Yucatan hold a legend, that of the Aztecs, a strange people whose treasures include wisdom of the stars and secrets of Heaven.

94) Warriors

Have each Character make an Intuition Check at a -2 penalty. If nobody succeeds, do not read the second paragraph of the following narrative.

You push on through the dense jungle. The chattering of birds echoes in the distance, giving life to the palms and foliage.

Suddenly, you hear voices coming from the trees ahead. You cannot make out the language.

If the party failed their Intuition Checks, when they move forward, 8 Aztec warriors will rise up from the foliage, spears pointed at the party. In this situation, the party will automatically lose the first Initiative of any fight that breaks out.

But whether the party is surprised or not, the Aztecs will try to communicate with the party before they attack. If someone can speak their language, they will ask why the party is here. If the party is friendly, their leader may make a Charisma Check to gain the help of the Aztecs. However, if the party is unfriendly, the Aztecs will warn the party to leave or die.

If the party cannot speak the Aztec language, they may still communicate with gestures and body language. This can be accomplished with a Wits Check (this roll penalized by -3). However, if this Check fails, the Aztecs will take this as an insult and point their spears at the party, and indication that the party must leave or die.

If it comes to battle, the Aztecs are each 2nd Level, have DS 6, G 8, MOVE 130', and use their spears (pikes) with +2 ability. If during the fight any gun is used, the Aztecs will either (if a 1-4 is rolled) become filled with bloodlust and renew their attack with +1 to their Initiative and Attack Rolls, or (if a 5-10 is rolled) flee through the jungle, or (if an 11 or 12 is rolled) surrender to the party and worship them as magicians or even gods.

95) Well of the gods

The endless foliage of the jungle is suddenly parted by a huge pool. Smooth, brick walls run down from beneath thick vines and overgrowth, dropping a good thirty feet into the black waters. The pool must be at least a hundred feet across, like a well of the gods.

If the party is brave enough to climb down and explore the eerie waters, their courage may pay off. For if they make a Searching Check underwater, they may find many treasures that were thrown into the well as an offering to the gods. There are 8 treasures in all, of a Value 9. If any special treasures are rolled, they will automatically be artifacts (Table 94).

However... these are all treasures of the gods. If anything is taken from the well, an incredible storm (Magnitude 13) will besiege the party and their ship. If all the treasures are returned to the Well, the storm will clear within a day.

96) The Wheel of Time

Rising out of the jungle are the steep, stone walls of a small pyramid. A central staircase leads almost straight up to a single room. Ascending the stairs, you come at last to a grand archway, engraved with images of men, feathered serpents, and gods riding flying vehicles. Inside the small room you can see nothing save for a crude stone altar, and resting upon it a heavy disk made of black stone, about two feet in diameter and about eight inches thick.

This is the 'Wheel of Time', a magical artifact that was given to the Aztecs by the gods. If someone touches it, something strange will happen to him, as rolled on the following chart.

The Wheel Of Time

Roll	What happens to the Character
12	Regains 1-4 years worth of youth
8-11	Nothing; the Wheel won't affect him again
4-7	Jumps 1-12 years ahead into the future
1-3	Instantly ages 1-6 years

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97) Fountain

In the midst of this hellish jungle you have come upon an old fountain. It appears to have once been a natural spring, but a rim has been built and carved with strange writing. An idol now stands in the center of this small pool, this stone child crying with tears that feed the pool below, which shimmers under the sun.

The pool is refreshing and safe to drink from. If someone tastes of the child's tears specifically, he will gain some of the land's magic, increasing his Prime Requisite Score by +1. Drinking from the tears any additional time will result in a loss of -1 to both one's Prime Requisite and Luck Scores!

98) Ruined city

This Encounter should be used at the end of the day. If the distance into the jungle must be extended so that the party arrives at sunset, that is fine. If the Players ask about any 'miscalculated' distance, simply inform them that they wandered a little in the deceptive and difficult jungle.

The dense jungles seem endless. But at last, your courage and steel cut through them and enter into a wide courtyard, the beginning of some ancient city. All around, arches and idols stand in silence, losing the battle of time to hold back the jungle. Huge archways are filled with curtains of brown vines, while the squat statues of fat men with bulbous eyes are growing a green skin of thin moss. Just ahead, a small, step-pyramid ascends into the clear, Caribbean sky, its flat summit glowing under the tropical sun, which is casting a spell of unbearable heat even at twilight. A central stairway ascends one side of the pyramid. As you approach, the setting sun casts a curious shadow along the side of the steps, making the banister seem like a huge serpent of light slithering down the pyramid towards you. Furthering the illusion is how the banister ends in the stone carving of a monstrous head, like a serpent indeed, or even a dragon!

If the party ascends to the top of the pyramid, they will find a large stone tablet laying there, inscribed with ancient writing. If one can indeed read Aztec writing, these strange symbols translate as *'Follow the path of the feathered serpent-god to your great fortune. For in the wake of the gods the circle is broken. The cycle of time continues where water flows. In the skies the sun burns all'*. However, if nobody can read the language of this people, the Players may attempt to translate the writing themselves by studying Handout 17.

The tablet is guiding the Characters to descend the pyramid and move straight into the jungle in the direction that the carved head at the base of the stairs is facing. If they do this, not but a few hundred feet into the dense palm trees, they shall come to a cave whose entrance is finished with a great archway. Inside the cave, the floor is covered with 12 vipers. If the party can get past these serpents, what awaits them is a hidden cache of treasures, consisting of one roll on Table 94 and two rolls on Table 96. Note that if the party burned the snakes, any treasures rolled up that are vulnerable to fire will also have been destroyed, though their ruins will remain, a reminder to the Characters that only the gods can wield fire without consequence.

If anyone remains atop the pyramid, nothing will happen. However, if one remains there for a long time, each day there is a cumulative 1 in 4 chance of getting so badly burned by the sun that one will effectively be wounded for a -2 penalty.

99) Sacrificial altar

This Encounter is best used as part of a city.

You have found a wide, stone platform, atop of which is a flat block, stained red with blood, like some sort of sacrificial altar.

This is sacred ground, where no one is allowed to go save for Aztecs themselves, and the gods themselves are watching—for the next year, whenever the party fights Aztecs, all who trespassed here will suffer -2 to their Defense Score, and any Critical Hit against them will result in an automatic decapitation!

LANDS OF THE LEGENDS

100) The Temple of Tara

Prior to using this Encounter, have the Characters find amongst some other treasure a Cross with cryptic clues worked into its design, whose likeness is provided on Handout 18. The Game Captain's (deciphered) version of this Cross is on Page 36.

A wide stair ascends through a great archway and into the heart of the temple. Shadows spill down the deep steps like the blood of ghosts, sinking into the cracks and fissures that are the shadows of the labyrinth of spiderwebs above you. Ahead is a grand ceremonial chamber, large enough to hold three galleons of the most cursed, greedy Spaniards of this world. The entire temple is composed of immense stone blocks that defy the rational mind as surely as the endless carvings of faces, flames, suns and stars that crisscross the walls and ceiling resist your faith and soul. Indeed, your gaze is drawn down by the rainfall of writing by heathen gods, until at last your living eyes are filled with the reflection of a grand mosaic that covers the entire floor. It appears to be a labyrinth of lines and symbols, beginning where you stand, and leading at last to an immense altar at the far end, above which is a treasure beyond your wildest imaginings—a disc, ten feet in diameter, adorned with a dark rainbow of hundreds of jewels! The center of the disc is the raised image of a sun with a face set within it. Its eyes seem to study you even from here.

This is the temple of the goddess Tara, a heathen deity unknown to all civilization. The 'sunburst' is the relic of this deserted faith. However, even though the followers of this evil goddess are no more, her power remains in her temple—will the faith of pirates be enough to combat this magic and claim these riches?

There is no way to reach the altar without walking across the mosaic. The labyrinth appears differently to the eyes of all who look upon it, as the Characters can easily realize and inform one another. Indeed, the labyrinth one walks is the tale of their own life, as drawn by lines and symbols alone, for the power of Tara is in terror—to see

the evils one has done and to confront them. That said, what each Character will see and face as he walks through the lines and symbols is a surreal depiction of his worst crimes, sins and villainous actions committed throughout his life, as Tara feeds off of such things, and if one can confront his inner demons and survive, he will be worthy of the 'sunburst'. Each Character will face three perils, in the following order:

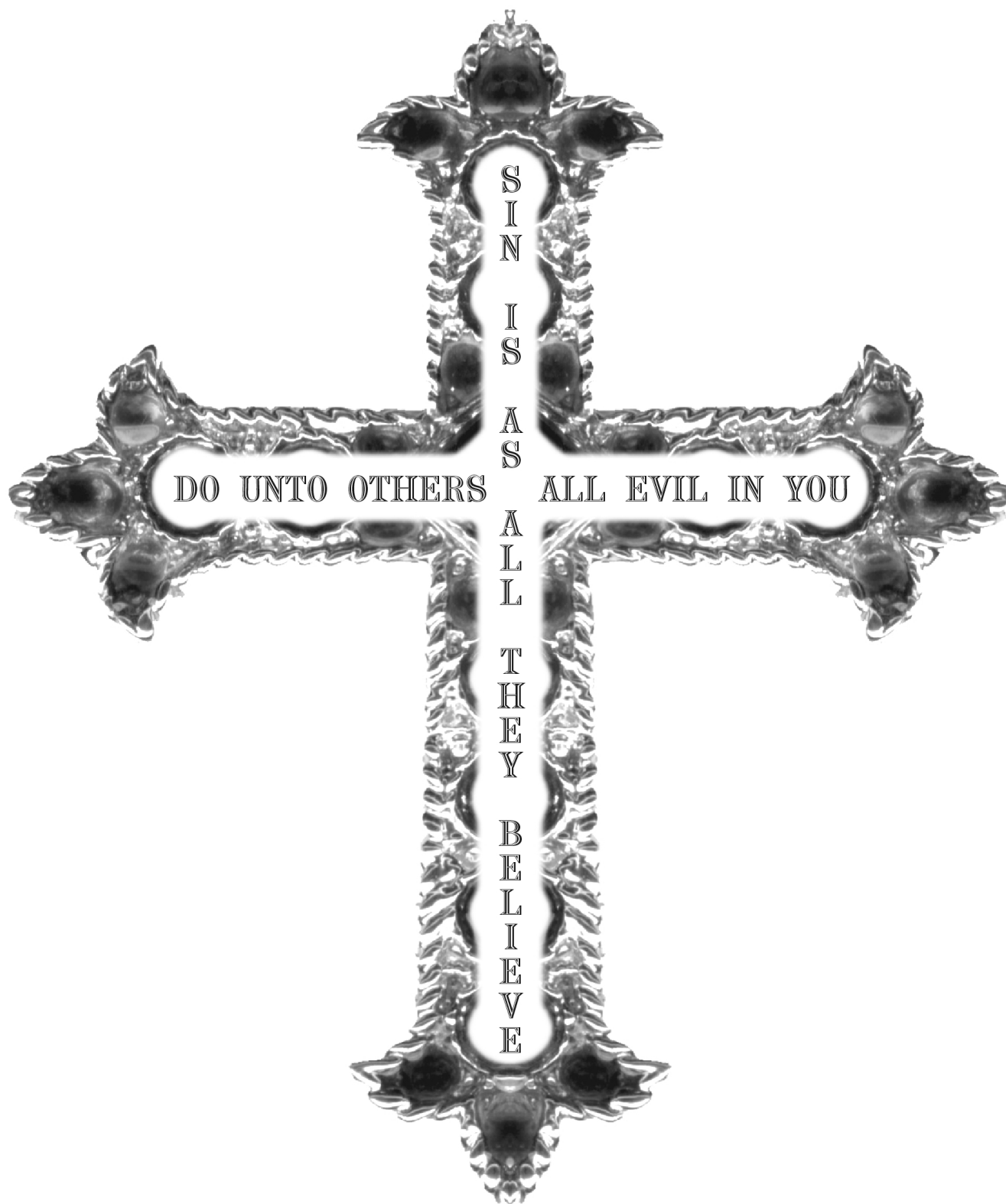
The first challenge is to the body—the Character will see the skeletal form of the most innocent person he ever killed, which will now do battle with him and him alone, using the Character's own statistics! No one can see the doppelganger of any other, so it will be a one-on-one duel. If for some reason a Character has never killed a person, he may pass through safely.

The second challenge is to the mind—the Character will see that which he most fears, be it the hangman's noose, a pirate that's hunting him, or anything else, forcing him to turn and flee unless he can make a Wits Check. This roll is penalized by -4 (only -2 if it is a fear incarnate from Table 63). If the Character's fear is indeed something that his Player is truly terrified of in real life, and he enacts overcoming it properly, no roll will be necessary to pass through safely.

The third challenge is to the soul—the Character will behold the incarnation of Tara herself, a demoness with six arms, lengths half again as long as they should be, and burning eyes, who will speak unto him that he must sell his soul to her lest she tear it out of his chest! If the Character tries to fight, flee or resist in any way, he will collapse to the floor, dead. However, if he holds up any religious symbol of his faith, the demoness will vanish (if one has not specified any religion pertaining to his nationality, it is assumed that the Character is Christian, and thus would hold up a crucifix). If a Character is specified as to having no faith, he can still overcome this evil by raping Tara, thus proving that his evil is stronger than her own, and thus devouring **her**!

The sunburst weighs 100, and is worth 500000 gold—a thousand jewels worth an average of 500 apiece. However, given that this is impossible to conceal, the pirate crew will demand the jewels be pried off immediately and divided up equally.

LANDS OF THE LEGENDS



David Morgan

Brawn:	06	Nationality:	English	Age:	23
Agility:	08	Class:	Rogue	Born:	NA
Endurance:	06	Experience Level:	4	Height:	5'8"
Girth:	09	Notoriety Level:	1	Weight:	130
Wits:	05	Defense Score:	09	Handed:	R
Intuition:	05	Carried Weight:	017	Move:	100'
Charisma:	05	Notes and Changes:	_____		
Luck:	06	_____			

The Morgan family lived peacefully in the outskirts of London. But one night young David was drunk and of ill temper at the taverne. Seized by a press gang, he was to become a slave and eventually a pirate in the Indies. Captured and escaped numerous times, he lives by luck and skill. Ultimately he hopes to return home.

Morgan has lived his life traveling from ship to ship, learning anything that anyone would teach him. At first he could only learn simple tricks, but became quite good at gambling (level 2), and picking pockets (level 2). Then he became a slave, and learned both the lash and the lock, his lockpicking skills becoming great indeed (level 3). Versatile in speaking English, French and Spanish, (all at level 2), David remains a free spirit in the Caribbean, just going where the wind blows him.

Morgan prefers to travel light, for he's not used to the luxury of expensive equipment, and does better improvising. He always carries lockpicks, and keeps three daggers just in case he needs to fight.

The Spelljammer

Captain: Pierre	Design:	Sloop	Crew: 028
Le Grand	Hull Points:	100	Levels: 056
	Mounted cannon:	08	Morale: 25
Flag: Pirate	Reserve cannon:	04	Hold: 3000
Speed: 20	Men per cannon:	3	Cargo: 1570
Notes and Changes: _____			


The Spelljammer was built in 1598, one of many fine yachts for wealthy merchants and nobles. In 1618 it was captured and turned pirate. At the time, Pierre was First Mate, and when the captain was killed in 1619, he took command. Refitted for battle, the Spelljammer has, armed with stealth, managed to capture over two dozen ships.

The Spelljammer is a sleek and speedy ship. Manned by only 28 men (all 2nd level), they use surprise to their advantage. Under the leadership of Pierre Le Grand, an additional +2 is awarded to the crew's Attack Rolls. The crew of the Spelljammer are well armed, with axes, pikes, swords and muskets.

The Spelljammer is provisioned mostly for battle, with a hold full of weapons (two crews worth), a total of 12 cannons, 40 cannon salvos, an extra anchor, and enough food and water to last its crew of 28 men 150 days at sea. The Spelljammer's treasure is kept under guard at all times by two men, their shifts changing every 6 hours on the hour.

La Trompeuse

Captain: Jean Hamlin	Design: Barque	Crew: 60
	Hull Points: 150	Levels: 120
	Mounted cannon: 15	Morale: 4
Flag: Pirate	Reserve cannon: 05	Hold: 4000
Speed: 12	Men per cannon: 4	Cargo: 3980
Notes and Changes: _____		

f all the ships built by the French in the Caribbean, Jean Hamlin opted to sign on to a merchant ship. In the harbor of Tortuga, the 15-gunner Deceiver was best built for battle. Aptly named, the original captain soon betrayed his crew to a Spanish galleon. For a brief time the white and red flag of Spain flew from her mainmast, but Jean was quick to change that, organizing a mutiny that took down the Spanish flag and raised their own pirate colors. Since then, he's raided with reckless abandon, and all of the crew are convinced he's more after revenge than gold.

The Deceiver is manned by a bitter and greedy crew. Frenchmen and Spaniards work together for gold. In their journeys they have become hard (they are all 2nd level).

The Deceiver is built for battle. Kept on board are 60 salvos worth of cannonballs, a longboat, weapons for the crew, 5 tons of tobacco, 8 tons of tea (for trading), and enough food and water to last the 60 crewmen 130 days. The ship's treasure is kept in the captain's cabin, which is the source of much disagreement among the crew.

The Minion

Captain:	Design:	Schooner	Crew:	50
William	Hull Points:	100	Levels:	120
Prowse	Mounted cannon:	06	Morale:	20
Flag: Pirate	Reserve cannon:	04	Hold:	1200
Speed: 18	Men per cannon:	5	Cargo:	1200
Notes and Changes: _____				

The Minion was built as part of a merchant fleet in 1565. But the voyage was unprofitable, and so many of the ships were sold. The Minion was bought by Captain George Prowse, who turned to privateering under the flag of England. He gave the ship to his son William on his deathbed, who gave it her current name, and continues to raid England's enemies even in times of peace.

The Minion is a fast ship with a fierce reputation. A challenge overlooked by larger ships, she's manned by 50 determined men (30 2nd level and 20 3rd level Englishmen), fully armed and bloodthirsty. With Prowse as captain, a bonus of +1 is awarded to their Attack Rolls.

The Minion is fully loaded with weapons and rations. She has swords, pikes and pistols to spare, a total of 10 cannons, 20 cannon salvos, and enough food and water to last her 50 men 70 days. What treasures are kept on board are kept in a separate room amidships, locked, and only Captain Prowse and his First Mate Smith have keys to that place.

My brother,

*I am writing to you in the most trying
of times. Old matters in England
must be immediately attended to.*

*I trust that this letter finds you and
that God speeds your way back to
London.*

Governor Ventura

Lilian de Conner

Brawn:	03	Nationality:	French	Age:	20
Agility:	09	Class:	Rogue	Born:	NA
Endurance:	08	Experience Level:	2	Height:	5'6"
Girth:	06	Notoriety Level:	0	Weight:	100
Wits:	07	Defense Score:	08	Handed:	R
Intuition:	05	Carried Weight:	028	Move:	140'
Charisma:	09	Notes and Changes:	<hr/>		
Luck:	05	<hr/>			

The young Lilian de Conner was born to good folks in France, tavernkeepers by trade, priests by practice. She is a faithful woman, on an endless quest. For when she was but 12, her brother joined the navy and was sent to the West Indies. He never returned. When she came of age, a now feisty and foolhardy Lilian decided to search for her long lost brother. With her family's blessing, she went to sea. But as the navy won't accept women, Lilian disguises herself as a man and sails pirate vessels. She seeks gold for her family, and is ever searching for her brother.

Lilian has earned her skills by surviving and fighting alongside men for two years. She's quite capable with a longsword (level 2), she can read and write both French and English, she's knowledge in religion (level 1), medicine (level 1), poisons (level 1), and picking pockets (level 2).

Lilian is armed with a longsword and two pistols. A pious woman she always keeps a Bible with her. Both of her shoes are hollow, holding what few coins she is able to save. She wears an eye-patch purely for disguise.

The Hollander

Captain:	Design: Dutch fluyt	Crew: 75
Steven	Hull Points: 130	Levels: 180
Everson	Mounted cannon: 12	Morale: 20
Flag: Pirate	Reserve cannon: 00	Hold: 8000
Speed: 10	Men per cannon: 5	Cargo: 4950
Notes and Changes: _____		

The Hollander was one of countless tradeships built in 1647, when the Dutch were at the height of their business in the West Indies. Proud and noble, the Hollander stayed free of piracy until 1679, when she fell prey to a wild rogue named Sabatini, who, honorable towards the women aboard, let the ship go. The crew decided that not all of pirates were so cruel, and elected Everson as their captain as they set out to become pirates themselves.

The Hollander is manned by a brave and loyal crew (30 1st level Englishmen, 30 3rd level Dutchmen, and 15 4th level Dutchmen). They are bound together by the all important articles of the ship, and fight to the death if needs be. Under Everson's leadership, they gain +1 to all their Attack Rolls.

The Hollander is fit for sail and slaughter. There are plenty of weapons aboard, 10 cannon, 50 cannon salvos, two longboats, 10 tons of sugar (for trade), 15 tons of rum (for celebration), and enough food and water to last the crew of 75 for 100 days. Treasure is kept in the hold.

Major Daniel Peterson

Brawn:	04	Nationality:	French	Age:	28
Agility:	08	Class:	Swashbuckler	Born:	NA
Endurance:	07	Experience Level:	3	Height:	6'1"
Girth:	04	Notoriety Level:	5	Weight:	140
Wits:	07	Defense Score:	10	Handed:	R
Intuition:	05	Carried Weight:	016	Move:	130'
Charisma:	05	Notes and Changes:			
Luck:	01				

The young Daniel Peterson watched his father, Donald, follow the path of the Lord and destroy France's enemies. When he was old enough, Daniel began his own career. He went to Jerusalem, and there he received divine wisdom which would motivate him for the rest of his life. Having returned to France full of religious conviction, he set out for the colonies in the West Indies, where divine judgment was most needed. He has since converted or destroyed all that have crossed his path.

Peterson is well learned in the teachings of the church, and has read the Bible five complete times, giving to him great authority when speaking of religion (level 2). But a man of the sea, he has become skilled in fighting, giving him a bonus of +2 with rapiers, and +3 with all pistols (of which he only uses if he's been wounded).

Peterson wields a rapier as his chosen weapon, but he keeps a flint-lock pistol on him as backup weapon. Peaceful and honorable by claim, he carries no other weapons. Peterson always wears his bright blue captain's coat.

The Holy Avenger

Captain: Major	Design:	Barque	Crew:	65
Daniel	Hull Points:	150	Levels:	130
Peterson	Mounted cannon:	16	Morale:	20
Flag: French	Reserve cannon:	16	Hold:	4000
Speed: 12	Men per cannon:	4	Cargo:	3400
Notes and Changes: _____				

Long ago, one of the many wars between France and England resulted in the a young man, Donald Peterson, a priest and patriot, going to war. His son idolized all that he did, and resolved to follow the same path when he at last came of age. One of many lucky young officers, this one, Daniel, had a ship built for him in order to carry out his mission, one given to him by the voice of God, a holy war against the English.

The Holy Avenger is manned by 65 dedicated (and all 2nd level) Frenchmen. They have a hatred for Englishmen, and all enemies of the king. They are all deeply religious men, devout and pious, and ready to die in the name of God. To them, anyone who does take embrace the Lord is a heretic and must be purified with pain and death.

The Holy Avenger was made for a crusade, and she's stocked for war. She has 32 total cannon, enough cannon shot to fire 80 salvos, rapiers and longswords for all of the crew, and enough food and water for a 100 days at sea. She also keeps four anchors and a longboat.

Jaques Sores

Brawn:	08	Nationality:	French	Age:	33
Agility:	06	Class:	Buccaneer	Born:	1500s
Endurance:	08	Experience Level:	5	Height:	6'
Girth:	07	Notoriety Level:	4	Weight:	200
Wits:	09	Defense Score:	10	Handed:	R
Intuition:	06	Carried Weight:	040	Move:	080'
Charisma:	05	Notes and Changes:	_____		
Luck:	06	_____			

The Sores family was once one of the most powerful and influential French families in Maracaibo. However, a scandal involving the governor's daughter stripped them of most of their land and titles. The youngest of seven, one Jaques Sores, became a cabin boy aboard a merchantman. He ultimately grew into a strapping young man, and one night in port led a small band aboard a Spanish sloop, and thus began his pirating career.

Sores is an accomplished leader and tactician. All his leadership skills (level 3) are why he is so loyally followed by his crew. He is capable in battle as well, wielding his longsword and cutlass at +3 ability. He is also skilled in forecasting (level 1), religion (level 1), navigation (level 2), and he can speak fluent French, English and Dutch.

Sores carries a longsword and a cutlass into battle. In his heavy coat, he also keeps a double-barreled pistol for taking back shots. He always has with him a compass, spyglass, pocketwatch, lockpicks, and a hidden purse that holds a minimum of 400 deniers.

Le Fleur Blanc

Captain:	Design:	Square-rigger	Crew:	120	
Jaques	Hull Points:	300	Levels:	240	
Sores	Mounted cannon:	20	Morale:	20	
Flag:	French	Reserve cannon:	10	Hold:	15000
Speed:	10	Men per cannon:	5	Cargo:	7550
Notes and Changes: _____					

Legends abound about the great, French fleet known in the Caribbean as 'the White Armada', twenty ships sent from France to wage war on the Spanish. Among all of these ships was the White Flower, the most beautiful of them all. Eventually France and Spain made peace, so the Armada was scattered to separate duties. But aboard the Flower, First Mate Sores still greatly desired the riches and the spoils of war, and led a mutiny and turned the ship pirate, so they may still plunder all the enemies of France, whether they are officially at war or not.

The White Flower is manned by a greedy crew of 80 Frenchmen (all 2nd level) and 40 Dutchmen (all 2nd level as well). Under Sores' leadership, they gain +1 to all their rolls in battle.

The White Flower is ready for war at all times. With her many cannon, 100 salvos and fully armed crew, they can sail anywhere, being stocked with 300 days worth of food and water for the 120 strong crew. They also have spare sails and four longboats for going ashore.

For Ensign Peter Hardenbrook, constable
of Portsmouth

I pray to God even as I write this. Please
bless my husband and our children, for I
will never see them again in this world.
The winds have been let loose from Hell,
and the ship is swamped. What is to be
my fate I can only guess from nightmares,
but I pray that I see my beautiful Peter
once again. Beloved, if this letter finds you,
I await you in Heaven.

Gwen Hardenbrook

Governor Christopher:

I have secured your money beneath the altar. The men who helped in this endeavor are good men of the church and have been sworn to secrecy. But be forewarned, for this wealth is the bounty of God and His church, and may not been taken without our Lord watching from Heaven.

Father Brian Chapman

Boon Pogue

Brawn:	06	Nationality:	English	Age:	24
Agility:	06	Class:	Buccaneer	Born:	NA
Endurance:	03	Experience Level:	1	Height:	5'7"
Girth:	03	Notoriety Level:	0	Weight:	220
Wits:	01	Defense Score:	08	Handed:	R
Intuition:	03	Carried Weight:	122	Move:	040'
Charisma:	08	Notes and Changes:	<hr/>		
Luck:	03	<hr/>			


The English Royal Navy was proud of their new ship, the 'Crusader', and its fine crew. One of the crew was a proud man, Mr. Boon Pogue. Disrespected by the rest of the crew, Mr. Pogue was eventually set ashore for being terribly out of shape, but which he really believed was a poor excuse for not disciplining the crew. Angered by the Navy's treatment of him, he turned to piracy. Mr. Pogue is a brave man, but tends to let his anger get the better of him, especially in battle and when dealing with officers (of any navy).

Mr. Pogue is a navigator and a shipwright (both at level 1). In his pirate career, he has also become quite a skilled poker player, pickpocket and knife-fighter (again all at level 1).

Mr. Pogue is ready for adventure! He carries a cutlass and three pistols, he's clad in Spanish armor and helmet, he keeps a dagger in his boot, a spyglass in his belt, an oil flask in a pouch, a 50' rope over his shoulder, and a journal, pen and ink to record his exploits.

The Legacy

Captain: Bran	Design: Barque	Crew: 80
	Hull Points: 150	Levels: 160
	Mounted cannon: 16	Morale: NA
Flag: Pirate	Reserve cannon: 04	Hold: 4000
Speed: 12	Men per cannon: 5	Cargo: 3140
Notes and Changes: _____		

 On the eve of the new year 1654, the pressed crew of the Legacy were near to starving while their three wealthy, pompous officers got drunk below decks. A man who men knew only as Bran led the crew in a mutiny, setting the officers adrift and turning the ship pirate. Bran has been raiding the seas ever since, preying mostly on the enemies of England, though the king still has an open order for his capture and execution for treason..

The Legacy is manned by 80 strong, brave men (there are 45 1st level Englishmen, 25 3rd level Englishmen and 10 4th level Englishmen). They are an unruly and rowdy lot, and follow strength more than skill.

The Legacy is well stocked for war and adventure on the high seas. There are longswords, cutlasses, pikes and pistols aplenty, 20 cannons, enough cannonballs to blast the enemy 40 times, a longboat for exploring dark coves and shallows, 4 tons of tobacco, 3 tons of ale and rum, and enough food and water to last the crew of 80 well for 80 days. All treasures are kept in locked strongboxes.

This is the devil's pit. To get to Heaven one has to crawl through Hell. But we can't see.

Only James can. He says God is blind, and all the Lord likes and touches is golden. We

found out today James' secret, and we're

keeping the rainbow safe on earth. And a warning to all who come after us, and that is only we know the Lord's secret, of us all

When the path of the feathered
serpent-ah to your great fortune

For in the name of the gods the
circle is broken

The cycle of time continues where
water flows

in the skies the sun turns all

