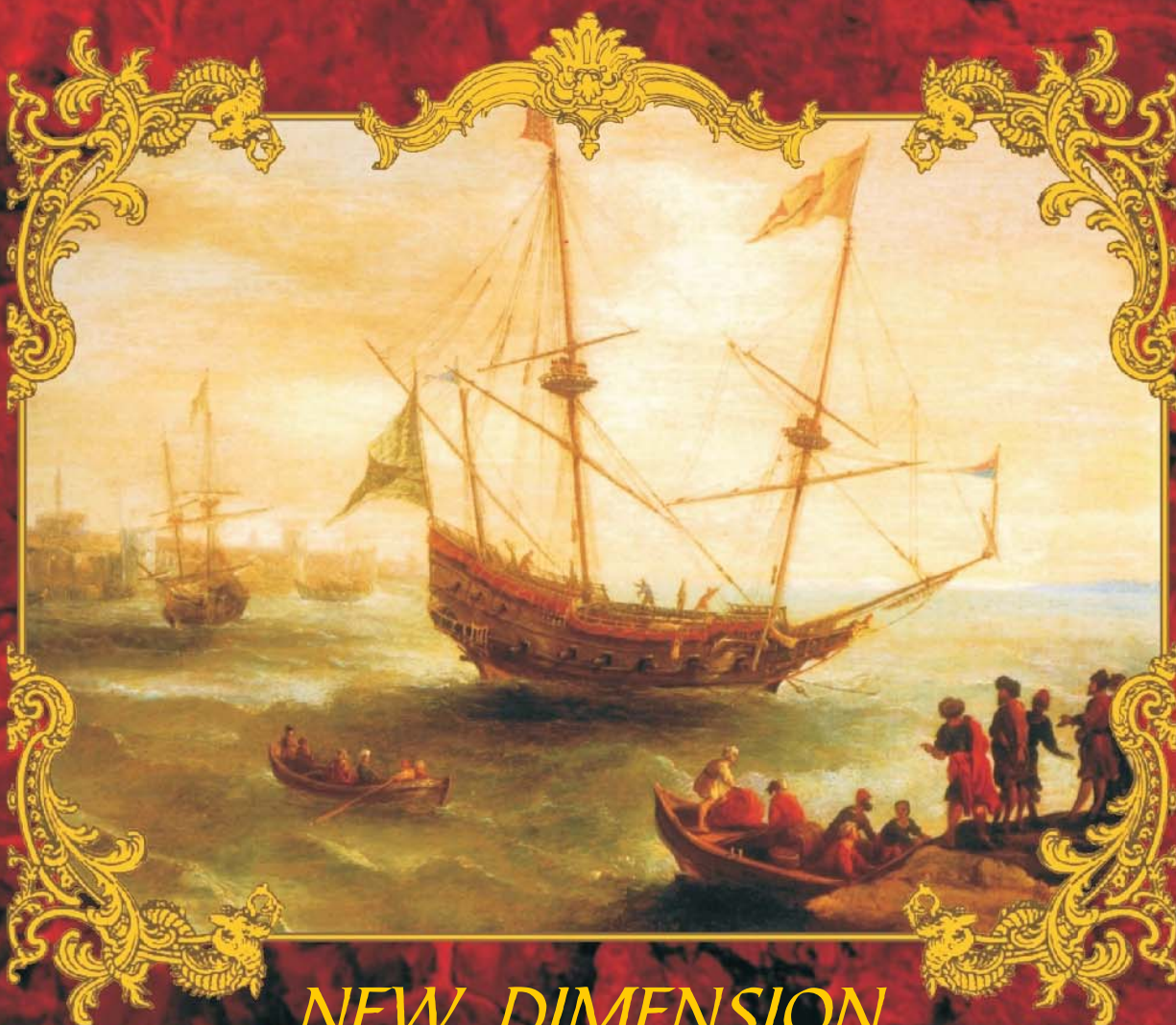


PIRATESTM

OF THE
BARBARY COAST

BY: MATT DEMILLE



NEW DIMENSION
GAMES

FOR HARRISON FORD, FOR Indiana Jones . . .

Credits

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ENHANCING AN ADVENTURE

Heh-heh-heh . . . ya know, matey, anywhere ships sail be pirate waters, it's just as question of when the Jolly Roger will cast its shadow across the clouds an' stain the skies, as surely as blood will stain the seas. The ancient world be the oldest an' one o' the most profitable realms fer pirates, see. Everybody here is a pirate, whether their victims see them fer what they are or not. All flags cast the same shadow, all faiths have the same message an' all men love ta take gold . . .

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 six Chapters, presented in the expected order that the game's adventures will eventually use them. Altogether, this booklet is a guidebook for the Game Captain as to what kind of adventure is to be found either on the Barbary Coast 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 selected and designed within this booklet to fit the proportions of both the intensity of such kinds 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) Save me!
<input type="checkbox"/>	2) The Lusty Lady
<input type="checkbox"/>	3) False funeral procession
<input type="checkbox"/>	4) Easy come easy go
<input type="checkbox"/>	5) Max with the axe
<input type="checkbox"/>	6) Praise Allah
<input type="checkbox"/>	7) Praise Jesus
<input type="checkbox"/>	8) What is under the turban?
<input type="checkbox"/>	9) The Lost Mariner
<input type="checkbox"/>	10) Loose change
<input type="checkbox"/>	11) Declaration
<input type="checkbox"/>	12) Cloisters
<input type="checkbox"/>	13) Haunted cemetery
<input type="checkbox"/>	14) Yussif
<input type="checkbox"/>	15) Heaven's Court
<input type="checkbox"/>	16) Temple compound
<input type="checkbox"/>	17) A hard bargain . . . to refuse
<input type="checkbox"/>	18) Treasure procession
<input type="checkbox"/>	19) Royal Oaks
<input type="checkbox"/>	20) The finer things in life
<input type="checkbox"/>	21) Tale of a cabinboy
<input type="checkbox"/>	22) Divine vision
<input type="checkbox"/>	23) Escaped prisoner
<input type="checkbox"/>	24) Nightmare
<input type="checkbox"/>	25) Prayer
<input type="checkbox"/>	26) Mutineer
<input type="checkbox"/>	27) Ambush
<input type="checkbox"/>	28) The Angel of Death
<input type="checkbox"/>	29) Uluj Ali
<input type="checkbox"/>	30) Deliver the Deliverance
<input type="checkbox"/>	31) The Black Hand
<input type="checkbox"/>	32) Kara Mufsa Rais
<input type="checkbox"/>	33) Blockade
<input type="checkbox"/>	34) The Red Dwarf
<input type="checkbox"/>	35) Somethin' thumpin'
<input type="checkbox"/>	36) Evil storm
<input type="checkbox"/>	37) The song and the way
<input type="checkbox"/>	38) Land bridge
<input type="checkbox"/>	39) Empty harbor
<input type="checkbox"/>	40) Initiation pool
<input type="checkbox"/>	41) Drinking contest
<input type="checkbox"/>	42) Crappy treasure
<input type="checkbox"/>	43) Gallows Hole
<input type="checkbox"/>	44) Cave of Hercules
<input type="checkbox"/>	45) Mr. Sloggy
<input type="checkbox"/>	46) The Creeping Fear
<input type="checkbox"/>	47) Temple
<input type="checkbox"/>	48) Well of Wonder
<input type="checkbox"/>	49) Cove of the Blind Corsair
<input type="checkbox"/>	50) Maze of the Minotaur

Adventures

Used	Encounter
<input type="checkbox"/>	51) Guards
<input type="checkbox"/>	52) Broke and broken down
<input type="checkbox"/>	53) Secret entrance
<input type="checkbox"/>	54) Talking poor box
<input type="checkbox"/>	55) Angry priest
<input type="checkbox"/>	56) Secret passage
<input type="checkbox"/>	57) Catacombs
<input type="checkbox"/>	58) Tomb
<input type="checkbox"/>	59) The Spanish Inquisition
<input type="checkbox"/>	60) Repent!
<input type="checkbox"/>	61) The fat friar
<input type="checkbox"/>	62) Confessions
<input type="checkbox"/>	63) Camel jockey
<input type="checkbox"/>	64) Jewel peddler
<input type="checkbox"/>	65) Slaver's Wharf
<input type="checkbox"/>	66) Last Well
<input type="checkbox"/>	67) Dank cave
<input type="checkbox"/>	68) Sacred blood money
<input type="checkbox"/>	69) Dead end?
<input type="checkbox"/>	70) The lost beach
<input type="checkbox"/>	71) Ancient temple
<input type="checkbox"/>	72) Gates
<input type="checkbox"/>	73) Trapped foyer
<input type="checkbox"/>	74) Master Sabatini
<input type="checkbox"/>	75) Escape from heaven
<input type="checkbox"/>	76) The mad sultan
<input type="checkbox"/>	77) Divine intervention
<input type="checkbox"/>	78) Grand hall
<input type="checkbox"/>	79) Harem
<input type="checkbox"/>	80) Obelisk
<input type="checkbox"/>	81) Sandstorm
<input type="checkbox"/>	82) Ali the Free
<input type="checkbox"/>	83) Headless sphinx
<input type="checkbox"/>	84) Local oasis
<input type="checkbox"/>	85) False oasis
<input type="checkbox"/>	86) Monument to darkness
<input type="checkbox"/>	87) Firepower
<input type="checkbox"/>	88) Disease
<input type="checkbox"/>	89) Temple gate
<input type="checkbox"/>	90) Trapped hallway
<input type="checkbox"/>	91) Spell of Circé
<input type="checkbox"/>	92) False treasury
<input type="checkbox"/>	93) Fountain
<input type="checkbox"/>	94) Skeleton of glass
<input type="checkbox"/>	95) Idol
<input type="checkbox"/>	96) Cursed sword
<input type="checkbox"/>	97) Hall of the sea-god
<input type="checkbox"/>	98) Skeletons
<input type="checkbox"/>	99) Sunken sarcophagi
<input type="checkbox"/>	100) The Bible

TOWNS AND TEMPLES

Avast there! Ye've come ta the windin' streets an' dark alleyways o' the Old World, matey! These 'ere mazes are right filled with pirates, prostitutes an' priests. Aye, they all be the same here. In the cities an' towns o' the ancient seas, ye'll never find a greater gathering o' scum an' villainy. Ye don't believe me? Well, then just try ta find yer way through these next few pages...

SKULKING IN THE STREETS: Most towns in the Mediterranean are ancient sites, built on the ruins of cities much older. Pirates can slip in and out of such trading ports and military strongholds with relative ease, though they must still be careful to avoid the eyes of whatever political power is the current master of the crumbling stone streets. In this ongoing game of cat-and-mouse, one can have all kinds of adventures.

1) Save me!

Wading through a swamp-like alleyway choked with knee-deep refuse, a cadaverous man breaks the surface as if rising from Hell. "Save me..." he chokes, vomiting through his own words. His soggy turban suggests that he was once wealthy or of high importance.

The man was once the son of the town's Bay or Governor, but was poisoned for political reasons and left to die. He crawled out of his deathbed and here to this alleyway. If anybody can cure his poison within the next 6 hours, he will live, and be most grateful, informing his saviors of who he is, and while wishing to leave this town and be safely far away, will also tell them of a secret entrance to the palace—the same way that he escaped—a way in that bypasses all guards, should they seek to enter for any reason.

2) The Lusty Lady

Passing by a brothel, 'The Lusty Lady', quite a wanton wench strolls out and just throws her arms around you. "If you can last more than an hour it's all free." she says with a deep sigh. In a single, seductive motion she somehow caresses the whole of your body, from thigh to throat.

This prostitute is making a genuine offer. If the Player Character (male **or** female) can last more than an hour in bed, her services for the entire time are free of charge. This calls for an Endurance Check at a -1 penalty. Any Skill one has in 'loving' will help him in this roll. If he succeeds, he gets not only the Experience Points but also a wild time. However, if he fails, then the prostitute will go through his clothes and take all coins and jewels that are not hidden in any special way (such as compartmental clothing).

3) False funeral procession

The knots of people crowding the street suddenly come untied and are drawn back, parting like the Red Sea. A funeral procession is making its way along, lead by three men in blood-red robes who swing incense lanterns back and forth. Within the silence of the crowd, you can hear a faint voice, mumbling "Let me out..."

An Intuition Check is required to pinpoint the source of the voice—and it is indeed coming from within the coffin! The 'priests' are actually pirates, trying to get their friend out of town, who was in prison and played dead all the way to the coffin, but underestimated the lack of air inside of it! If anyone tries to open the coffin, the pirate-priests will forget themselves and draw their sabers! This will call 4 guards who will arrive in 3 Rounds. If this fraud is exposed, the guards will reward the do-gooders with 50 gold coins.

4) Ease come easy go

This Encounter is best used if a Player Character is alone and, even better still, is quite penniless...

Sitting on the docks, you chance to glance down into the shallows of the emerald-azure water and see something glinting... gold. The tideless sea is calm and still. It is no trick of the sunlight, indeed there are gold coins laying on the bottom of the harbor, naught but ten feet down!

There are 8 doubloons down there. However, there is a tax collector making his rounds nearby,

TOWNS AND TEMPLES

who will see anyone dive in and be waiting for them when they re-emerge. His 3 guards will back up his claim that since the coins were on the harbor floor they belong to the harbor, and thus the town, and thus him. If the Character protests in any way, the tax collector will insist that **all** the coins carried on the person were found just now on the harbor floor...

5) Max with the axe

The street ahead is blocked—by a ship! At least, that is how it appears, with a mast rising above the heads of the pedestrians. Pushing through the crowd, you see that the mast has merely been propped up against a tavern, its rigging leading down into a flotsam of driftwood and debris that covers the street. Clinging to the top of the mast is a madman crying out how his ship is sinking into ‘seas of blood’ and ‘legions of demons’, the crowd of onlookers indeed.

The madman stands a mere 15’ above the heads of the onlookers. He’s a regular sight in this town, having paid for the wreckage of his ship to brought to its current location years ago. He sleeps in the tavern, but none know the source of his money, for he continues to pay well yet never leaves this area. All this can be easily learned by asking the locals, whom will add that most believe he has a secret cache nearby, though nobody can find it. If the madman is asked about his wealth, he will say that he shall only reveal its location to anyone that can ‘best him with axes’. What this means is to have an axe-throwing contest—at each other! The contest involves taking turns throwing a boarding axe at each other until one or both is hit. They each get one boarding axe, and once thrown one must wait for the other to throw before he is given a new one. There are no Initiative Rolls, as the throws are made simultaneously, so it is fair. If killed, Max will have been dramatically rent open by the axe, and diamonds will spill out of his stomach. Thus the secret of his wealth is that he swallows these smooth jewels anew each day and ‘retrieves’ them later, cashing one in every so often for small change. There are 8 diamonds here, worth a total of 1150 gold.

6) Praise Allah

If nobody can understand Arabic, do not read the second paragraph of the following narrative. But if anyone does speak Arabic, read the description below in its entirety.

The alleyway suddenly becomes an arena, as a good ten turbaned men surround you! Clearly an ambush, the tallest one among them calmly steps forward and speaks.

“Are you a True Beliver, or do you follow a false prophet?”

There are actually 11 Religious zealots here. The answers to their questions are “Yes” and “No” respectively, that is if one wishes to avoid a fight. For to be a ‘True Believer’ one must be of Islamic faith and follow Allah, while any other answers are considered ‘false’. Either way, one must either prove he is a True Believer (such as having a mark on his flesh), or adopt the Islamic religion right now, or face these Muslim zealots!

7) Praise Jesus

If nobody can understand English, do not read the second paragraph of the following narrative. But if anyone does speak English, read the description below in its entirety.

The alleyway suddenly becomes a prison, as a good eight angry men surround you! Clearly an ambush, the fattest one among them calmly steps forward and speaks.

“Have you found salvation, or do you follow a false faith?”

There are actually 13 Religious zealots here. The answers to their questions are “Yes” and “No” respectively, that is if one wishes to avoid a fight. For to have ‘found salvation’ one must be of Christian faith and follow Jesus, while any other answers are considered ‘false’. Either way, one must either prove he is saved (such as wearing a cross around his neck), or adopt the Christian religion right now, or face these English zealots!

TOWNS AND TEMPLES



8) What is under the turban?

“Pssst! Over here!” The voice comes from a man so pale, standing in the shadows of an alleyway just off the main street, that he looks like a ghost. He points to his tall turban and snickers. “Come here!” he insists, waving you to him.

This Arab will offer the first Character to approach whatever is underneath his turban for a gamble of 5 gold, playing it like one of countless bets played throughout the streets of the ancient world ports. Once paid, he will lift his turban to reveal . . . nothing! He will then proceed to berate the fool by shouting out indeed just how foolish he is! Of course, when he is attacked, he has a quick escape route planned—he needs but gain the Initiative and he will duck through a door, which on that same Round will be slammed closed and barred by his fellow conspirator, and both will make good their getaway on the other side, into the sewers.

9) The Lost Mariner

A maze of alleys and crooked streets leads you to the ‘Lost Mariner’. Once upon a time it was a ship that ran aground in the shallow harbor, and the wharfs built up around it until it was a centerpiece of the taverns here. This seedy inn is welcome haven for rascals and cutthroats of all denominations.

This inn is a good place for gathering new crewmen and information alike. If one puts out the word to get crew here, he will gain one additional dice to determine the Levels of men he attains. If one seeks for information here, whether designated rumors in an Adventure or made during impromptu play, all news should be a little easier to come by than normal, such as getting 1 additional rumor or the party outright finding the answers to whatever questions they may be in search of.

Should the Player Characters be in trouble, the innkeeper will offer them ‘hope’ for 7 gold (each). If paid, he will show them a hole in the bottom of the tavern-ship that allows an escape route for those who can swim underwater for 110’.

SACRED GROUND: The cities of the ancient world are more often than not built to support the churches and temples that dominate them. Sacred sites are thus the centerpiece of most settlements, a place one can find both sanctuary and adventure.

10) Loose change

When reading the narrative below, replace ‘TOWN’ with the name of the town that this takes place in.

In the center of town is a temple to Allah. As is usual in ‘TOWN’, there are many Muslims and Christians yelling at each other on the steps. Women and elders for the most part, they rarely come to blows.

The bickering crowd makes for a wonderful pilfering opportunity, granting a +2 bonus to any rolls made on Table 24 at this time.

11) Declaration

This Encounter can be used only in a town that is ruled by the Ottoman Empire.

The crowds filling the bazaar suddenly begin to back up, concentrating into a ring, surrounding a man in a white robe and turban riding a horse, and escorted by a half a dozen guards. He stops and unrolls a scroll, and begins to read aloud. A well learned man, he pauses after each line to repeat it in every known language of the city. “By the grace of Allah, those who have defiled this market square by taking coin for themselves have been spared, but no more! By order of the Emperor, this area shall henceforth be recognized as the sacred ground that it is, and therefore all moneys exchanged upon it belong to the Empire! Furthermore, only the children of Allah may do business in this city! By sundown, all slaves of the false prophet must vacate the city and turn over all moneys to the guards, showing proper respect and ensuring that nothing gained on these grounds will be thus stolen from the true God!” The official rolls up his parchment and moves on. You see many merchants already closing up.

TOWNS AND TEMPLES



This proclamation shall be posted throughout the city, so if the Players wish to have it repeated, provide them with Handout 1 instead, provided that any of them can read either English, Spanish or Arabic—the three languages it is posted in.

The threat will not be a hollow one, and after sundown, anyone who is not of Muslim faith will be assaulted by the guards and taken to trial for it. Should anyone try to leave the city through the normal gates and roads, they will be fully searched for money, and all coins and jewels confiscated. In any instance, there will be 3 guards to capture each Character who resists.

12) Cloisters

This Encounter is best used if any Character in the party has a duel to fight in a town of the Ottoman Empire, for his opponent will choose the following place to settle a dispute, be he Muslim, Christian, or of any other religion or nationality.

The town commons is actually the old cloisters of a long abandoned palace. No matter the time of day, the Mediterranean sun casts enchanting light through the date palms and lattice fences, washing the archways in a warm glow that is retained even after the sun sets, when the arches are as luminous as the moon, and the people who come and go through them appear and disappear like ghosts in the darkness. There are also many places where, by day or night, these holy walls are stained with blood, as many a duel has been fought here. Some say that the stunted grass in the center of these grounds grows despite the often absent rain only for the blood it that is spilled here.

Many duels are indeed fought here, as will be the party's own if needs be. If not, there are still some things they can do here if they just happen to wander in like so many others.

A successful Searching Check can discover a lost purse containing 6 doubloons.

A day spent in prayer will gain some blessing, granting one +1 to his next dice roll. These bonus' are not cumulative. Thus, if one spends 5 days here, he gains +1 to his next 5 rolls.

13) Haunted cemetery

Just outside of town, the barren, windswept hills are dominated by the ruins of an ancient castle. Naught but a few walls remain, standing alone in silent testimony to the endless war against time. Their crumbling, now misshapen windows look out upon an age-old cemetery, where each of the headstones are a block taken from the old walls. It is as the locals say: 'My death is but a door. The walls of time have windows. The dead will wear away at the walls of the living just as time wears stone into sand'.

A successful search of the cemetery will find one headstone that has no normal epitaph, instead reading an altered version of the proverb above: '*My death was but a door. The windows of time are your eyes and I see through them. I will be back*'. This writing is reproduced on Handout 2. If anyone somehow sanctifies this grave, they will all be safe. However, if this is not done, all those who heard this epitaph spoken aloud or read it for themselves (indeed the Characters of all Players who heard it spoken aloud at the game table or looked at Handout 2 and can read English) will be haunted by the spirit here. Come nightfall, this Ghost will rise from its grave and proceed to stalk the Characters, choosing random targets and ever knowing where to seek them—it sees through their eyes. This Pirate skeleton will target the eyes of the living, and as such any Critical Hit will result in putting out one eye. If one blindfolds himself the Ghost will not be able to find him. If anyone should lose both of his eyes and thus become blind, this Ghost will attack him no more.

14) Yussif

This Encounter is best used on the African coast.

As you move along through the crowded streets, untying knots of people as well as your own tight clothes under the blazing sun, you pause to rest on the rim of a temple fountain under the welcome shade of a date-palm. Sitting beside you is a bearded man who is eager to join you.

TOWNS AND TEMPLES

The man goes by the name of 'Yussif', his true name forgotten when he converted to Islam. He is gifted with a thick beard that gives him the appearance of being older than he may actually be. He asks but equal terms with the rest of the crew, but as a key NPC will join the Player Characters when they set out on their own, away from the masses of NPCs on the ship. If welcomed aboard, Yussif's statistics are provided as Handout 3.

15) Heaven's Court

Of all the ports along the coast, this one has a bazaar to beat them all. Surrounded by temples, the merchant tents are tied to lush palms, casting the entire area in a refreshing shade. Being near to the wharf, fishnets are strung up to complete the canopy. Monkeys and exotic birds chatter in the trees while all manner of folk do business in peace—Latinos and Moors mingle seamlessly in this place. Truly this most bizarre bazaar earns its name; 'Heaven's Court'.

So friendly is this bazaar that all rolls made for bartering on Table 22 gain a bonus of +1. In addition, as it is holy ground, nobody here will fight. If there are disagreements, the guards will simply wait for the offenders to leave the bazaar, and then mete out justice according to however many sins their actions have purchased.

16) Temple compound

The high walls of this open-air temple separate one from the noise and bustle of the city, just as they separate one from thought of the goods and pleasures offered there as well. Inside this temple compound, under the watchful eyes of the statues of holy men, and with one's troubles sedated by the shade of the lush palm trees, it is difficult to give thought to anything save for piety and faith. One of the priests approaches you and offers a warm welcoming, then holds up a donation urn, clearly expecting you to offer in turn.

No Character needs to donate anything. But if they do, they will be blessed by whatever faith this temple is devoted to, be it Christianity or that

of Islam. This blessing will grant one a bonus to his next Prayer Check on either Table 128 (for Islam) or Table 129 (for Christianity). This bonus will be determined by the total amount of gold given by the individual as a donation, according to the following chart. Do not reveal that there is any benefit to this donation until all the Players have chosen how much (if anything) they are going to give. Furthermore, this blessing only occurs for those ignorant of it—once anyone is made aware of this benefit, he cannot gain it again, no matter how much he donates.

Donation Blessing

Donation	Prayers to Allah	Prayers to Christ
1000+	+5	+5
100-999	+4	+3
10-99	+2	+2
1-9	+0	+1

17) A hard bargain . . . to refuse*

If the party is on the African coast in 1536, they may be made an offer that is hard to refuse . . .

Outside the grandest temple to Allah in all of the city, you are approached by a richly dressed young Rais. "Giafer Rais," he says calmly, then leaves the rest of the introduction to be handled by his Ava: "He has a proposition with you."

Giafer Rais is a legendary Algerian corsair, and has come to offer the Player Characters some benefits, based on their own reputations. Under the command of his superior, Khair-ed-Din Barbarossa, Giafer Rais will offer all of the following services to those of high enough **Notoriety** Level.

Offers Of Giafer Rais

Level	Official service	Cost
8	Pardon for all personal crimes against the Ottoman Empire	10000
6	Release of a single prisoner in any Ottoman Empire prison	3000
4	Title of ensign in the Ottoman Turkish Navy	900
2	Letter of marque in the Ottoman Turkish Navy	400

TOWNS AND TEMPLES



PIRATES AND POLITICIANS: So much of piracy in the ancient world depends upon service to either Catholic Spain or the Ottoman Empire that occasion will demand a visit to a Governor, Bey or other official. Normally such meetings are summarized statistically, but there are those times when a visit to higher society attracts the interest of Fate, who has her own politics.

18) Treasure procession

The streets are filled this day with a procession leading riches from the galleys to the potentate. Laden camels squeeze between the houses and through squares, where throngs of people gather to watch. Moors in flowing robes rub shoulders with Berbers in black camel-hair cloaks alongside Jewish refugees from Spain ostentatiously dressed in European garments. In awe of the jingling bags filled with riches, all men forget their skin color and the woes of their religious strife. “A pirate’s life for me...” someone whispers.

The treasure procession is going to the palace of the potentate and is guarded by 30 men. Still, the sight of such riches is casting a spell upon the city—for the next 4 days, all rolls made to acquire new crew members shall gain 2 additional dice.

19) Royal Oaks

Use this Encounter when someone is getting a promotion in the Ottoman Turkish Navy.

You are welcomed to Royal Oaks, the palace of the Bey. He greets you in his office, overlooking the courtyard whence you entered. Taking ease in the meshrabiyyah—that latticed window-box which opens above his sprawling orchard—he glares at you with eyes enchanted by the cross-hatched shadows, giving him a most demonic look. He waits for you to speak first.

The Bey is merely testing the Character’s nerve. No matter what is said, the Player Character will have to make a Charisma Check to get his promotion. If he fails, the bitter Bey will insist that in order to be ‘worthy of this higher honor’,

he must first accomplish a task, that of bringing back the head of a Spaniard of equivalent rank. However, once this is done, the Character will not only receive his normal promotion(s), but an added bonus, that of the hand of the Bey’s own daughter in marriage, a subservient woman of 18 years that the Character can name as he wishes. This wife will serve him loyally and for all time, effectively allowing the Player to make a secondary Character under his own control.

20) The finer things in life

This Encounter should be used for those who visit the potentate of a settlement to get funding for any sort of voyage. When reading the narrative below, replace ‘**POTENTATE**’ with the appropriate title for the settlement, be it ‘Governor’, ‘Bey’, etc.

The approach to the ‘**POTENTATE**’ is a long yet beautiful one. You are led through his orchard, walking a road under the pink and white petals of the apricots, and then around orange-groves where the lush fruit glows amid the foliage of somber green. The ‘**POTENTATE**’ meets you on the verandah, where he takes his ease. Slaves soften the air over him with fans fashioned from the yellowing leaves of date-palms. As the sun sets, a lark bursts into song, and from the depths of the orchard comes the gentle murmur of many doves, as if returning thanks for the lessening of the great heat now that the sun is departing. In the purple gloom of twilight, the ‘**POTENTATE**’ smiles as one prepared to talk a one-way deal.

The potentate is slightly eccentric, and will freely give money to anyone who can amuse him. In this matter all relies on role-playing. Running the gauntlet of things that humor him, only those Characters with knowledge of fineries marked on their Character Sheet or by performance that none can dispute will gain money from him.

Knowledge of fine wine and tasting it with him will earn 3000 gold.

Knowledge of flowers and touring his gardens thus will earn 5000 gold.

Knowledge or ownership of birds and talking about them will earn 8000 gold.

SAILING THE ANCIENT SEAS

Sail ho! There be gallions, galleys and galiots fer the takin'! Slaves ships, treasure ships an' good ol' fashioned plain victims just needin' a killin'! Kill fer yer god, capture fer yer crew, an' plunder fer yerself. Ain't no need to 'splain it, matey. The ancient sea be full o' ships o' all kinds, just waitin' fer ya to cross paths an' swords with 'em...

ON BOARD SHIP: Life on board a ship can a hard one, but also an exciting one. If one isn't a slave toiling at the oars, he will have some time to spend on deck, where many things can happen.

21) Tale of a cabinboy*

This Encounter is best used in 1477, though it can be used anytime up to the year 1500.

This afternoon, you overhear a most interesting story being related by the cabinboy. He claims he saw the 'dawn of piracy'. You would dismiss his tale for the boyish dream it is, if not for his insistence of knowing the whereabouts of the 'first pirate treasure' as well.

The cabinboy is telling the truth, and if asked, will tell his tale from the beginning. In summary, he was aboard an English ship that went through a terrible storm. While the crew was recovering, five foreigners aboard took advantage and killed all but he, the cabinboy, as it was against their religion (of Islam). The bodies of all 33 crew were thrown overboard and they claimed the ship for their own. The ruse worked until the bodies began washing ashore in various ports, who spread the word. The foreigners were going to sell their ill-gotten vessel, but with the description of it now tied to their deed, they had no choice but to become bandits. They attacked other ships, so the Greeks named them 'peiran', which has changed to 'pirate'. The cabinboy says they ran afoul of an English ship, and that he was saved, though the English did not believe his tale of 'buried treasure', as 'piracy' is still not known or accepted worldwide. The truth is that the five Muslims, fearing that they would be caught eventually, buried 10000 English crowns in a secret chest off the coast of Malta. The boy can indeed find it again, but desires an equal share.

22) Divine vision

When next the party's vessel is moored along the coast for any reason, determine the Character with, in order of priority, the highest Religion Skill Level, the most gold currently on him, and the least total Ability Points.

Moored alongside the coast, you have time to relax, to reflect. Glancing down into the tranquil, azure waters of the ancient sea, they appear so calm and serene, much like a mirror, tideless and unchanged since the days of the Bible. And, they evoke many different thoughts in your mind.

The Character is beholding a vision. Roll on the following chart to determine what he sees and thus what effect it has on him. If he chooses, he may look away and have no result, but he must do this before you roll, and this opportunity will not come again, for him or anyone else.

Divine Visions

Roll	The Character sees...
10-12	The future; read verbatim the boxed text of the next planned Encounter.
5-9	A vision of a holy-man outside Jerusalem; gains 30 Experience Points.
1-4	His reflection but his body is a skeleton; gets Fear of 'skeletons' (if he already has this Fear, its penalty becomes -4)

23) Escaped prisoner

This Encounter works best if the party's ship has any captives aboard who are Muslims.

There is a ruckus amidships! Before the crew can react, a fiery madman bursts out from below decks, swinging around his severed ankle-chain and manacle. "I was once captain of the Sultan's finest ship!" he roars. "I will not die in the wooden hell of your hold! You shall eat stones, you Christian dogs! You show no mercy! You follow the false prophet! Naught but lies do you speak so I will fill your mouths with the stones of truth and bury you at sea!"

SAILING THE ANCIENT SEAS

This Muslim zealot cares not whether the ship is in the possession of Christians or even Muslims, for he is mad, and does not intend to be taken alive. However, having admitted his position, if he **can** be taken alive, he is worth a ransom of 2400 philips to the Sultan of Acre in the Holy Land.

24) Nightmare

You awaken in a feverish state, the fruit of your dreams poisoned by the experiences that flowed into the bowl of your mind from living memory. Perhaps you were indeed dreaming of apples, or of oranges or dates, or soft bread, but now you remember how these thoughts did nothing to refresh you, and only attracted the darkness. You recall the sea, and the battle—the ratlines on each side of the opposing galleys were black with men who swarmed there like locusts, ready to smother their prey . . .

Each man aboard the party's vessel has had the same nightmare. What it may eventually mean is up to them to debate, and the Game Captain to decide. For if nothing else, this will be seen as an omen that will lower Morale by 1-6 for every 30 men who compose the crew (rounded up), as the more who had this dark vision will capture that many more in the web of fear. However, if this downward spiral of dread lowers Morale to the point of 'mutiny', the crew will instead despair, and simply abandon all duties and sailing, drifting with the limpid waves, waiting for the omen to come true. This despair can only be defeated by the Player Characters, but whatever they contrive it will require a Charisma Check (made with a -2 penalty) to work, and each person will have only one chance to inspire the crew, lest they no longer believe or even listen to him.

25) Prayer

As the dawn washes the Mediterranean in a pale amber glow, the crew gathers amidships for their weekly prayer. They are as silent as the sea is serene, without tide and without change. They do not even heed the strange voice that whispers on the wind . . .

Each Player Character may make an Intuition Check to discern what is said, and the voice shall be in whatever language that individual speaks, for it is the voice of a spirit indeed, saying "Prove your faith . . . not in prayer . . . in heart . . . dive off the side . . . come to me". Should anyone jump off the ship at this time, nothing will happen, though the crew will be angry at having to turn around and pick him back up. However, when next that Character reaches an Experience Level, he will hear the voice again, saying "You are rewarded" and he shall gain the Ability and Skill Points automatically, without needing to roll.

26) Mutineer

This Encounter should be used aboard a ship in the service of Spain.

On the stern of the ship, one of the crew seems to be nominating himself as the new commander. This man may have given a good name to all Spaniards, with his build and bold nerve, but to simply begin ordering others about is to overstep anyone's boundaries. Wearing a wide-brimmed hat decked in blood-red plumes, which seems a fitting crown for his suicidal mood, he rants on; "God be merciful only upon the dogs that obey my righteous whim! May all others lay as still as the waves of this infernal sea, where no tide washes away the sins of time!"

Whether the Player Characters are in command of the ship they sail or not, this Spaniard is now starting to sway some of the NPC crew to see his point of view. If nobody stops this uprising, the mutineer's righteous zeal will soon get the crew to demand that the present captain duel to prove he is not the 'cowardly dog' this man has named him. If the captain is an NPC, he will indeed be just that, and the mutineer will take command. He is 'Juan LaBonne', a Buccaneer of 1st Level and 0 Notoriety, DS 10, G 6, MOVE 110', and wields a rapier with a +2 bonus. Any Player Character can challenge the captain as well, be it Juan LaBonne or the former commander, for charge of the ship. In any event, the crew will accept the new captain without question, at least for now . . .

SAILING THE ANCIENT SEAS

OTHER VESSELS: The sudden news of an approaching ship always changes the mood of the crew. But for good or ill? And, what do the fates have in store for either vessel?

27) Ambush

Before running this Encounter, consider if any of the Player Characters take lookout. If any do, have those individuals make an Intuition Check. If none are successful, do not read the second paragraph of the following narrative. However, if even one is observant, read this description in its entirety.

Passing close to the rocky shore, you catch sight of sheep bleating on the grasses high upon the hills. The lush trees and foliage compliment the sparkling clear waters of the Mediterranean sea. It is a reminder of the paradise this once was, and could be again.

Drawing near one of the many coves, you spy a large galley lying in wait. In traditional Ottoman fashion, they have already turned so as to burst out of hiding if need be, their course one that would cut right in front of you, or through you. However, they do not appear to have seen you as of yet.

The Ottoman galley is waiting for any ships not of the Empire. If the party sails such a vessel, they can trade with this galley and perhaps learn news. The commander, Othmani Rais, is a devout Muslim who is out for blood. That being the case, if the party's vessel is not of the Ottoman Empire, she will be precisely whom Othmani is waiting to attack! Having spied her from afar and even had news weeks earlier through spies in port, Othmani will have an equal number of crew and Levels. His modified galley runs 12 guns, and being the followers of Islam they are, he and his men will fight to the bitter end.

The galley has a small camp inland, where they use the ship to disguise themselves as simple shepherds in case any of their lookouts might be spied on the cliffs. The camp is where all of the galley's treasure is kept, buried regularly with each passing season, and so requires a Searching Check in order to be found.

28) The Angel of Death

"Sail ho!" The familiar call rouses the crew and yourself alike, for there is no knowing what one can encounter on the seas. And, looking aft, that could not be more true than today. Your wake is the trail being followed by a haunting man-o-war flying black sails. As she gains on you, defying the very winds and waves, you see her sails to be discolored, the canvas stained to shadow by the blood of countless victims. More terrifying still, several bodies hang by nooses tied to her bowsprit, which points directly at you like the finger of death, selecting you to be next.

The man-o-war is the 'Angel of Death', a pirate ship if there ever was one. Built to run 36 cannon, the 135 men aboard (all 2nd Level) follow their captain, a former Cornish gentleman who now responds only to the name 'Mordacai' loyally into all battles. He will give the party's vessel but one warning shot to surrender and yield all the treasure they have aboard—or they fight to the death.

In battle, Mordacai will seek out the weakest Player Characters for sport. Those who can speak English he will taunt as they cross swords, and also threaten them: He will claim to have entered this battle like all others will a long fuse running along through his powder keg, which is locked and only he knows where aboard his ship is the key, thus if he does not live to unlock it after the fight is over, his ship will explode. He is telling the truth, and while the fuse is long enough to last the length of any fight, the key simply cannot be found as it is too well hidden (jammed inside a loaf of bread). Thus, if Mordacai is killed, his ship will be lost to the party.

If the party is victorious and takes the time to plunder the Angel without extinguishing the fuse in the powder hold, after only the third load is taken aboard the party's ship, indeed after the third roll on Table 81, the Angel of Death will explode, and two things will happen; the blast will cause 20-240 Hull Points of damage to the party's ship, and as the Angel sinks, unless the first thing they do is sever the ropes that bind their ship to the Angel, she will drag them down with her, causing 30-360 more damage before she can be cut loose.

SAILING THE ANCIENT SEAS

29) Uluj Ali*

Should the party be daring to sail the ancient seas from the years 1560 to 1580, they may run across a most feared corsair...

The pale morning light washes away all the shadows of the previous night, save one—a dark blot on the horizon refuses to disappear, and even as the day grows brighter, this shadow grows larger, like a stain spreading across the colorful panting of God's world.

The dark blot is the galliot of Uluj Ali, the terrible Muslim corsair. He only attacks the ships of Spain, Malta and Italy. His ship is loaded with 6 cannons and 110 Muslim corsairs (80 1st Level and 30 3rd Level). Commander Uluj Ali ranks high in the Ottoman navy but is a true corsair, pirating the ancient world wherever he finds infidel ships! "Insh' Allah!" he screams in the face of failure and fortune alike. In battle he is a very formidable foe, being a rugged Sailor of Level 7 and 55 Notoriety, DS 11, G 9, MOVE 130', and using a scimitar (cutlass) at +3. If captured, he is worth 9500 gold to the Bey of Tripoli, the port where Uluj Ali operates from. If not defeated this day, his name will return to plague the party later, as he will rise to become the commander of the Turkish fleet.

30) Deliver the Deliverance

The waves have a red hue to them this day, far too clear even for the grace of the setting sun, casting its fiery shadow upon the trackless sea. Yet this telltale trail of blood marks a most definite path to follow. Soon, you come upon the smoldering shell of a ship. How she remains up is any mariner's guess, with burning holes the size of elephants punched in her sides, and her fallen mast running down into the water like an inviting bridge to the abyss for any who would not perish in the inferno gathering on her deck.

The ship just finished a fight with a Muslim slave-trader, and gave better than she got—the Muslims were sunk with all hands aboard. The ship now foundering in the bloody waves is the

Spanish privateer 'Deliverance'. This brigantine can still be saved if the crew of the party's vessel helps her quickly, an order which will indeed be given by any NPC captain, for the glory of God if he is Christian, or to keep her afloat long enough to save her treasure (which included the crew as slaves) and then scuttle the ship if he is Muslim. However, if the Player Characters are in command and offer assistance, the surviving 40 crewmen (20 1st Level and 20 3rd Level) will wish to join them. Once repaired, the 'Deliverance' will prove a fine ship, as detailed on Handout 4.

31) The Black Hand

At dawn, there is a call from the crow's nest. Most of the crew are already on deck, preparing lines and cleaning the ship, and so they casually look up to see the ship that approaches. She's a large ship, but hardly any crew are visible on deck. No name can be seen on her sides, only a dark spot, like a large, black hand.

The ship is 'The Black Hand'. She is under the command of a huge Moorish pirate, one 'Jolly' Blackhand, whose name is often identified with the very emblem of piracy itself, the 'Jolly Roger'. His crew are a seedy, contemptuous band of cutthroats, villains and knaves who despise all people, even one another, and have but one saving grace—they are exceptionally brutal and successful in battle! If the party does not flee, they will find this out first hand, as there is but one standing order aboard the Black Hand—"No quarter shall be given". This frigate runs 32 guns and is manned by 60 evil and greedy men (50 4th Level and 10 6th Level).

Should this pirate ship defeat the vessel of the Player Characters, they alone will be spared, seen for the potential by 'Jolly' and offered a chance to join his crew. If they refuse, they will be thrown overboard and given a chance to swim for their lives, while during the first 4 Rounds the crew of the Black Hand takes sporting shots at them in the water, constituting 1 unmodified Attack Roll with a flint-lock pistol on each swimming Character until either the 4 Rounds pass, or he swims 100' away (at which point he must make a normal Saving Throw to swim the rest of the way to shore).

SAILING THE ANCIENT SEAS

32) Kara Mufsa Rais*

If the party is sailing the Mediterranean in the year 1544, they may meet a notorious pirate...

The winds are strong today, tearing up the sea so much that whitecaps and reefs appear one and the same. Through such a gale only desperate or crazy men would sail. You guess then that you are alone. But soon you sight another sail—there is someone else as mad as you daring to hold a course through this perilous weather.

The ship is a galliot commanded by the well known Barbary pirate 'Kara Mufsa Rais'. He has not yet sighted the party's vessel and so they can easily avoid him. However, if they make for him, they will find him to be immediately friend or foe depending on the flag they fly—he is friend to all ships of the Islamic faith and the Ottoman Empire, and foe to all others. If friendly, he will hold his course and sail on, though shout to the party's ship that if they follow him, his experience will lead them safely to Algiers, and it will, preventing any chance of becoming lost, and he will slow to allow them to keep pace with him. However, if a second storm is to begin, one conjured by powder and the fire of religious fervor, Kara Mufsa Rais commands a ship of 6 cannons and 60 corsairs armed to the teeth (all of which are 3rd Level).

33) Blockade

When reading this narrative, replace 'CITY' with the name of the city the party is sailing into.

As you draw near 'CITY' port you see the entire harbor blocked by a small fleet of galleys. It is as if the town is being held as hostage. Even from a distance, you can hear the shouts of the Muslim corsairs, and your crew manages to piece together their words; "Send money speedily or we will come and take your men out of their beds and sentence them to the hell of oars."

The ships are 11 Muslim galleys. They are preventing any other vessels from coming and going through this harbor without paying a tariff of 100

gold per Value of the passing ship. Only those in the service of the Ottoman Empire are exempt. If this turns to war, each of these ships has 6 cannon and 150 men (100 1st Level and 50 2nd Level).

34) The Red Dwarf

So many ships sail the Mediterranean that they become like people—unique for the moment one looks upon them, only to be forgotten in the presence of the next, yet some lingering memory ever compares each new sail with all those one has seen before. Yet tonight, when the sea is a flat calm, almost mirror-like under the stars so that the horizon line is lost and your ship seems to float through the outer darkness, stars both above and below, you see a ship unlike anything you have ever seen, indeed in this world or on the other side of the mirror of dreams. She is a European vessel, certainly, but with such rigging and makeshift repairs as to have seemingly sailed out of the time of legends.

The ship is the 'Red Dwarf', as the English name reads on her hull and her short, scarlet sails suggest. This vessel is manned by the mad, as a sparse crew (which will offer no resistance if they are attacked) simply continue to sail the seas, ever in search of 'home'. However, due to diseased food, misadventures, and religious wars changing ports all around them from friendly to unfriendly and back again, they have forgotten where 'home' is. They have become merchant sailors in the true sense, their vessel itself their home. They do not even have a captain, but rather a quartermaster, 'Holly', who simply answers their questions rather than giving commands. Indeed, they never have a set course unless someone asks, and then Holly decides and answers.

Should the party's vessel be under command of an NPC, he will decide this too strange for him and sail on. However, if any Player Characters are in any trouble with their current crew, the crew will wish to sell them to the Red Dwarf as slaves, which will indeed come to pass (they are merchant sailors, after all), though they will be treated as normal crew. If any Player Characters join the Red Dwarf, its statistics are provided as Handout 5.

SAILING THE ANCIENT SEAS

STORIES OF THE SEA: The sea has many strange tales to tell. Sometimes odd treasures are washed upon the shore or bump against the side of a ship, sometimes there are sunken secrets barely visible beneath the waves, looking back up those who behold them from the depths. What stranger stories will be told of voyages to come?

35) Somethin' thumpin'

All night long a strange, dull sound has been knocking against the underside of the ship. The crew checked all anchors and ropes early on, and are equally bewildered, and uneasy. Yet the early whispers of ghosts and sea-monsters has turned to jokes as frequent as the thumping itself. "Hoi! Ohhh, there's thumpin' thumpin' down 'ere." says one man. And, as soon as the laughs die down, he adds sarcastically "There it goes again . . ." as if to stir the spirits below.

The thumping will either be ordered for a random Player Character to swim under the ship and investigate (if they are not in command), or it will be up to them to decide what is to be done (if they are indeed in command). In either event, it will require a Swimming Check to investigate (this roll made with a -3 penalty if the ship is not stopped before this is attempted). The thumping is caused by the ribcage of a drowned sailor that was caught by the ship's rudder last night. Tied to the rib-bones is a small leather pouch containing 30 silver coins, the devil's payment for this mutinous pirate before he was forced overboard.

36) Evil storm

You should use this Encounter only if the party's ship has 5000 gold aboard . . . or more.

Tonight a most unnatural storm has gripped the sea, throwing the waves up in such turmoil, as if the ancient gods were searching the depths for ships lost long ago. "Tis no natural storm," one of the crew is heard to say, and his feelings are echoed by another, crying out "We must put in or we'll be torn apart by the sea-devils!"

The storm is indeed not natural. It is currently but a Magnitude of 4, but will not end, and only get worse, increasing 1 Magnitude each day, with no upward limit, nor allowing the party's ship to escape it until enough gold is thrown overboard to placate the sea-devils—1000 gold for the current Magnitude of the storm! If the party hasn't that much, it is only a matter of time before they sink.

37) The song and the way

When next the party's ship is caught in any sort of storm that will sink them, have each Player Character make an Intuition Check. If successful, one will notice a corked bottle floating alongside the ship. If retrieved, there will be a rolled up old parchment in the bottle. If someone sings this song the weather will break, as if by a miracle, though the **Player** must sing it. The lyrics are provided below and are reproduced on Handout 6.

*Ohhh, the slaves they rows
gold pieces they glows,
Over the bloody sea we goes
Yo-ho! Yo-ho!
Buy me some pirate clothes!*

*Ohhh, we made our oaths
and took all our blows,
Over the raging sea we goes
Yo-ho! Yo-ho!
Terror to all our foes!*

*Ohhh, give me ten hoes
to suck on me toes
Over the sinful sea we goes
Yo-ho! Yo-ho!
I'll end up dinner for crows!*

*Ohhh, me wife I loathes
but me son he grows
Over the empty sea we goes
Yo-ho! Yo-ho!
Back home I now propose*

*Ohhh, the Good Book shows
what we alone knows
Over the sunlit sea we goes
Yo-ho! Yo-ho!
Fortune my God bestows!*

HARBORS AND HIDEOUTS



Welcome aboard, matey. Welcome ta the real cities o' the Mediterranean, where the real policies are made, an' where the real heroes and villains are ta be found. Welcome, matey, ta the places where pirates dwell...

FORSAKEN SETTLEMENTS: The ancient seas are lined with countless towns, most of which are still inhabited. However, there are also some that have been abandoned, by all save pirates that is, pirates who give shape to the stories of ghosts rumored to dwell in these ruins.

38) Land bridge

You can see the smoke rising from the ruins of the ancient city a half-mile away, but your ship can come no closer. Mooring at the end of a land bridge formed of jumbled, broken boulders, you walk the distance from ship to shore, the shallows on either side filled with wreckage of countless vessels, their timbers rotting upon the reefs. At the end of the bridge, two guards point their sabers at you and demand the password if you are to enter their lair.

These 2 pirate guards can speak the same main language as the Player Characters. If attacked, they have 3 other guards hiding in the ruins just out of sight. The password should be one that you have prepared, planning on the group coming here and so let them discover it. In any event, if blades are to be the answer, the land-bridge will provide a spectacular fighting arena, as one cannot flee to either side—they must push through the guards or run the half-mile back to their ship(s).

39) Empty harbor

The harbor of this nameless town is wide and deep, yet there are no ships here. The homes and shoppes nestled on the harbor hillside appear white as all those in Greece—no fire has touched them, no cannons have broken them. As you draw closer, the gentle lapping of the tideless waves remind you how eerily silent it is here. It is a ghost town if ever there was one.

This is indeed a ghost town. There is nothing to be found here, as the town was looted long ago and none have returned. However, the buildings are sound and will make for wonderful shelter. Yet if anyone should indeed stay here at night, a number of Ghost skeletons to match the party's own will march out of the surf and hunt them. Each Ghost will be dressed in ragged clothes that resemble what his prey currently wears—each skeleton shall only fight one Character, his doppelganger indeed. In this conflict, should the living cry out his own name when he strikes a skeleton, it will suffer a penalty of -4 to its Survival from the blow.

Following the tracks of these Ghosts back to the sea will, if done before the tide changes, find them to lead to a pile of coffins rotting in the shallow surf. Inside the coffins are coins to equal those carried by the Characters at the time they were attacked. All this may also be found with a Searching Check (this roll made with a -2 penalty).

40) Initiation pool

Use this Encounter if any Player Characters are currently, or will soon be, in search of a crew to sign up with.

In the center of town is an octagonal well, the mirror-like surface of its dark, oily water casting your ghostly reflection back up from twenty feet below. As you look down into it, another person appears, behind you, a stone demon! Turning and looking up, you see this statue to heathen gods overlooking the pool, an idol you did not notice before, so drawn were your eyes to the pool, as if by some magic.

This pool's true purpose has long since been forgotten by everyone, and the pirates in this port use it as an initiation pool. Indeed, if one is to sign with their crew, he must be cast in alone and without any equipment what-so-ever, and then get out on his own. As if climbing the slippery rock wall 20' high wasn't difficult enough, the 5' deep water is home to giant constrictor. If someone kills the snake, he will pass the test for all the Player Characters who wish to sign on.

HARBORS AND HIDEOUTS

CORSAIR CAMPS: Throughout the ancient seas pirates make their lairs, not just as a way to hide from the Royal Navy and the Ottoman Fleet, but as a place to hide from heaven as well, where men and women can freely engage in unbridled debauchery. Whether one is looking for a fight, a crew, or just a good time, he is sure to find it in the camps of pirates.

41) Drinking contest

“Yar-bar! Yar-bar!” is the call that gathers most of the camp around the fire. It seems the crew is going to have a drinking contest. But no rum do they have—they have sacramental wine taken from a looted church, and shall drink it from human skulls sealed shut, save for their mouths from which the bloody wine shall pour. “Thirty pieces of silver to enter the contest!” boasts the mediator. “Any takers?” You see two large men already stepping forward.

Aside of the 2 men (with Girth Scores of 8 and 9 respectively), nobody shall enter the contest. Whoever wins it shall gain the entire purse. In this case, silver coins are larger than gold ones and thus have equal values.

42) Crappy treasure

This Encounter is best used if the party is poor in gold but rich with intelligence.

Finally arriving at camp, the crew is anxious to open the seachests and see what treasure is to be theirs. Duties are put on hold as the captain is excited as well. But when they’re opened, the chests are found to hold nothing except large bags of guano, the crap of seafowl.

Guano is good as fertilizer, but few pirates will know that. However, if any of the Player Characters wish to take charge of disposing of this, they will be welcomed to it, and thus can secretly take it to market later. These 16 sacks of guano will fetch a price of 80 gold each. This value will go up to 90 if sold anywhere along the African coast where fertilizer and good soil is scarce.

43) Gallows Hole

This secluded harbor is surrounded by steep cliffs riding out of the waves, blocking out the sun and casting the cove into darkness for all but the noon hour each day. Stretched from one height to the other is a rope from which several dead men hang from nooses. Known as Gallow’s Hole this is, where all men are punished in only one way, and that is to walk from cliff-to-cliff with a loose noose as their only anchor to the rope, so that if they slip and fall they hang themselves.

Any and all pirates are welcome here, but the rule of punishment holds—anyone who causes any trouble must walk the rope. To do this requires three consecutive Agility Checks. Failure of any of these Checks results in one falling and thus being hung. At that point, he will be ‘hit’ with a Base Damage of 10. If his neck does not break, he must make a Brawn Check to climb back up onto the rope—failure gets him hung all over again.

44) Cave of Hercules

This Encounter should take place near Gibraltar, but it can really be used anywhere, as legends of Hercules abound in the ancient world.

This camp is quite comfortable, perched atop a high cliff overlooking the cove below. The climb of a thousand rough-hewn steps from the beach was worth it for the view alone; the tideless sea below seems almost magical from here, its clear depths mesmerizing as the slow movement of the waves change from the deep green of emerald to all the colors of opal. Also from this height you can see many caves, half flooded by the sea.

The caves are easily accessible, as another stair leads to them, but pirates at this camp will warn others to “Avoid the Cave of Hercules”, but will give no clue as to which cave that is or what this means. All of the caves interconnect back within the cliff. ‘Hercules’ is the name pirates give to the massive shark that swims within the half-flooded tunnels. If cut open, this shark contains the treasures of a sailor cast overboard just yesterday.

HARBORS AND HIDEOUTS

45) Mr. Sloggy

While the other men gather around fires, spitting and swapping stories of their ill-gotten gains, one man sits alone, barely visible in the shadows of the trees. The palm leaves above cage him in bars of moonlight, and that seems enough to imprison his spirit. He rocks endlessly back and forth like an empty ship at anchor, talking aloud but alone, as if speaking to spirits, or to himself, occasionally roasting a fish skewered on the end of his charred, steel pegleg.

This man is known only as ‘Sloggy’, or as ‘Mr. Sloggy’ by his more respectful crewmates. He is thought to be mad, a deception he uses to get out of mundane tasks such as lookout or careening ships. If the Player Characters befriend him, have them each make a Charisma Check. Those who fail he will ask to leave while he shares a secret with those who were successful—his pegleg has the coordinates of a treasure carved into it. Sloggy will wish to join the party if they intend to seek out these coordinates. His statistics are provided as Handout 7, while the coordinates on his pegleg are whatever you want them to be, indeed wherever you want to lead the game. The treasure they lead to is three buried seachests containing a total 5 rolls on Table 81 using the ‘others’ column.

46) The Creeping Fear

Hidden in a quiet cove is a small ship, its true size disguised by the shadows cast by the dense surrounding jungle. ‘The Creeping Fear’ is her name, commanded by one Captain Zachary, who it is said appears eerily similar to whomever may look him straight in the eye. Some even believe he is a ghost.

The crew of this ship are all the legends say and more—ghosts all, but cannot and will not interact with the party, save for Zachary himself, who will demand 13 gold to rest here each night where nobody can find them, a bargain he will strike by looking one dead in the eye. If refused or cheated, Zachary will attack, this ‘Hero’ Ghost causing anyone he slays to join his spectral crew.

LEGENDARY REALMS: There are some places that angels fear to tread, and so may pirates find refuge or treasure there, or both. These places are few and far between, and generally believed not to exist at all. In any event, NPCs will generally not wish to venture there, leaving Player Characters free to explore them, or at least to make sure that they are safe before others will enter them.

47) Temple

From the barren coast of this tiny island, a stair is carved into the hillside, winding its way up to a small temple upon its conical top. Even from here, its white pillars and arches beckon with the lure of magic. The hundreds of gulls that gather on the barnacle crusted rocks suddenly fall silent.

A successful Searching Check of the coast will see thousands of coins laying in the shallows just beneath the waves, a total of 1221 if one takes the trouble to gather them all up.

There are 111 steps leading up to the open door of the hilltop shrine, if someone has a mind to count them. Inside the temple is a single room, approximately 50’ square, and visibly empty. Yet a successful Searching Check will discover ancient writing on the wall, of English but using Greek letters. One need not be able to read Greek to translate this writing, as he can also do this with a Wits Check; ‘*Give to the sea the same score in gold of those whose backs were broken building my house and you shall find rest here*’. If nobody can read this writing, the Players may attempt to decipher it themselves by studying Handout 8.

Should anyone cast into the sea 111 total gold he will find that, if he sleeps inside the shrine, he will heal three times faster than normal with each passing night, this magic to remain in effect for the rest of his life, should he return here to take advantage of it. Yet if someone dares to sleep here without giving enough coins to the spirits of the sea, he will become wounded each night of a Base Damage equal to the difference of his Luck Score and 13, and should he perish thereby, he will vanish entirely, never to be seen again! The same fate awaits anyone who took coins from the surf outside and did not fully restore them.

HARBORS AND HIDEOUTS

48) Well of Wonder

Amidst the crumbling ruins of an ancient temple, you find a strange well. The raised, marble rim bears the only color in this ghostly palace, as a row of ancient letters encircles it, faded but still legible. The well is about nine feet in diameter, and is filled with a shimmering water though no sunlight enters this place.

The writing is actually Arabic, put there long ago to deface this place. If translated, it simply reads '*The Well of Wonder*'. Anyone who drinks directly from this well shall be enchanted. What (if anything) occurs is rolled on the following chart. Each time someone drinks from the well he suffers a cumulative -1 penalty to this roll.

The Well Of Wonder

Roll	Enchantment	XP gain
12	Permanent increase of +1 to Prime Requisite (max of 10)	50
10-11	Shadow gone for 1-12 days	30
8-9	Magically healed of all wounds	10
5-7	Must roll on Table 61	0
2-4	Becomes forever mute	0
1	Death; flesh melts away leaving only a skeleton and equipment	0

49) Cove of the Blind Corsair

You come to a cove on the lee of the island. Here, steep cliffs surround a tranquil lagoon, with emerald-azure water shimmering under a sun that seems as if it will last a lifetime. Indeed, such are the shapes of the rocks that few shadows can be seen here. There are other pirates here, men and women alike, swimming and basking in the warm light, without a worry in the world.

All these pirates were left behind by their crews but life on quite contentedly because of this cove. They call it the 'Cove of the Blind Corsair', and will claim that if one has any of his blood spill into the waters of the lagoon, he will become enchanted so that he will remain forever young as long as he stays here, but that if he leaves he will age a year for each day that passes unless he

keeps his eyes closed. This is all too true, and so only those who remain blindfolded or otherwise unable to see will be able to leave and live—once someone sees anything outside this area, his days and years thus shall immediately catch up with him! Only by becoming mortally wounded (indeed having to roll on Table 10) will this enchantment be lost from an individual.

50) Maze of the Minotaur

This Encounter is set on the island of Crete.

Overlooking the harbor is a ruined temple palace, abandoned thousands of years ago. Exploring its maze-like passages brings to mind the myth of the Minotaur. Indeed, every archway is inscribed with the symbol of double-axes, from which the word 'labyrinth' has its Greek roots. Wonder grows to dread as the corridors run deeper, and darker. Relying now solely on torchlight, you suddenly come face-to-face with the beast—the head of the Minotaur fashioned as the raised image of a heavy, iron-bound door.

The door is locked and cannot be forced open by any person. Explosives will cause the area to cave-in, sealing it forever. If the lock is picked, one will find an empty treasure vault, looted long, long ago, perhaps even before the birth of Christ. However, the same fear that the party felt coming in will be enough to keep everyone else away, as it has for millennia, and thus the depths of this ruined palace will serve as a safe refuge for the Player Characters.

If you wish, you may have the party be able to discover a sealed door which leads even deeper, for most of this ruin is buried and lost, though it holds no further secrets other than to serve as the basis for the legend of the Minotaur.

LANDS OF CHRISTENDOM

Ahhhh, gold an' silver, God's price fer penance an' the devil's delight! All piracy eventually fills the coffers o' the church, says I. So why should a pirate be bound only fer ships, matey? Pirates can just as easily set an eye on the towns an' temples that be like jewels in a crown, a ring glittering on the coast o' the ancient sea...

RAID THE RIGHTEOUS: The wealthy cities of Christendom attract pirates of all kinds, including atheists, Muslims, and even Christians themselves. However, just as every raid benefits from a plan, so does an adventure benefit from having a response to any raid that the party might attempt, as the following Encounters provide.

51) Guards

If the party is raiding something other than a church, when reading the following narrative, replace **'CHURCH'** with whatever their target is, such as 'palace', 'temple', etc.

The only way into the **'CHURCH'** is through a doubledoor at the top of the steps. It appears to be constantly guarded by five soldiers, who pace back and forth with eyes ever upon the steps.

These 5 guards have the standard statistics for their Nation. However, they weary of their duty and can be bribed to 'overlook' someone entering the church; if one makes a Charisma Check, he will have their interest. If his initial offer is 50 gold apiece or more, they will accept. If his offer is between 20 and 50, they will demand 100. If he refuses or if he offers less than 20 at any point, all of the guards will attack him.

52) Broke and broken down

There is some sort of commotion in the street ahead. When you arrive, you find that the tax collector's coach has broken a wheel, and his two guards are busy fending off thieves and even children scraping at the coins that spilled in the street. Hogs and hens are now parading through the glittering mud, making this publican's mishap before the penniless people a rather comical one.

The publican (tax collector) is afraid to get out of his broken coach for fear that he will be mobbed by, well, the mob. There are hundreds of coins in the street and anyone that gets down in the mud and scrambles for them can get 1-10 each Turn (one dice roll -2). After 3 Rounds 8 more guards will arrive to disperse the crowd. However, if any Characters help break up the crowd early, they will win the favor of the town's officials, granting those individuals +1 to all their Charisma Checks made to that city's officials and guards until they leave this town for any reason. This bonus can also be applied to Luck Checks fleeing from guards, as they are not keen to give pursuit.

53) Secret entrance

Whether by rumor or someone selling the party information, they can learn of a secret entrance to a Christian stronghold. Read the following narrative once they arrive there.

The fort is quiet. Under the shadow of the outer wall, your approach goes undetected. High above on the battlement, sentinels pace ceaselessly. The rough, slippery headland leads right up to the wall, where the drain awaits, revealed now by the low tide. Inside, it is utterly black, a tunnel leading to unknown danger, traps, and riches.

The beginning of the tunnel, where it descends it is very slippery and the party must state they are moving up along it slowly and carefully. If they do not, they must each make an Agility Check or they will slip and break anything fragile one is carrying (such as a lantern). Not long after, indeed once the tunnel levels out, they must each make an Intuition Check (this roll made with a -4 penalty if they have no light source) to notice a wall-to-wall pit before stepping into it. All who fail will fall 20' into shallow water (naught but 1' deep) and thus suffer a blow of 2 Base Damage. But the worse part is that the wall is too slippery to climb back out and so the party members at the bottom will either have to have people up on top with rope, or have a grappling hook, or wait for the tide to rise and float them out. The tunnel will end in the grain storage of the stronghold.

LANDS OF CHRISTENDOM

SEARCH THE CHURCH: The churches of the ancient world are often built upon the foundations of older religious sites, and as such have not only a good wealth of gold and jewels to be had, but a fortune in adventure as well. The Encounters found below detail what one might find when exploring, raiding or otherwise maneuvering through a church.

54) Talking poor box

Select a Character at random when the group is near the poor box. When reading the following narrative, replace 'ENGLISH' with whatever that individual's native language is.

You hear a voice, you think, coming from the poor box on the wall! "Give to Heaven and be rewarded later in life." it says in a deep voice, in clear, perfect 'ENGLISH'.

There is a hole in the wall behind the poor box, and a rogue is speaking through it. Using the hollow box to enhance his voice, he will act like a holy spirit, trying to get the party to put as much money into the box as possible. It can hold upwards of 300 coins. Once full, or once the party is clearly finished donating, the rogue will speak as though they are all blessed, hinting at statistical bonus' with all kinds of divine hyperbole. And, once the party leaves, so will he, but not before opening the false back of the box and taking all the money! If somehow found and confronted, he will beg for his life like a mangy cur.

55) Angry priest

The chapel is dark and silent. Countless candles cast myriad pinpoints of light about the unseen walls, their reflections like the eyes of angels hiding in the shadows, watching you. As your own eyes adjust to the gloom, the amber flames paint the picture of a great, golden cross hanging on the wall above the altar.

There is a priest hiding in the shadows as well, waiting for the pirates to make their move towards the altar and the cross. If nobody takes care to look behind them, he will gain the first

Initiative free. In any event, he will eventually run at the party, attacking and cursing the thieves like the cranky old priest that he is. The difference is that he used to be a sailor himself, and so he can swing his candlestick with +3 to his Attack Rolls and delivering a Base Damage of 2. If this priest is killed, the party must have no NPCs present **and** take great care to hide the body, lest their crew's Morale drop by -10 if a majority of them are Christian. The golden cross upon the altar is worth 350 gold.

56) Secret passage

Use this Encounter only if the party makes a successful Searching Check inside a church where there is nothing to be found otherwise.

Shifting a candelabra, a small section of the wall slides aside, revealing a narrow stairwell with a high ceiling leading down into the dark belly of the earth. A rancid, stale air wafts up from the untold depths. Rubble clutters the steps.

It is too dark to see inside the stairwell unless one has his own source of light. The stairs are trapped, so that every fifth step is a pressure plate. There are 40 steps in all, and the first person in line will surely trip the trap unless the group is careful to look at the steps and thus see that all footprints skip every fifth step. The trap will cause rocks to fall from a cache hidden in the shadows above, hitting everybody for a random amount of damage, the total Damage a single roll of the dice, but made separately for each individual. And, this noise will cause 4 guards to come running...

57) Catacombs

This Encounter should only be set under a church, accessible by secret or well guarded passages.

You have found your way into the catacombs. The dull, colorless walls are inset with thousands of human skulls, grinning at you from the depths of the shadows. The air is heavy with a feeling of unrelenting evil.

LANDS OF CHRISTENDOM

To find one's way through these catacombs requires a Searching Check. Failure results in one being lost for 1-4 hours, and having to make a Wits Check, with failure resulting in losing 1 Wits Point permanently due to utter terror. If one's Wits drops to '0' in this fashion, he will go mad and become an NPC who will proceed to attack anyone and everyone within this maze, as the 'voices of the skulls tell him to'. He will thus never leave, and eventually starve down here.

Wherever the catacombs may lead, remember that unless the party somehow marked their way coming in, they must once again navigate the maze in order to leave.

58) Tomb

Deep steps gradually descend a long, narrow hall into a circular antechamber. The corridors that once led from this area have been sealed up. Set within the center of the floor is a large, marble sarcophagus, its lid bearing the raised likeness of a knight from darker times. A thick layer of dust covers everything in this tomb, suggesting that nobody has been in here for centuries.

Should anyone try to open the sarcophagus, a ghostly green arm flowing with ragged, spectral clothing will reach through the stone and grasp the defiler's hand, and a voice will echo from within; "Stay your hand, thief. Too much has been taken from me already. Give to God or suffer!" This is actually a hollow threat, as the ghost can do no more than frighten the living. To remove the stone lid requires a Brawn Check at a -2 penalty. Inside the coffin are the remains of a crusader-knight, and a sword inscribed with lavish French writing. This writing translates to '*Slayer of Muslims*'. If nobody can read French, the Players may try to decipher it themselves by studying Handout 9. This sword is of older, more clumsy design, and thus while it is statistically a longsword it also penalizes all Attack Rolls by -1. However, when it strikes anyone not of Christian faith, their Girth roll to survive shall suffer a -3 penalty. Whenever this sword is used to kill a Christian, it drains its wielder of a random 1-12 Experience Points. Should this ever reduce him below '0', he will die.

59) The Spanish Inquisition*

This Encounter must take place in 1578.

Opening the doors, you find a beautiful chapel, so lavishly decorated that it is truly worthy to be a—if not **the**—house of God. Imposing stained-glass windows cast rainbow light upon endless murals that cover the walls and ceiling, while the center of the floor is made of a complex mosaic like an island of color amidst a sea of smooth, green marble. At the far end, an altar sheathed in gold gleams like the throne of the Almighty.

The room is a trap. The gold covering of the altar is false, and there is nothing of value here. Once the party moves into the room, 1-6 members of the Spanish Inquisition will come for each of the party members, bursting out of secret doors! They will seek to capture rather than kill, thus pulling their blows so that death results simply in one being rendered unconscious.

Everybody captured by the Inquisition will be awakened days later, chained up and so starved and severely beaten as to have wounds totaling a penalty of -7. The Inquisition will then ask him three direct questions, provided below in the order they will be asked. Each wrong answer will earn an automatic hit from the rapier of the Inquisitor and a chance to answer that same question again. Those who can answer all three will be set free. Note that the answer to the first question is well known to the Inquisition as they heard the party talk and mumble much while unconscious, and the last question anyone can make a Wits Check to know, whether he chooses to speak it or not.

Q) Who are you?

A) Character's true name

Q) Who do you pray to?

A) Jesus, Christ, Iehova or God

Q) Who do you serve?

A) King Phillip II

LANDS OF CHRISTENDOM

PLUNDER THE PURE: Throughout the lands of Christendom, there are many who are either pure of heart and body, or at least claim to be. The Encounters provided below offer examples of such people who cross paths with pirates by their own volition, in the name of religion.

60) Repent!

The wharf is a forest of suffering—countless men hang caged in gibbets, some rotting away, some still alive. Beneath one who still has strength to speak and to hear stands a priest, shouting up to the pirate to repent for all his sins or he will most surely burn in Hell. The priest finally gives up, spits into the gibbet, takes a ring off the man's dying hand and sneers. "For the church," he says and then begins to walk away.

The man in the gibbet is condemned and near to death anyway, so he cannot be saved. However, if anyone follows the priest, he will soon notice his followers, turn around and demand they repent as well! This priest will be rather belligerent, and even to honest Christians maniacally proclaim that they need to repent for **something**. In the end, he will slap the Player Characters one and all, just to see 'how they take it'. If attacked, this priest will go down screaming "Repent! Repent!" No guards will come to his aid, however, as they are all sick of listening to him.

61) The fat friar

If any Player Characters are captured and sent to prison, run this Encounter while they wait for their trial and conviction.

Sitting in your cell, whiling away the hours, you notice at last that one of your fellow prisoners is a friar. "Not for any bad reason, either," says he, as if guessing your thoughts. "I'm a pickpocket. Can't help myself." He is rather obese but none-the-less clean-shaven and smiling.

The friar is indeed a compulsive pickpocket. If the Player Characters are friendly enough with him, he will offer to join their crew, once they escape

that is. If they accept him, he will reveal a secret passage out of the prison. This narrow tunnel will lead outside the walls, unfortunately it emerges in the courtyard and will thus require the group to fight the 3 guards there, something the friar cannot do on his own, and has thus waited for others to be imprisoned with him to make friends with. If they all escape together, the friar will formally introduce himself as 'Friar Cooke'. His statistics are provided as Handout 10.

62) Confessions

This Encounter provides a unique opportunity for a single Player Character who, for whatever reason, goes into a church's Confessional booth.

Sitting in the Confessional, you hear the priest arrive on the other side of the dark latticework. He coughs, and seems to be talking to himself. He even sounds drunk!

There is no priest on the other side, but rather another pirate! This unseen NPC will pretend to be a priest who needs to confess for his own self, indeed that he sins with rum, feigning being drunk while trying to reach through a small hole in the booth and pick the Player Character's pocket. If he succeeds, he will say that "We forgive each other, my child." and then leave. But if he fails, he will continue the facade, but not for long, saying that the Player Character needs to give 10 gold to the church to atone for his sins (gold which the thief will take as soon as the party leaves). If caught, the thief will, still pretending to be a priest, call for the guards, and 3 of them will arrive the next Round, while he flees. However, in the aftermath, a successful search of the NPC's side of the booth will discover that God has a sense of humor too, in that the fleeing NPC got his purse caught on the broken wood around the hole and it tore away when he fled, leaving 122 philips, 26 doubloons and 37 pieces of eight behind.

LANDS OF THE EMPIRE

Heh, ya think the pirate world is defined by the seas alone, matey? Ye be heedless o' the treasure kept safe by fear an' no better a guard, me thinks. Look in ta the seas o' sand, says I, an' see fer yerself the wealth just waitin' fer yer hands alone! The temples o' the ancient world be waitin' fer plunderin' by the faith o' piracy, says I...

SEEKING THE SAHARA: All the ports of the Barbary Coast border the terrible Sahara desert, and sometimes adventurers set out into that sea of pale dunes rather than those of the blue waves. There is little to be had out there. Indeed, there is far more treasure and tales to be had in the towns themselves, where all the spoils and stories of desert raiders eventually ends up, like the flotsam and jetsam of the sands washing up on a headland of chanteys, shacks, shoppes, temples and tavernes. However, there is still adventure to be had out in the desert as well.

63) Camel jockey

This Encounter is best used by Player Characters who are venturing into the desert and desperately desire to get some camels.

The only camels in town are all owned by a single man, Yasin-ben-Harr. As you approach his paddock, you find him leaning against the stone wall, drinking in the dry desert heat. He strikes you as a carefree young man, as if his djellaba was woven from magical cloth that somehow shields him from any dangers that would beset him, including the desert fates themselves.

Yasin-ben-Harr will be able to speak the main language of the party, as he is a wise and capable merchant. He will sell camels at a rate of 60 gold apiece. He has as many camels as the party may need. If paid in philips, he will lower the price to 50 gold per camel. When the party finally sets out after buying any amount of his livestock, he will bid them farewell, saying "Insh' Allah!" If asked what that means, he will say that the party will find what they seek only if it is the will of Allah, adding rather ominously "The Christian god has no power out there, out in the desert..."

64) Jewel peddler

In the center of town, a well is sunk into the hard desert earth, a large octagon with a parapet of three steps. Sitting on the lowest step is an old man wrapped in a dark djellaba, his bearded head swathed in a brightly colored kerchief. Upon his knees rests a broad, black box. He is pointed out to you by several merchants and passers-by as a merchant, a Magi, a jeweler, a Jew, a storyteller and a swindler alike. Under the broken shade of the raised fishing nets covered with palm leaves that serve as canopies for this small bazaar, he enjoys a mysterious look that could justify all his names.

The old Jew is actually a jewel peddler. He has only a few small stones in his box, so as to deter thieves. However, they are proof of the value and quality of gems he can get. Any exchange involves but the promise of pay, and he will return the next day at precisely the same hour, having collected all the gems to be sold from his secret cache. None can follow him to this cache—many have tried, but he knows secret ways that allow him to disappear into the crowded streets.

Should any one Character buy more than 1000 gold value in jewels, the Jew will make him a special offer, that of a 'magical' ruby for the price of 1000 in addition to or instead of the gems he wishes to purchase. If sold, this ruby will possess strange powers, granting however bears it a bonus of +1 to all Luck Checks.

65) Slaver's Wharf

When reading the narrative below, replace 'CITY' with the name of whatever settlement this is.

The wharf is strange in 'CITY'. A boardwalk built from the wreckage of ships gives a sharp edge to the otherwise blunted headland. Palms of every size and fruit form a green barrier between the docks and the rest of the city. Galleys of all flags gather at the narrow wooden spit like hogs crowding a trough, waiting for sailors and slaves alike to feed their bellies of oar-posts.

LANDS OF THE EMPIRE



After 2 Rounds, a burly guard and 4 others to back him up will approach the party, demanding proof that they all follow the Muslim faith. Those who cannot provide such proof will be arrested on the spot and taken to the local Sok, doomed to join the galley-slaves themselves come the morning. If these guards are resisted, 6 more will arrive after the first 3 Rounds of combat have elapsed, and all who resisted will be doomed to the oar-posts. If any party members are not captured, they can buy their companions at auction, each one costing 10 gold for each Brawn Point he has. In this auction, only Ottoman philips will be accepted as legitimate currency.

66) Last Well

At the edge of town is an old well, the last watering hole before entering the uncharted dunes of the endless desert. As you gaze out into the blinding horizon, you feel a great sense of evil here. Though whether this creeping fear comes from the skies above the sand or Hell beneath it, you cannot tell.

The evil comes from the well itself. Anyone who drinks of its waters shall become possessed by spirits who are either escaping Hell, or have fallen from Heaven into the well or into the dunes and thus into Hell and have only one avenue of escape thus. However you wish to describe this feeling to the party, each Character who drinks must roll on the following chart. Those who can survive their momentary possession will gain the amount of Experience Points listed for it.

Possession By Spirits

Roll	Challenge to survive	XP
10-12	Madness; tries to stab himself but must make a normal Attack Roll	10
6-9	Hellfire; catches fire to suffer an automatic blow of 2 Base Damage	60
3-5	Bloodlust; selects a random PC and attacks him for 1-12 Rounds	100
1-2	Insanity; will believe himself to be a burrow until baptized, but until then fights with the statistics of such an animal, and cannot talk	130

CONQUERING THE CAVES: Caves provide a natural hideout for corsairs along the Barbary Coast and the islands that lie within sight of it. What is to be had in those caves, however, is a wealth of both treasure and the adventure that gathers it, as gold, jewels and blood wash into these caves along with the men who covet them, tidal treasure astray from the grasp of the Ottoman Empire.

67) Dank cave

Once inside this dark, dank cave, the sound of the sea is altogether lost. Only the lonely drip of distant water reminds you that still on earth do you walk, though the tunnel ahead may very well lead to damnation. Up ahead, the floor is lost within a tidal pool, its depths glowing with eerie, ghostly shapes, a trick of the unnatural light of this cave.

The pool is 20' across and 10' deep. Within the pool is a skeleton, a drowned man of long ago with a 'potion of blood' hidden inside his skull.

68) Sacred blood money*

This Encounter should be used in the year 1545, but it can also be used at any **later** date.

In the back of this narrow tunnel, a seachest rests atop a pile of skulls. Even as you wonder what treasures it contains, a crab appears from behind it and skitters across the leather-bound lid and down into the mouth of one of the skulls. The waves of the sea back at the cave-mouth sound so distant, like an echo from long ago...

The chest is trapped. If the lock is not picked successfully, when opened, a pressure-release will spew poisoned blood all over the one who opened it and the nearest 2 individuals. If no positions of the party members are specified, the 2 additional victims will be determined at random. This poison was made with Skill Level 4. Inside the chest is a treasure of 1512 doubloons, one for each year of sin since Christ's death. There is also a note in the chest which explains all this, written in English and provided as Handout 11.

LANDS OF THE EMPIRE

69) Dead end?

This Encounter is best used to guard an area deep inside a cave or cavern complex, such as a cache or a secret passage in and out of a harbor.

The cave is deep, but ends with nothing. The rubble heaped up at the end of the tunnel tells the tale of many who have sought to continue this passage and have failed to find anything.

The rubble is misleading, in that it buries the more obvious signs of the end of the tunnel being sealed up, signs which can be indeed found with a successful Searching Check, though the passage will remain blocked, impervious to brute force, and explosives will collapse the entire cave. However, if anyone tries to clear away the rubble, have them make a Luck Check. If successful, they will have taken away a keystone that will cause the entire heap to tumble away, revealing the tunnel beyond. The same thing will be accomplished by anyone specifically stating he is looking for and removing a keystone, though to do this requires a Brawn Check. And of course, clearing all the rubble will reveal the deeper tunnel as well.

70) The lost beach

Tucked into a quiet cove on the leeward side of the island is a beach of the purest, white sand. It is almost a godsend, miraculously out of place amongst the tall, imposing cliffs on either side and the rugged hills behind, where stunted scrub and dead grass hisses in the salty air. It is quiet here. Too quiet. The reefs and natural shape of the cove keep this beach hidden from the sea.

This beach indeed cannot be seen from the sea, nor can anything taking place upon it be heard. This is why so many corsairs have met a grisly end here. For near the beach is a cave, also unable to be seen save by those who search the area and are successful. This is the den of a renegade Knight of Malta, who waits until nightfall and then sneaks out of his cave, clothed and made up to appear as a ghost, to hunt anyone whose clothing or gear shows any sign of Muslim faith.

Should the hunt prove fruitless, indeed that there are no followers of Islam to fight, the Knight will welcome a random Player Character into his cave, where he will offer him a drink from a filthy wooden jug. Should the Character accept, he must make a Wits Check or become mad himself, seeing this Knight as an angel come to earth to help in a crusade, becoming an NPC forever, never wishing to leave this cave nor his 'duty' of killing all Muslims who come to this lost beach. This madness can only be cured by being (re)baptized.

Should the Malta Knight also become baptized, he will indeed recover from his madness, and wish to join the party. Only then remembering his right name, 'Goldsmith', he will prove a brave and loyal companion on all the party's future adventures. His statistics, now fully recalled to him (and his gear buried nearby) are provided as Handout 12.

71) Ancient temple

This cave opens into a small cavern, where an ancient temple still stands, as if the last three thousand years were but a passing dream! Marble pillars support wide archways graven with lavish writing and reliefs depicting mythological scenes. In the center of this chamber is a deep well, dropping into the utter blackness of the earth. A good number of human skeletons lay haphazardly about the area, rotting in ragged clothes befitting this day and age, as if these pirates thought they had found a welcome lair but met a fate worse than either the gallows or the galleys.

The writing is all in Greek. If translated, it will mostly tell of mythological deities and their exploits, though one passage will stand out for the party; '*All mortals who rest here must pay the price of their blood to Hades for each day they sleep with our grace*'. If nobody can read Greek writing, the Players may attempt to decipher it themselves by studying Handout 13.

Those living humans who stay here stand a cumulative 1 in 12 chance each passing day of simply dying in their sleep, unless they first give enough blood to the bottomless pit to reduce their Endurance Score by -1. This Point will be healed after a period of 10 days.

LANDS OF THE EMPIRE

PIRATING THE PALACES: The Sultans, Beys, Barleybeys and other potentates rule the towns of the Barbary Coast from imposing temples, mosques and strongholds that can each only be described as a palace. Each one may hold untold treasure and adventure, whether one is plundering or praying in their halls. For into the palace flows all the wealth gained in the name of Allah...

72) Gates

The open court before the gates of the palace is filled with a motley, jostling, noisy crowd that at any given moment is being swelled by human streams pouring in from the debauching labyrinth of narrow, unpaved city streets. In this open-air market, anything can be had for a price—slaves, holy books, exotic fruits, colorful clothes, shaggy burrows, and fleas for free. One can even buy passage through the palace gate, it seems, if he is well enough off with all other goods—only those richly dressed men riding beasts with slave-shadows seem to be permitted inside.

What the Characters see is true, that only a select few can enter the palace through the gate, indeed those who either are, or at least appear to be Muslim officials, commanders, or royalty. Only a disguise costing 160 gold or more, and then only when used successfully, will get one past the gate, and then only for a tariff of 3 philips (any other coin type will falsify the disguise). Anything less will result in a free escort by 6 Ottoman guards to the nearest dungeon for a rather lengthy stay.

73) Trapped foyer

The foyer of this palace is a wide hall designed like the path to heaven. A polished marble floor captures the transparent reflections of lush, gilded curtains covering the walls, like golden waterfalls flowing up between columns of richly veined sable marble, supporting a domed ceiling twenty feet overhead. Running the length of the floor is a posh, black rug with golden fringe and tassels. At the far end, a wide, sweeping staircase begins its ascent into the heavenly palace itself.

There is a pit trap in the center of the floor, covered by the heavy rug. Unless the Characters specifically state that they are walking around the rug, the first 3 people in line will plunge into it, rug and all. Everyone else can make an Intuition Check to avoid the same fate. Make these Checks in the party's marching order, for once anyone succeeds, everybody behind him needs not roll, for the intuitive one halted the line. However, if the group does not have an established marching order, then everyone must indeed make their Checks in the normal manner. Those who fall in will plunge 20' into shallow water (not deep enough to break their fall), where 3 great constrictor snakes await them, while 4 guards come to watch the sport.

74) Master Sabatini

This Encounter provides the party with a refuge in the Muslim world, whether they are enemies of the Empire or not, so it is best to let them learn of this palace and its master before they have need to go there, thus their apprehension will be rewarded with the drama of a sympathetic potentate.

This palace-like house is said to be of the retired corsair, Captain Sabatini, who has a reputation for heroics and exploits on both sides of the Mediterranean. From the outside, this building tells the tale of one wealthy both in gold and in history. It is a marvel of grace in this crude age, a two-storied mansion of red brick flooded with light and sunshine by enormously tall windows. The main doorway is set in a projecting wing overhung by a massive balcony looking out over extensive gardens rolling down the hill, fashioned out of the tangled wilderness. Your approach lets you believe quite easily in all the stories of old Master Sabatini, of elegance buttressed with solid wisdom, of experience disguised by flamboyance. The man himself greets you on the verandah, a tall Italian with deep, piercing eyes which betray any subtlety of strength, the slightest shifting of his heavy brow evoking the same anxiety as that of a fencing master throwing down a glove as to prepare you for a gentlemanly duel, but one of words rather than of steel.

LANDS OF THE EMPIRE

Master Rafael Sabatini proved his fortunes as a pirate, but there is much more to the man than tales of the terrible trade on the high seas. English and Italian blood constantly duel within his heart, and the blood of his thoughts spills onto the pages of the books he now writes in somewhat contented retirement. He is ever anxious for his own part to live rather vicariously through the tales and even the deeds of others, and so he welcomes to his house anyone who openly proclaims themselves a pirate of any kind. In exchange for good tales, he will offer Characters secret and safe refuge from the law. Moreover, he will pay gold to hear good stories—the Experience Level of any Character, multiplied by their Notoriety Level, is the amount of philips he will pay to that person, provided he can make a Charisma Check to tell it well enough. If this Check fails, he will get half that amount (rounded up).

75) Escape from heaven

Looking up at the gilded domes of the mosques and the majestic minaret towers rising high above them, it is easy to imagine that heaven lies just beyond their latticed windows. But even as you watch, you see a figure emerge upon the balcony normally reserved for prayer, a woman judging by the feminine shape of the silhouette—it is a bold act, for if any others see her she may be executed for venturing there. You wonder thus what she is saying, for her presence there alone speaks volumes, but not to the faithful...

The woman is the mistress of the local potentate who longs to step outside her heavenly prison. She knows nothing of the outside world, but is growing to believe there must be more than the world she knows. She is a faithful child of Allah and does not wish to leave her life behind, but would reward anyone who could smuggle her outside with 300 philips a night, though she must return by morning lest the potentate notice her missing and send all the guards to search for her, 60 in all! To sneak into the tower should be rather easy—smuggling her **out** is the difficulty (and subsequently smuggling her back in before the dawn), and will require a disguise to get her past

the 4 guards at the tower door. She will not give her name nor show her face, as is the rule of her faith, though she will clearly state her station and importance to the potentate. Moreover, if the one who ‘rescues’ her is of Islamic faith himself, each night that he steals her away, make a secretive Charisma Check for him to see if he also steals the heart of this flower of the desert. If he does, she will reveal her name, ‘Fenzileh’, a woman worth 9000 philips to any Muslim potentate should this become an issue.

76) The mad sultan

Proceeding into the royal chambers, the quiet and calm you expected to find is shattered by the wails of a dying man. The plush, velvet curtains seem blood-red in the flickering light of torches clenched in the demon-like jaws of wall sconces. Reaching the end of this hallway, a large curtain blocks your way, but through its sheer fabric you can see the silhouette of a rather bulbous man with a huge turban waving around a scimitar. He bellows out incomprehensible threats to men and beasts which only he can see.

The man is indeed the Sultan of this city. He is, however, quite mad, and now quite drunk as well. If the party pushes back the curtain, they will see the dead guards and women of his harem that he has slaughtered. Upon seeing the intruders he will name the men “Tigers to be tamed by the silver tongue of God” and any women “Mules to be mastered by the purest prick in the land!” He will attempt to dispatch the men and render the women unconscious in order to rape them after the battle. The sultan is 3rd Level with 100 Notoriety, DS 5, G 4, MOVE 80’, and wields his scimitar with a -1 penalty due to his drunken state. If he is killed he will be worth 15 Notoriety Points, but if captured and sold to any Governor of the Holy Roman Empire, he will be worth 20 Notoriety and 45000 gold! If the party does not fight with him however, the mad Sultan can be easily seduced by any woman who makes a Charisma Check, for if successful the sultan will be overwhelmed and fall unconscious. In any event, 20 Ottoman guards will wait for anyone to emerge from the Sultan’s room.

LANDS OF THE EMPIRE

77) Divine intervention

This Encounter is best used when the party has entered a palace, been discovered, cannot find a way out, and is planning the suicide charge...

Backed into a darkened room, you wait for the guards and your inevitable fight to the bitter end. As their sounds draw closer, you chance to look around this area, and notice that it was once a Christian chapel, though converted to the Islamic faith with generations of defacing and rebuilding layered over the Catholic decorations. Even as you consider this, a faint light appears above the altar, like an angel approaching...

The light is indeed an angel, though whether it appears depends on the group's faith. Have all the Christian Characters present make a combined Luck Check, their total Points reduced by the total Luck Scores of all Characters present with Muslim faith. If this Check fails, the light will fail and die as if a momentary illusion. If successful however, the angel will appear, and grant each Christian that is present +7 to their Girth for the upcoming battle (this can indeed push one beyond 12).

78) Grand hall

The main hall of the palace is dominated by a massive fountain. The pool it rests in is over fifty feet wide, and its head is composed of six life-size women pouring water from huge vases. Tiger skins are sprawled on the floor surrounding the entire fountain, each one's head facing one of the many different doors leading to this area.

The floor of this room is trapped, so that only if one walks in a straight line from any of the doors to the fountain, indeed walking the path in 'the eye of the tiger' will he be safe, as the rest of the floor has random traps in it. Everyone crossing over them has a 7 in 12 chance of setting one off, gaining +1 to this roll if his Luck Score is 10 or higher, but suffering -1 to his roll if his Luck Score is 3 or less. Whenever one steps off a trap, use the following chart to see what it was. Note that each trap only covers a 10' square area.

Traps

Roll	Trap activation and result
11-12	Old trap; clicks but nothing happens
7-10	Pressure-plate alarm bells; 3 guards come
5-6	Pressure-plate poison dart; Level 2 poison
2-4	20' deep pit onto rubble; 2 Base Damage
1	40' deep pit onto spikes; 8 Base Damage

79) Harem

Warm, orange-red walls shaped with the smooth strokes of hands through plaster, windows filled with curtains of glittering glass beads and a floor covered with plush cushions leaves no doubt to this room's purpose. Even as these decorations begin to seduce your mind into relaxation, so do the exotic women of this harem begin to emerge from behind and even under them. A good dozen women—Nubian, Castilian and Spanish alike—all once infidels granted their lives by their Muslim owners for the price of their bodies begin to close in around you, like angels who have taken off their glowing garments and now wish to save your body from boredom rather than your soul from sin.

These harem women are well trained—they can easily recognize Muslims apart from all other infidels, and will act accordingly. If the majority of the party is of Muslim faith, the women will beg to please them, and indeed will do so to such an extent that each Character who accepts them must make an Endurance Check at a -2 penalty in order to stay awake, with those who fail being pilfered of all carried coins and jewels. However, if a majority of the party is **not** of Muslim faith, the women will feign being unwilling captives, asking to be freed, caressing the group in order to compel them to plan a mass rescue, and while the group plans or just considers this offer, they must each make an Intuition Check at -2 penalty in order to notice the women stripping them of their weapons, so they can then cry out to alert the 4 Ottoman guards in a secret room behind the curtains!

LEGACY OF THE ANCIENTS

Beware! Fer evil lurks everywhere, matey! Ya may see it an' not even be aware o' it. There be tales o' things that terrify all men, no matter what faith they have or which side o' the sea they may come from. There are older powers than either god that rules the ancient world now, fer both their thrones be built high an' faultin' upon the ruins o' sleepless spirits beneath 'em...

DARING THE DESERT: The deserts that make up the bulk of the Ottoman Turkish Empire are home to infinite legends far older than men can know. From the pyramids in Egypt to nameless towers in the Holy Land, the trackless dunes and barren hills of the desert often reveal doors that only fools—and pirates—would dare step through.

80) Obelisk

Where the desert meets the tideless sea, nothing changes, nor has it for a thousand years. Here, a strange obelisk rises out of the dunes, casting its shadow over the tranquil waters, as it has since time began. Tethered to this ancient monument is an old, frayed rope, leading out to an unmanned longboat a good quarter-mile from shore.

The water is shallow all the way out to the longboat. If anyone investigates, they will find the skeleton of a long-dead man laying in the boat, which would be swamped but for its oar-holes. He has nothing of value on him.

A successful search of the obelisk will find the oars of the longboat laying half-buried in the sand, very weathered and useless.

If anyone is here during the night, the spectral counterpart of the skeleton will rise from its bones and wade to shore, where it will try, as it does each and every night, to reclaim its oars or sever the rope, both unable to be accomplished by this Ghost. However, if anyone cuts the rope and the oars are taken to the longboat, the Ghost will thank the living and then depart, not appear again, save once—when next the Character who cut the line is 'killed' while at sea, the Ghost will appear and not only blunt the blow, but fight on that individual's behalf until that particular battle is over, and then disappear forever.

81) Sandstorm

The sun bears down without mercy, causing the sands to glimmer, distorting your vision. The few twisted rocks protruding up through the fine sand give the appearance of bones of fallen a Biblical giant, half-buried by the desert. Even now your journey between curved crags that could very easily be ribs, and directly ahead is a dark cave, like an eye-socket looking back at you.

Inside the cave of the 'skull' is an old firepit, for many have used this cave before. Not but a few minutes from now, a sandstorm will blow in, making travel impossible. If the party searches this cave, the storm will begin while they are inside, a remarkable stroke of good luck for them. However, if they ignored the cave and traveled on, they will have one chance to make a Searching Check to find their way back to it within the blowing sands. The sandstorm will last for several hours, and to endure it for any reason will call for an Endurance Check, with failure resulting in effectively being 'poisoned' by choking on sand, at Level 1.

82) Ali the Free

You glide down a steep dune and almost trample a tan tent tucked into its leeward side, all but indistinguishable from the rest of the sand. You come round the face, and see a single, bearded man taking his ease in the shade. A few scruffy pillows and leather bags compose his camp.

The man is named 'Ali'. He is a Muslim who wishes to convert to Christianity. Thus he will wait for the party to speak or take actions, as he is at their mercy already, and can tell by what they say or do if they are Christians or not. If they are not of Christian faith, he will be as friendly as he can but will ultimately prove to be of no help to the party. However, if anyone is clearly Christian, Ali will ask to be 'saved'. If anyone has the authority to convert him, or promises to take him to where he can be christened, he will join the band of Characters, proving to be a dedicated companion. Ali's statistics are provided as Handout 14.

LEGACY OF THE ANCIENTS

83) Headless sphinx

Rising out of the dunes is a small outcropping of granite. Not much, but adequate for providing shelter from the sun and wind. As you take a rest by this rock, you notice that it was once carved to resemble a lion, but has endured the desert sandstorms so long that it has all but reverted to a shapeless stone once more. Yet for a lion, its neck is wrong, for there is no mane, as if this were a sphinx rather than a beast.

The statue was indeed once a sphinx, life-size for its lion's body, though its human head is gone. Should anyone touch it, have everyone present make an Intuition Check. If successful, they will hear a muffled voice from beneath the sand at the paws of the sphinx. It comes from the fallen head, which does not look fully human anymore, as it too was weathered long before it fell. Yet there is a magic within it, for if dug up and set back atop its shoulders, it shall speak to the first one who touched its body: "The one who awakened me, know that all gods are younger and I am older, as are you, though do not know it. What is the name of your almighty father? Speak true and know my blessing. Lose your head and you shall know my wrath!" The one who touched the headless sphinx shall get only one guess, and can evoke this magic only once, no matter what he does hereafter. The right answer is the name of one's current god ('Iehova' for Christianity, 'Allah' for Muslims). If one answers correctly, have his Player roll a single dice to determine a random Ability Score; '1' will count as Luck, on up to '8' as Brawn, and '9-12' is the Player's choice, to be made at once. **After** the Ability Score is determined, that Score shall be increased by +1 (to a maximum of 12), and the head shall crumble into sand, thus disallowing any others the chance to take this challenge. Yet if anyone should answer wrong, the head will remain, and a terrible roar will echo across the dunes, its source unknown and indeed unable to be learned, and all who hear it shall begin to lose their mind, indeed by losing 10-120 Experience Points (roll separately for each individual).

84) Local oasis

Not far from town there is a small oasis where few go. You can see why at a glance—the water is muddy, the palms bare of any food, and many tracks clearly indicate that desert jackals come here often—not good for eating, but for **being** eaten. There is also scarcely a sliver of shade.

The water in the oasis will keep one alive so as to not suffer any further damage, but is not good enough to allow one to heal, either. The odd tracks are made to look like those of jackals, made by bandits to frighten others away from this oasis, the only watering hole available to them within a day's ride of their favored roads to plunder. If the party stays here, the bandits will come in the night to attack them. These desert men, 11 in all, each have DS 9, G 7, MOVE 150', and wield sabers with a +4 bonus.

85) False oasis

The dunes part to reveal a beautiful oasis! There before you is a grove of lush date palms, casting their soothing shade over a glimmering freshwater pool. Small birds gather atop the rocks nearby, chattering no doubt of their own good fortune for finding this heaven in the midst of the desert hell, but also complaining about your presence.

This oasis is not a mirage, nor is it real, but rather it is a memory, imprinting upon the fabric of time as surely as hieroglyphics are set into the temples of the ancient Egyptians. Should anyone drink or eat of the bounty here, they will feel very refreshed and even heal should they rest. However, once somebody leaves, time will catch up to him, and all his hunger and wounds will return—**all**, including those gained by not eating or drinking for however long he remained in this false oasis, feasting upon a dream alone. As animals sense this illusion for what it is, they will not drink of the water nor eat of anything the party sees here.

If the oasis is successfully searched (this roll made with a +1 bonus), one shall find the buried skeleton of a dead horse, having died while its human masters glutted themselves on false fruit.

LEGACY OF THE ANCIENTS

86) Monument to darkness

Rising from the dunes is a column of granite cut to a perfect tower—its smooth, straight sides rise like a pillar supporting the heavens. Only three feet in diameter, this colossal column stands over eighty feet high. Even a fool glancing at it must question how it remains upright. It is a wonder that goes unanswered by all passing nomads and pilgrims alike, who have neither an answer nor a concern to offer the ways of the ancient world.

The column is of unknown origin. There is no writing or symbols on it of any kind, save for a few rectangular indentations like windows of a 20th century building. However, what it means to pirates in the 15th and 16th centuries is entirely different. For a successful Searching Check here will find a skeleton buried just beneath the newly blown sand. If examined, this body will have been stripped of all equipment and valuables, save for a ring that still encircles its bony finger, a simple brass ring that has all the appearances of a wedding-band. If anyone takes this ring, he will become haunted by its former owner. This Muslim Vampire will attack the thief for 4 Rounds each sunset until the ring is restored to its skeleton. And, since few care of the unknown tower, none can tell the Character where to find it again. To rediscover the tower and thus the Vampire's grave requires a Searching Check, which can be made once every half-day.

However, should the Vampire be destroyed before it disappears one night, whoever puts on the ring thereafter will become cursed in a similar fashion; Each sunset, his spirit will rise from his body, a Vampire indeed, and attack random targets for 4 Rounds. If destroyed, the Character will die, though the ring will retain its curse. If the living Character himself dies while his soul is in his body, the curse will be broken, and the ring will turn to dust. Furthermore, the wearer of the ring will not wish to part with it, and indeed if it is ever removed from his living finger, the ring will take his soul with it, appearing as a dark cloud of smoke with vampiric features flowing from his finger to the ring—if not placed back on within 4 Rounds the Character will die all the same.

JOURNIES INTO THE JUNGLE: On the edge of the ancient world the deserts give way to many jungles. These are few and far between, but remain a world unto themselves, a place where pirates can find either the heaven of a lawless world, or the hell of a world they cannot imagine.

87) Firepower

This Encounter should be used only if the party's ship has a 4th Level Englishman amongst its NPCs.

Before venturing into the jungle, one of your crew opens a bag to reveal a swivel-cannon he took from the ship. Holding it in his gigantic arms, he says "I ain't got time to bleed."

The NPC has been part of the crew for a while, but only now is daring to be more than a 'red shirt', his statistics provided as Handout 15.

88) Disease

In the jungle this day, each individual must make an Endurance Check or contract a disease. Those who fail will suffer a loss of -1 to both Brawn and Agility. Each day they must make this Check anew until they succeed. These lost Points will be restored by spending 1-12 days consistently outside the jungle (roll separately for each person).

89) Temple gate

Next to a pool fed by a thin waterfall that looks as if it will fail and dry up at any moment, you see through the dense palms a cracked, uneven stair rising to a wide porch sunken into a cliff face. Vines and other growth form a ragged curtain, barely hiding the face of this ancient temple. A single door leads into darkness...

Hanging amongst the vines are 4 vipers, which will fall upon all who climb the steps, gaining the first Initiative against all targets who fail to make an Intuition Check. Inside the temple is a dead-end chamber with nothing of value, unless you have designs to venture deeper...

LEGACY OF THE ANCIENTS

TEROR IN THE TEMPLES: Beyond the borders of civilization, outside the boundaries of either the Bible or the Koran, the ruins of ancient civilizations await those brave or foolish enough to enter them. They are the last stop in this world, the gateways between worlds, where the greatest of dangers guard the greatest of treasures.

90) Trapped hallway

This Encounter is best used either in the very beginning of a temple or ruin, or at the very end, guarding the only passage to its treasure.

Passing through an immense archway formed of gigantic stone blocks, you look into a long, dark hall. As your light slowly burns back centuries of shadows, it reveals a row of obelisks lining the walls on either side, matched perfectly so as to mirror each other. The floor is composed of hundreds of octagonal tiles, littered with bones of countless trespassers. You cannot see the far end.

This hallway is riddled with traps. The hall itself is 100' long, and every 30' there is another safeguard against intruders. Each snare is described below in the order all trespassers will find them.

The first trap is triggered by a pressure plate, which each passing Character has a 7 in 12 chance of stepping on, increased by 1 for every 30 total Weight he has (rounded down) between his body and equipment. If sprung, this trap will cause poison darts to shoot out of unseen slits in the walls between the obelisks, automatically hitting everyone between the door and the second trap with Level 2 poison. Only by inching along either side, jumping from obelisk to obelisk, will one be sure to avoid this trap.

The second trap is triggered by a tripwire that runs across the length of the floor between two of the obelisks, automatically set off by anyone who is still hugging them to avoid the first trap, and by anyone else who fails an Intuition Check (this roll made with a -1 penalty). If sprung, this trap will cause rocks to fall from above, automatically hitting everyone between the first and final traps for 6 Base Damage. Only by looking for tripwires specifically will one be sure to avoid this trap.

The final trap is triggered by having any light present, as it reflects off dozens of carefully placed mirrors in the walls, creating a maze of shafts of light, which will reveal writing on the dead-end wall. The writing is gibberish and cannot be read by anyone. But still count each Turn, for anytime the same person takes another Turn, it is a new Round. For where the zigzagging light beam ends is actually a lens, beyond which is a rope, burning due to the concentrated light, and after 5 Rounds it will break, releasing the trap-floor and causing everyone beyond the second trap to plunge into an 80' deep pit, where 9 vipers await them, slithering before the door that leads deeper into this ruin.

91) Spell of Circé

Before running this Encounter, determine the male Player Character with the highest total Points from Abilities and Defense. When reading the following narrative, replace 'CHARACTER' with his name.

Moving through this dark ruins, 'CHARACTER' hears his name being called in a soft, feminine voice. Then you come to a gilded door bearing the raised image of Circé, the ancient goddess. Many small bones litter the floor here.

The door is locked. Beyond it is a dead-end room filled with enough treasure to constitute 5 rolls on Table 81, using the 'others' column. But this treasure is guarded by the ghost of a priestess, and anyone who touches it shall be turned either into a mule (for officers of the ship) or a swine (for everybody else). This magic cannot be resisted nor undone, save by the one whose name was called—he is immune, and can bargain with this normally intangible spirit. The price of each person returned to their human form is 1000 gold, to be added to the enchanted treasure here. However, as he is immune, the spirit is tangible to him alone, and so he might fight for his crewmates and all the treasure. If dispatched, this Ghost lover's spells will all be broken. But if battle is begun, she will warn him as the Initiative is rolled: "I only take this form because I love you. Beware! If you force me to take you then your friends shall remain here forever as my slaves, for I shall love no other!"

LEGACY OF THE ANCIENTS



92) False treasury

You pass through a short, arched corridor, and enter a dead-end chamber—a treasury! The small area is dimly illuminated by torches that spring to life as you enter—a pressure plate that offers light rather than the darkness of death. The evil, hellish light gleams off mounds of gold coins, washing the entire room of all other color.

The treasure is all fool's gold, set here to lure thieves away from the temple's true treasures. The coins will look and feel real for all intents and purposes, and only an Appraising Skill Check can discern their falsehood, as any worthy merchant will do when someone tries to spend them...

93) Fountain

This Encounter is best used deep inside a ruin or after the entrance has been sealed off behind the party, thus when water becomes an important issue.

This crooked corridor passes by a shallow alcove at a corner. Formed from the wall in the depths of the shadows is a fountain and basin, the spout carved in relief to resemble the head of some unknown bird of the ancient world. Cold water dribbles from its beak, and grime streaks down the face to pollute the water in the pool.

The fountain's water is safe to drink only if someone makes an Endurance Check. If successful, he can always drink water from this source safely. If he fails, he will be automatically wounded for an effective -1 penalty.

94) Skeleton of glass

You have found your way to a small, ceremonial chamber, but to what god no writing or ritual treasure exists to offer any clue. The walls are lined with torches so old that to touch one might cause it to collapse into ashes and dust. The area is dominated by a crude, rectangular altar carved from granite. Sprawled atop the altar is a corpse whose flesh has dried out over a thousand years.

The corpse is remarkably durable and able to be moved and even taken. If anyone leans in close with an open flame, he may make an Intuition Check (this roll made with a -2 penalty) to notice that he can faintly see through the flesh, and that the skeleton underneath 'glows'. The flesh will be all but invisible in sunlight, revealing the skeleton in all its magical glory. In truth, the skeleton is a fabled treasure, 'the corpse that rots not' as some sailors name it. These glass bones are worth 4300 gold to any jeweler in Europe, and 10 Notoriety to the world. This corpse has a Weight of only 15.

95) Idol

The maze of halls ends at last in a large, round room with a domed ceiling. Rising in the exact center of the floor is a circular dais about three feet high. Set atop the dais is the golden idol of an Egyptian pharaoh, standing patiently for any to claim it, as surely it has for thousands of years. A thick layer of dust dims the glint of this golden statue throughout this chamber.

The entire floor is trapped. If someone blows away the dust, he will see that the floor tiles are graven with strange symbols. A likeness of all the different symbols are provided on Handout 16. In order to reach the idol, one must cross only those tiles marked with the sun. Furthermore, it will take an Agility Check (this roll made with a +3 bonus) to step to each tile, with failure resulting in hitting a random tile next to it. One must cross 10 'sun' tiles to reach the idol. Stepping on any other tile, whether by accident or intention, will result in a trap being set off, depending on what the tile looks like. Use the following chart. The idol has a Weight of 4 and is worth 9000 gold.

Tiles Of Doom

Roll	Tile	What occurs
9-12	Sun	Nothing
8	Blank	Distant noise; -1 to next roll here
6-7	Moon	Rock falls down; 2 Base Damage
5	Flames	Acid falls down; 5 Base Damage
2-4	Serpent	Dart from wall; Level 3 poison
1	'X'	Spike from ceiling; Instant death!

LEGACY OF THE ANCIENTS

96) Cursed sword

A narrow hall continues to take sharp corners for no reason. Finally, rounding yet another turn, you step into the midst of several skeletons. Their weapons still clutched in their hands and set into one another suggest that there was no victor. The solid, stone walls seem to lean in close, as if to listen to what fears echo in your thoughts.

A successful Searching Check (this roll made with a +4 bonus) will discover that one sword has a faint glow about it, no matter how close the party's light source is. This sword was the last to swing, and its owner's dying breath put a curse upon it. Only one who is married can use it, else it takes over his mind and compels him to attack random targets! This sword grants a bonus of +3 to one's Attack Rolls and +1 to his Defense Score. Anyone slain by it will gasp, and all present can make an Intuition Check to hear him utter "Mayest I find peace locked not in battle but in wedlock."

97) Hall of the sea-god

Perched upon a low cliff overlooking the rolling waves of the Mediterranean is a small temple. A single room surrounded by a forest of columns, inside you find a marble statue dedicated to an ancient god. The arms are broken off, and the bearded edifice stares silently at you in grim contemplation, as if asking himself why the faith and the world must be as broken as he.

A successful search of this temple (this roll made with a +3 bonus) will discover Greek writing set into the base of the statue. Translated, it reads '*Speak my name and I shall come to surround you with my power*'. If nobody can read Greek, the Players may attempt to decipher this writing for themselves by studying Handout 17. If anyone speaks aloud the name 'Poseidon' or 'Neptune', the temple will shake and the sea will roar! Within moments, the waves will rise in a terrible storm, making escape from the temple impossible. Should anyone try he shall die. After 2 Rounds of terror, the storm shall subside. Anyone who gives gold to the temple will find it returned threefold when he

gets back to his ship, simply appearing within his pocket. Returning to this temple at any later time will find all money given to be gone, and the sea-god forever asleep, unable to be awakened again.

98) Skeletons

Venturing further into this ruin, you come to a balcony overlooking the tranquil sea. The distant sound of gulls seems so lonely, as if you stand on the threshold of another world. Then in a heartbeat, the sounds of the sea are lost in a clatter from below . . .

The sounds are from 6 Skeletons wielding old, rusted sabers that are climbing the wall, seeking the blood of trespassers! They will reach the party in but the next Round, giving each Character 1 Turn to do whatever he will. The Skeletons shall only pursue trespassers 300' from this balcony.

99) Sunken sarcophagi

Horrendous, stale air gusts past as you push open this next door, and enter into a chamber unseen by mortal eyes for three thousand years. Thick dust covers the floor, and laying in the center is a massive sarcophagi, its lid the raised likeness of the Egyptian noble entombed within. An eerie silence now flows in to fill the void of this long undisturbed room.

The sarcophagi is not sealed, but will require a Brawn Check to slide the lid open. Inside the party will find no body of any kind, but rather the stone coffin filled with putrid water. Unless the party specifically states that they are being quiet, everything they say shall echo back to them from within the coffin in a hideous, demonic voice. This calls for a Wits Check on the part of everyone within earshot to avoid becoming crazed with fear and fleeing the room, not to return until the lid is closed. If the water inside of it is disturbed in any physical manner, the Ghost 'hero' of this great warrior will arise from the depths, and say he will fill his coffin with heads or treasure—the choice is for the living. Until a total of 3 heads or 3000 in gold (1000 gold per head) is put in, it will attack.

LEGACY OF THE ANCIENTS

100) The Bible

This Encounter is best used on a remote island or somewhere these events will be isolated and left to go unseen by civilization and seafarers alike.

From a lonely beach there begins a narrow path, winding up between sheer clefts, ever flooded in shadows. Following this trail, you feel as if you are leaving behind the world you know, soon to step across some threshold forgotten by all gods, and into a place where only legend can describe what is real and what is history. After what feels like a mile, the cliffs suddenly draw back, like guards casting you forward to kneel before their lord. But no lord do you see, nor any throne room, either. Instead, you stand at one end of a shallow gully, whose floor rises up ahead of you in a series of naturally formed tiers, until at the far end your gaze is caught by a large, stone altar, and resting upon it . . . a book.

The book is the original Hebrew Bible, the first copy of the most sacred text to Christandom, and it is within the party's reach. However, getting to this sacred treasure will not be easy, claiming it will be even more difficult, and keeping it will be a task all but impossible to pirate hearts.

Once anyone approaches this artifact, he will feel a strength of will set against his own, urging him back. When he presses on, he will hear voices whispering all around him; "Only if thou is worthy mayest thy look upon this most sacred of texts." These are the voices of guardian angels. When the Character proceeds, they shall judge whether he is worthy according to his faith—he needs to roll a single dice, requiring a number equal to or higher than that listed on the following chart to venture any closer, lest he be struck down by holy fire for a Base Damage of 7.

Worthiness

Current faith	Required roll
Jewish	5
Any form of Christianity	7
Any not listed here	10
Islam	11
None	12

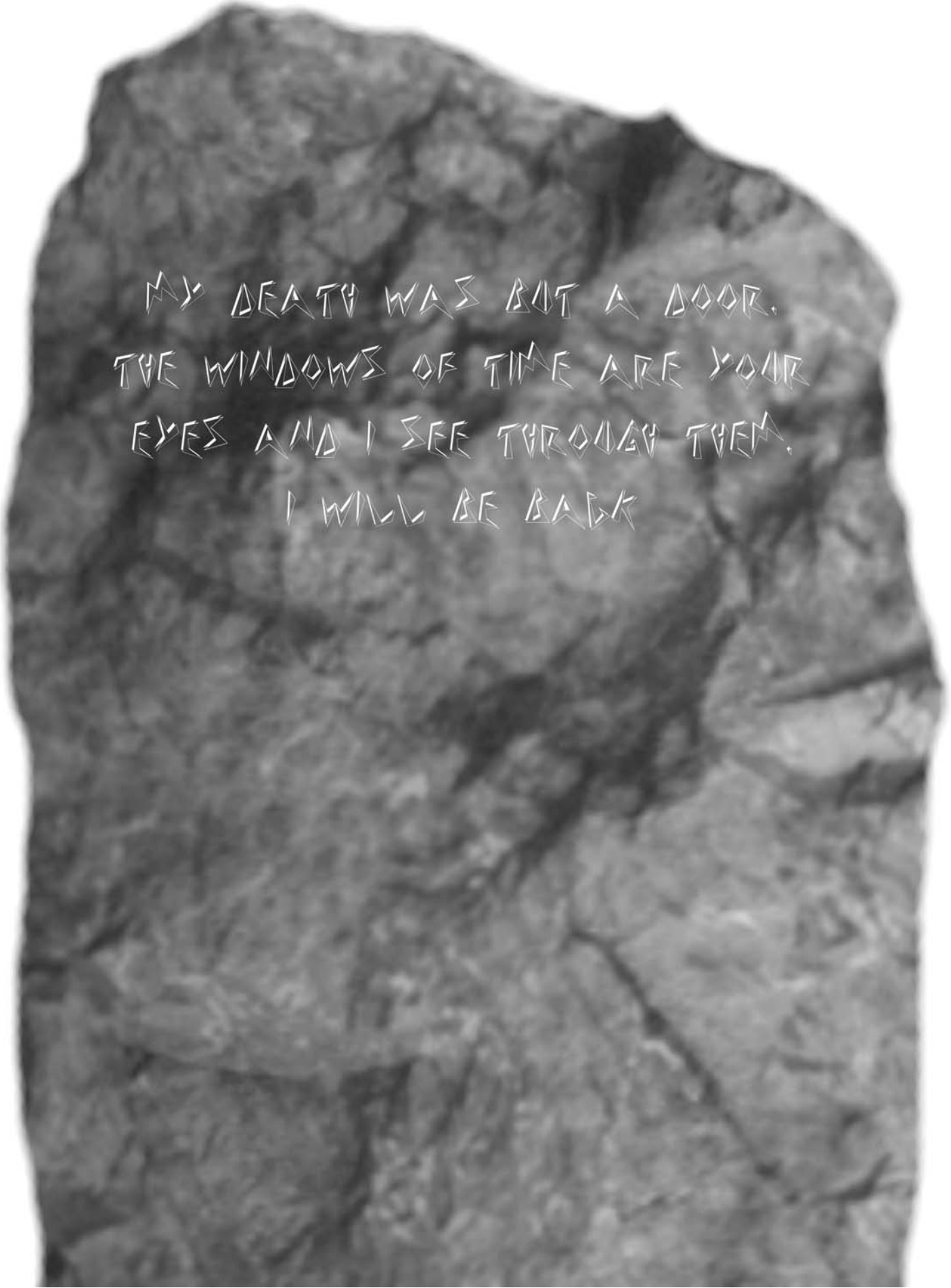
Upon reaching the altar, one will clearly see writing graven into it. This writing is weathered and not easily legible. One must make a Wits Check in order to decipher it. When he does, the stone shall seem to bleed, filling in the letters to his eyes alone, and in his native language. The words will thus appear different to whomever reads them, yet their translation will be the same for all; *'Though man can see through false eyes and write over what is written, he cannot alter the truth. The secret of the Lord awaits eyes unveiled by fear. Damnation awaits only those who will seek to set themselves to be Lord by their own design'*. This writing is provided on Handout 18 as well. What it means is that one must approach the book upon the altar without fear.

Should one reach out for the book, thunder will crack in the sky, and lightning will strike the altar in an instant! Judge the Player's immediate reaction—if he does **anything** to the effect of his Character's safety the lightning will shoot out from the altar, straight through him, striking him down, dead! Roll a dice if you must before giving this result, if only to maintain the illusion of what must be done (or not be done) for whoever else may soon attempt to claim this book. Moreover, when anyone after the first unworthy person makes to approach the altar and the book, this test of courage is already in effect, so that he must not try to shield himself or otherwise tip the scales of chance in the favor of his safety as he approaches. For in the end, all one has to do is ignore the danger, indeed to claim the book without fear.

This book is a sacred artifact, but its worth will not be easy to find. The powers of Christian Europe will claim it to be heresy, as it challenges the comfortable and profitable established order of the misconceptions, mistranslations and political alterations made to the Bible over a thousand years of warfare. Nor will anyone anywhere within the Ottoman Empire find value in it, as it speaks for a different religion than theirs. In the end, the party must be content to keep it. And, in time, its value will come to be realized. For any ship it is aboard will not burn and cannot sink—if ever that ship is set afire the result will be negated, and if ever reduced to 0 Hull Points, that ship will simply be able to remain buoyant by some miracle . . .

OFFICIAL NOTICE

By the grace of Allah, those who have defiled this market square by taking coin for themselves have been spared, but no more. By order of the Emperor, this area shall henceforth be recognized as the sacred ground that it is, and therefore all moneys exchanged upon it belong to the Empire. Furthermore, only the children of Allah may do business in this city. By sundown, all slaves of the false prophet must vacate the city and turn over all moneys to the guards, showing proper respect and ensuring that nothing gained on these grounds will be thus stolen from the true God.



MY DEATH WAS BUT A DOOR.
THE WINDOWS OF TIME ARE YOUR
EYES AND I SEE THROUGH THEM.
I WILL BE BACK

Yussif

Brawn:	05	Nationality:	Moorish	Age:	20 (or so he says)
Agility:	05	Class:	Rogue	Height:	5'9"
Endurance:	08	Experience Level:	4	Weight:	130
Girth:	07	Notoriety Level:	1	Handed:	L
Wits:	07	Defense Score:	10	Move:	130'
Intuition:	10	Carried Weight:	009		
Charisma:	04	Notes and Changes:			
Luck:	09				

Nothing is known of this young man's past before he converted to Islam at the age of twenty, indeed none are able to tell if he is even 'young', disguised by a naturally thick beard. Truth to tell, he chose to forget his old name in the service of Allah. The few who know this man all suspect that his forgotten past has something to do with enduring torture should his past catch up with him.

Yussif is a seasoned traveler in the ancient world, the languages well known to him, as he speaks Arabic and Latin fluently (both Level 2) and English and Spanish a little as well (both Level 1). Wily and resourceful, he has a knack for blending into any crowd and cultural throng, as reflected by his Skills of Disguise, Skulking, Pilfering and Lockpicking (all Level 3). He also has some Skill in Religion (Level 1), and the normal special abilities known to all cutthroats, scoundrels, knaves and other Rogues.

Yussif keeps a saber hidden in his djellaba, which is itself a carefully woven maze of pockets that can conceal 100 jewels (he currently has 26 rubies and 52 philips).

The Deliverance

Captain: None	Design: Brigantine	Crew: 040
	Hull Points: 150	Levels: 080
	Mounted cannon: 12	Morale: 05
Flag: Spanish	Reserve cannon: 08	Hold: 4500
Speed: 15	Men per cannon: 3	Cargo: 3200
Notes and Changes: _____		

The Deliverance was commissioned by Spain for but a single purpose, to rival the speed and cunning of corsairs in the Mediterranean, and serves this duty to this day.

The Deliverance is manned by 40 dedicated Spaniards, who loathe the Ottoman Empire and all flags associated with it. These men (20 1st Level and 20 3rd Level) will serve anyone who shares their enemy, loyally and unto a most bitter end. Their only greater loyalty is to this ship itself, on which they have fought countless battles, lost a goodly number of friends, and upon which they wish to meet their own end. Out of a deeply set pride they shall serve aboard no other ship nor allow anyone else to join their long bonded crew, save for a new captain.

The Deliverance is fitted for war. She has 20 cannons and 40 salvos, plus weapons for a full crew. Doubled up with anchors, longboats, oars and spare sails, she is well prepared for any adverse conditions. She is also very well provisioned for long hunts at sea, with enough food and water to last her crew of 40 for 100 days.

The Red Dwarf

Captain: The	Design: Mariner	Crew: 95
Quartermaster,	Hull Points: 260	Levels: 185
Holly	Mounted cannon: 16	Morale: 20
Flag: Pirate	Reserve cannon: 24	Hold: 9000
Speed: 14	Men per cannon: 5	Cargo: 7315
Notes and Changes: _____		

The Red Dwarf is a legend to some, but unknown to most others. This derelict ship survives from the medieval days of Britain, and is being constantly modified to stay afloat, both literally and figuratively, in this dawning age of seafaring. This ship has a long and storied history, a relic with a spirit that refuses to die.

The Red Dwarf is crewed by a rather motley 95 mad men (45 1st Level, 30 2nd Level, 20 4th Level), long ago English explorers who have forgotten the concept of 'home' outside of their ship, and so they never leave it, living a pseudo-religion of 'searching for home'.

The Red Dwarf has become a pirate ship purely from need, though she is better equipped as a merchant vessel. She has collected 40 cannons but has only 10 salvos, the crew seldom wishing to do battle (but cannot decide why they collect and never sell cannons). She has 2 longboats, 2 anchors, spare sails, and charts aplenty. There is drink and rations enough aboard to last her crew of 95 for a year. There is also a weapons-locker that is never opened.

*Ohhh, the slaves they rows
gold pieces they glows,
Over the bloody sea we goes
Yo-ho! Yo-ho!
Buy me some pirate clothes!*

*Ohhh, we made our oaths
and took all our blows,
Over the raging sea we goes
Yo-ho! Yo-ho!
Terror to all our foes!*

*Ohhh, give me ten hoes
to suck on me toes
Over the sinful sea we goes
Yo-ho! Yo-ho!
I'll end up dinner for crows!*

*Ohhh, me wife I loathes
but me son he grows
Over the empty sea we goes
Yo-ho! Yo-ho!
Back home I now propose*

*Ohhh, the Good Book shows
what we alone knows
Over the sunlit sea we goes
Yo-ho! Yo-ho!
Fortune my God bestows!*

Mr. Sloggy

Brawn:	08	Nationality:	English	Age:	32
Agility:	02	Class:	Madman	Born:	NA
Endurance:	03	Experience Level:	2	Height:	5'6"
Girth:	04	Notoriety Level:	0	Weight:	260
Wits:	10	Defense Score:	08	Handed:	R
Intuition:	09	Carried Weight:	104	Move:	050'
Charisma:	04	Notes and Changes:			
Luck:	04				

The tale of this man is told by his steel pegleg. This was given to him by his father on his deathbed. Having not lost a leg himself, Sloggy stuffed his own leg into it and left it so, and is now deformed thus, his left leg of consequence having not grown to match his right. Yet all the numbers set into its steel have become Sloggy's crutch, as he believes they lead to a treasure, which he wants if for no other reason than to buy a real pegleg.

Mr. Sloggy is said to be good at only one thing, and that is Navigation (his Skill Level is 5). Some say that his madness derives from this, believing himself to be an ancient god descended to earth. In addition to his English (Level 3), he also speaks Spanish, French and Arabic all very well (all Level 1). Being quite mad, he, like many a Scourge, seems not to suffer from the pain of wounds.

Mr. Sloggy keeps a blunderbuss and a rusty old bent dagger as his weapons of choice. His gunshot is kept in the same pack as his food, of which he carries 30 days and two canteens, one of water, the other of rum.

Γιωπε το τηε σεα τηε σαμε σχορε
ιν γολδ οφ τηοσε ωηοσε βαχκσ
ωερε βροκεν βυιλδινγ μψ ηουσε
ανδ ψου σηαλλ φινδ ρεστ ηερε



L'assassin de Muhammad

FRIAR COOKE

Brawn:	05	Nationality:	English	Age:	35
Agility:	01	Class:	Priest	Born:	NA
Endurance:	03	Experience Level:	3	Height:	5'2"
Girth:	02	Notoriety Level:	1	Weight:	210
Wits:	12	Defense Score:	06	Handed:	R
Intuition:	09	Carried Weight:	020	Move:	090'
Charisma:	09	Notes and Changes:			
Luck:	07				

The schooling of a holy man can be boring and very unfulfilling to some, as it was with this man, who went to sea to minister pirates, but found their lot to be much more Godly than any nobility, and so he became one.

Friar Cooke is a holy man by training, but rather a rogue at heart. He is an accomplished Linguist (Level 6), and can read and write English (Level 3). He knows the Religions of the world very well (Level 5), but prefers to practice Chiseling (Level 3) and Pilfering (Level 5). And, like any Priest, he has no fear, even of being caught.

Friar Cooke takes advantage of his holy garments for the purposes of living comfortably, his robes having been sewn with secret pockets enabling him to hide a good 70 gold or jewels (already full with an assortment of gems) in addition to the three purses tied to his belt, containing a total of 520 pieces of eight. He also keeps on his full figure a dagger, a double-barreled pistol, and gunshot for it, though he needs to be attacked in order to have nerve enough to even so much as draw it.


Blessed be my mother,

*Blessed be she who gave me life,
that I can do this deed. Blessed
by my Lord Jesus, that I can
serve thee. By His grace have a
crew of renegades put equal our numbers
of infidels and the Inquisition to the
sword. To atone for our own sins, we
leave this bounty of blood money behind,
one gold coin for each year of our sin,
indeed for each year since the murder of
our savior, Jesus Christ. May
He grant us life eternal when we see
Him in Heaven. That is our
last voyage, soon to begin, for even as
I write this, the slave-galleys of the
Turks are coming for us. May the
gold be feared by heathens, and used by
good men with wit granted by God.*

*Sir William Blake,
March, 1545*

Goldsmith

Brawn:	04	Nationality:	Maltese	Age:	28
Agility:	06	Class:	Sailor	Born:	NA
Endurance:	04	Experience Level:	1	Height:	5'9"
Girth:	07	Notoriety Level:	0	Weight:	110
Wits:	05	Defense Score:	07	Handed:	R
Intuition:	06	Carried Weight:	033	Move:	090'
Charisma:	03	Notes and Changes:	_____		
Luck:	05	_____			

nce a proud Knight of Malta, Goldsmith became an unwilling servant to Allah in order to spare himself from the hell of being a galley-slave when captured. Eventually he was able to turn sides once again when his Ottoman vessel was attacked by a Spanish man-o-war. The brutal Inquisition marooned him, unwilling to take him back for Christ, and he went mad, forgetting all but his duty.

Goldsmith is a Knight of Malta, mightily trained for the saber (Level 3) and apt with a pistol also (Level 1). He is also an accomplished shipwright (Level 2), a very strong swimmer (Level 3), and a navigator (Level 2). As with all Sailors, he also gains various bonus' to his rolls made in port. He speaks only English (Level 2).

Goldsmith is a proud Malta knight, and as such will ever wield a saber (longsword). He also carries an ornate pistol with reserve shots tucked into his purse. Secured on his belt is a flask of rum, a tinder box, and a lavender velvet bag stolen from an Ottoman prince, which contains 325 philips and matching ruby rings.

Αλλ μορταλσ ωηο ρεστ ηερε μυστ παψ
τηε πριχε οφ τηειρ βλοοδ το Ηαδεσ φορ εαχη δαψ
τηεψ σλεεπ ωιτη ουρ γραχε

Ali the FREE

Brawn:	04	Nationality:	Moorish	Age:	26
Agility:	09	Class:	Rogue	Born:	NA
Endurance:	07	Experience Level:	1	Height:	5'9"
Girth:	08	Notoriety Level:	1	Weight:	100
Wits:	04	Defense Score:	08	Handed:	A
Intuition:	05	Carried Weight:	048	Move:	110'
Charisma:	04	Notes and Changes:	_____		
Luck:	07	_____			

Blessed and cursed alike are the followers of any faith struggling for world dominance. Such was this man, who served Allah until his mosque was robbed . . . by Muslims.

Ali was once a priest for Islam, but having learned a good deal about Catholicism, he has gained a measure of wisdom to weigh the two faiths, giving him Religion (at Level 3, used as 2 until he gains the experience and thus the wits to understand it all). Having had to survive on his own for some time, he is crafty at Pilfering (Level 2) as well as Disguise and Skulking (both Level 2). Though he also has the special abilities that all Rogues do, he'll not use them except for immediate religious purposes.

Ali carries little on him, as he is very pious, believing he needs little worldly possessions to stay in God's graces. He uses a saber (longsword) as a weapon and carries a simple wool pack filled with 10 days of rations, a leather canteen, lockpicks (to deceive the deceivers of men), and a spyglass that was given to him by a Frenchman so that he might 'see his way to heaven's horizon'.

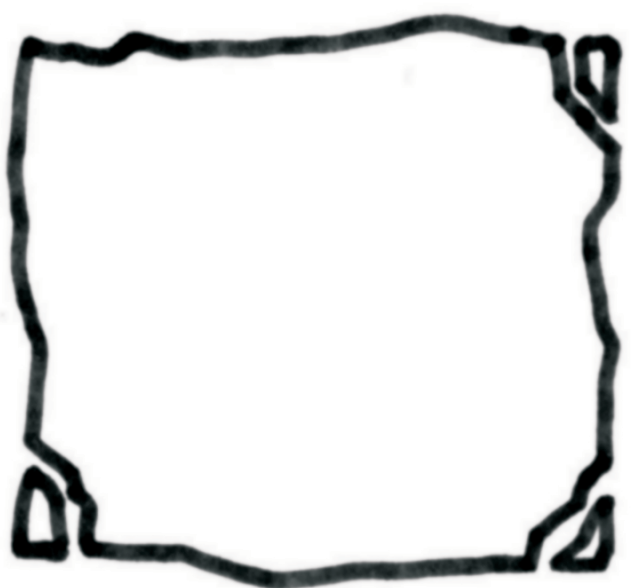
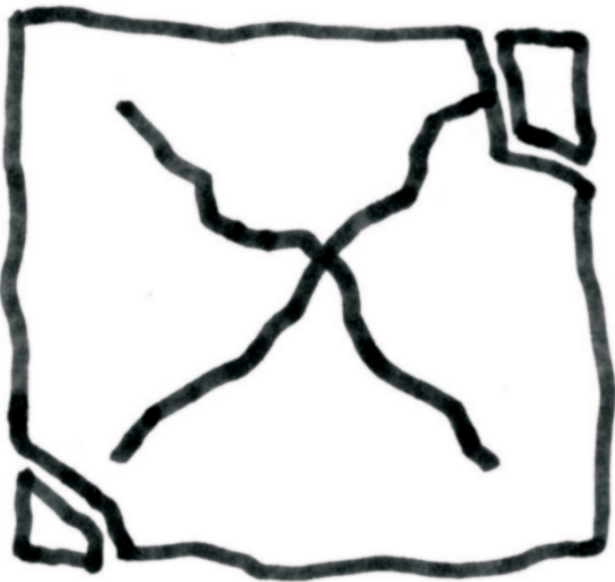
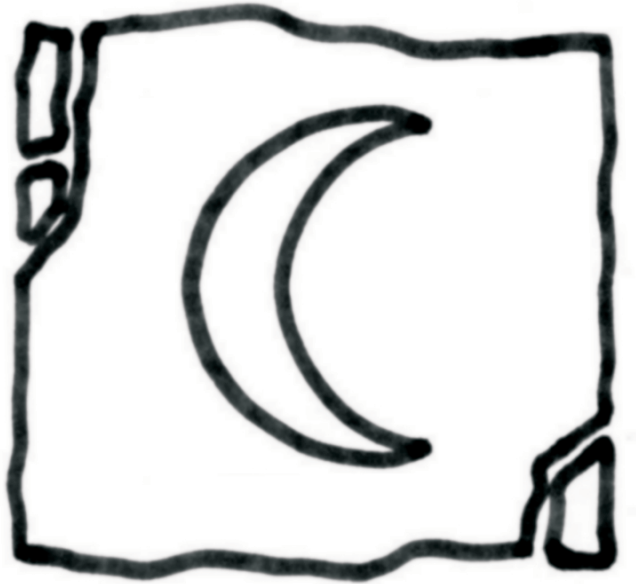
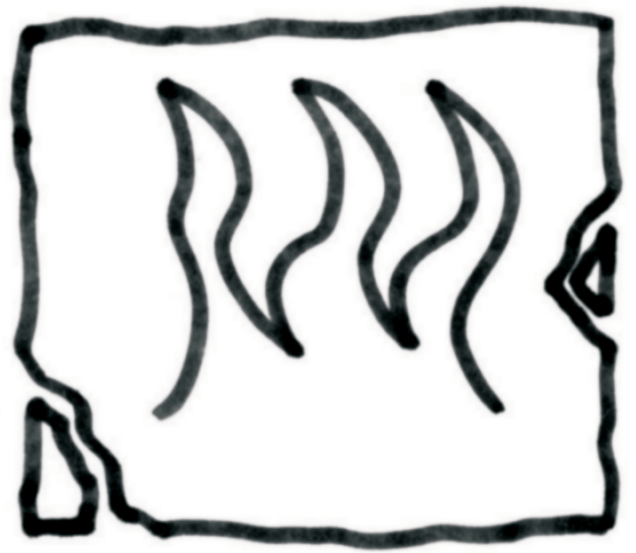
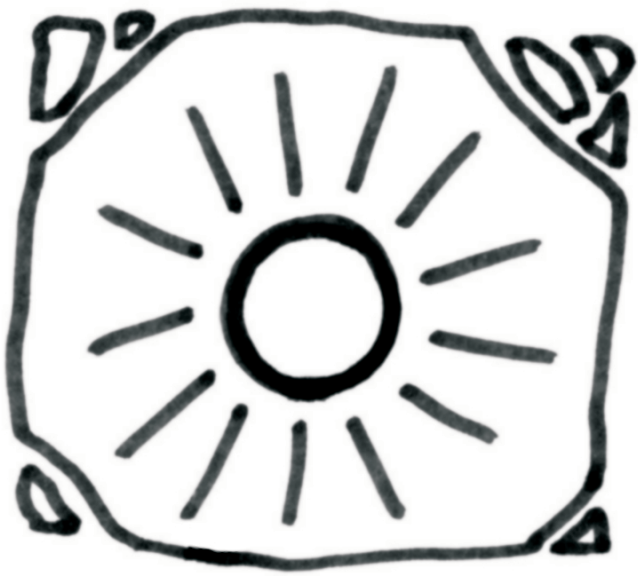
Mr. Janos

Brawn:	12	Nationality:	English	Age:	36
Agility:	08	Class:	Buccaneer	Born:	NA
Endurance:	10	Experience Level:	4	Height:	6'4"
Girth:	10	Notoriety Level:	1	Weight:	260
Wits:	09	Defense Score:	12	Handed:	R
Intuition:	06	Carried Weight:	110	Move:	050'
Charisma:	08	Notes and Changes:			
Luck:	04				

Trained by the Royal Navy, pressed into piracy, saved by sailors, finding love on land and eventually answering the call of the sea once more, this statuesque man seems to have done all a man can do in one lifetime. The soul of this soldier takes orders well but likes to win.

Mr. Janos is the only man known to carry a swivel-gun, as he has a Skill with it (all others suffer a -5 to fire it unmounted, but his unique Level 5 Proficiency not only cancels that but also cancels 50 of its Weight). Yet he is also skilled in other things, including the languages of English and Spanish (both Level 2), Politics (Level 3) and Swimming (Level 2).

Mr. Janos carries a swivel-gun torn off the railing of a ship, which encumbers 60 but does 20 (Base) Damage, and 10 cannonballs to use in it, each one encumbering 2. Should he need to fight normally, he also has a cutlass, 2 flint-lock pistols and 4 supplies of gunshot. Not a one to take chances, he also carries 10 days worth of rations, a full canteen, and a flask of rum.



Σπεακ μψ ναμε
ανδ Ι σηαλλ χομε
το συρρουνδ ψου
ωιτη μψ ποωερ

Though man can see through false eyes
and write over what is written,
he cannot alter the truth.
The secret of the Lord awaits
eyes unveiled by fear.
Damnation awaits only those who
will seek to set themselves to be
Lord by their own design