

PIRATES™

AND THEIR
ENDLESS ENEMIES

BY: MATT DEMILLE



NEW DIMENSION
GAMES

FOR Paul FREEMAN,
a shadowy reflection . . .

Credits

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ENHANCING AN ADVENTURE

Ahhh, a pirate's life be a wonderful life, ain't it? There ain't no allies, only enemies, says I! Them what claim ta be friends, be they merchantiles or even children, they're all worth at least a penny o' experience, methinks. The pirate who don't think everyone be an enemy is a pirate who won't live long, mark my words...

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 booklet? Indeed, just what is an adventure gazetteer? The pre-made Adventures of the game can be enhanced in many ways, and thus, different gazetteers serve different functions. This particular booklet provides the Game Captain with a hundred fully developed Non Player Characters that he can use pretty much anywhere, at any time, rather than just throwing cut-and-pasted NPC statistics at the party.

What is in this book: Within these pages are 100 NPCs. Beginning with the basic statistics provided for them all in either the Rulebook or their setting-specific Sourcebook, these NPCs are developed a good deal beyond those initial scores, with names, histories, weapons, skills, secrets to learn and any exceptional equipment, and maybe even more.

Using this book: Though with a 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 does not in any way provide ready-made Adventures, but rather it merely provides creative ways to enhance them, indeed more detailed NPCs than are normally to be found in the gamebooks. Their stories, personalities and other aspects of their character may be useful to bringing current Adventures to life when they are encountered.

Each Chapter provides a general type of NPC, such as civilians, or animals, or pirates, etc. This allows you to quickly reference the type of NPC you need at any given time during play. All NPCs are further divided into categories, wherein a chart applies just to them, offering a little more random detail. For example, in Chapter 2 (government), the 'Guards' have their own Section, and their chart is one that determines their current condition (drunk, alert, wounded, etc), but a different chart applies to officials later in the Chapter, in their own Section (they can be snooty, easily bribed, etc).

Normally, NPCs provide enemies for the PCs. The addition of a little personality simply serves to make them more real, adding drama to the killing of them. However, many of these NPCs may not be enemies, or not appear to be. Yet, they should at the least serve as antagonists, even those who ally with the party. Use NPCs as allies or friends, certainly, but keep a weather-eye out for chances to use them against the PCs—it is a **pirates** game, after all, and the only Characters who should really matter in the end are the **Player** Characters. It is too easy in a role-playing game to let NPCs take center stage for the sake of advancing a story. Not only will most Players want to kill them just for this reason, but they'd be justified in doing so. It is thus serving the game better to use the NPCs in this book as story devices, but ones who the party always must consider with some suspicion, that the chance of betrayal is always there, just like there's always a chance of encountering a storm at sea.

Summing it all up: There be a lot of long words in that text above, eh matey? Ye be not more than a humble pirate, says you? Then ta say it plainly, this 'ere book be full o' characters ta meet, greet, talk with, walk with, use, abuse, plunder, wonder at their duty, kill if they're fruity, or just run 'em through because they're in your way.

COVER NOTE: The numerical code found in the upper left cover corner of most products counts the total Encounters in that adventure, thus presenting one way to at least anticipate the challenge that is provided therein. However, as this product has no such entries to count, that code has been replaced with the total number of NPCs within these pages.

ENHANCING AN ADVENTURE



Non Player Characters

Used	NPC	Lost	Retired	Dead
☐	1) Blind Dawg	☐	☐	☐
☐	2) Christopher Wadsworth	☐	☐	☐
☐	3) Alexander Leach	☐	☐	☐
☐	4) Earnest Gladstone	☐	☐	☐
☐	5) Francis McNuff	☐	☐	☐
☐	6) The Golden Devil	☐	☐	☐
☐	7) James Horrisson	☐	☐	☐
☐	8) Rossalin Betty	☐	☐	☐
☐	9) Trinidad Guerrero	☐	☐	☐
☐	10) Benjamin Gable	☐	☐	☐
☐	11) Salty Fingers	☐	☐	☐
☐	12) St. Arthur	☐	☐	☐
☐	13) Kaleb Matthews	☐	☐	☐
☐	14) Kevin Lutey	☐	☐	☐
☐	15) Mark Wolverstone	☐	☐	☐
☐	16) Nathan Kozminski	☐	☐	☐
☐	17) Olivia Benedict	☐	☐	☐
☐	18) Peter Saint-Malady	☐	☐	☐
☐	19) Raoul Of Vilasaggo	☐	☐	☐
☐	20) Samantha deLola	☐	☐	☐
☐	21) Richard Carter	☐	☐	☐
☐	22) Tracy Anne-Taylor	☐	☐	☐
☐	23) Walter Hawkins	☐	☐	☐
☐	24) William Knightly	☐	☐	☐
☐	25) Edward Sodderbrook	☐	☐	☐
☐	26) Hollins Dekard	☐	☐	☐
☐	27) Thomas Ainsley	☐	☐	☐
☐	28) John Tromper	☐	☐	☐
☐	29) Donne Sanchez	☐	☐	☐
☐	30) Louis deOre	☐	☐	☐
☐	31) Michelle laVorre	☐	☐	☐
☐	32) Moonbringer	☐	☐	☐
☐	33) The Scarlet Saber	☐	☐	☐
☐	34) Senior Brassier	☐	☐	☐
☐	35) Thomas Phillips	☐	☐	☐
☐	36) Harold Goldenburr	☐	☐	☐
☐	37) Marquis deLaffiate	☐	☐	☐
☐	38) Sabastian McNeal	☐	☐	☐
☐	39) Viscount Kingsley	☐	☐	☐
☐	40) Diane	☐	☐	☐
☐	41) Elizabeth	☐	☐	☐
☐	42) Rosalyn	☐	☐	☐
☐	43) Carachunga	☐	☐	☐
☐	44) Gika	☐	☐	☐
☐	45) The son of the chief	☐	☐	☐
☐	46) Angela	☐	☐	☐
☐	47) Hunug Yiwo	☐	☐	☐
☐	48) Lord Of The Sun	☐	☐	☐
☐	49) Mancapaco	☐	☐	☐
☐	50) Puma Raa	☐	☐	☐

Non Player Characters

Used	NPC	Lost	Retired	Dead
☐	51) Captain Morgan	☐	☐	☐
☐	52) Captain Silver	☐	☐	☐
☐	53) Vincent	☐	☐	☐
☐	54) Blunderbuss	☐	☐	☐
☐	55) Sir Charles	☐	☐	☐
☐	56) The Great Judge	☐	☐	☐
☐	57) Old Bill	☐	☐	☐
☐	58) Bethane Blood	☐	☐	☐
☐	59) Billy Balls	☐	☐	☐
☐	60) Dan Charlester	☐	☐	☐
☐	61) Don Diego	☐	☐	☐
☐	62) Honn	☐	☐	☐
☐	63) Jack Rapier	☐	☐	☐
☐	64) Janette Saint-Mary	☐	☐	☐
☐	65) Juan Sanverros	☐	☐	☐
☐	66) Minn	☐	☐	☐
☐	67) Richard Willis	☐	☐	☐
☐	68) Scabby Breast	☐	☐	☐
☐	69) Teague's Garrote	☐	☐	☐
☐	70) Butch McKinley	☐	☐	☐
☐	71) Elizabeth Barnett	☐	☐	☐
☐	72) Mr. Brock	☐	☐	☐
☐	73) Sandro Peebles	☐	☐	☐
☐	74) Baron Drakkenwald	☐	☐	☐
☐	75) Dan Chapman	☐	☐	☐
☐	76) Edward Browne	☐	☐	☐
☐	77) Emily The Rose	☐	☐	☐
☐	78) Gentleman Jericho	☐	☐	☐
☐	79) Juan San Villasolo	☐	☐	☐
☐	80) Kevin Castle	☐	☐	☐
☐	81) Monty The Python	☐	☐	☐
☐	82) Morgan Teach	☐	☐	☐
☐	83) Rano El Draco	☐	☐	☐
☐	84) Rawbone Clements	☐	☐	☐
☐	85) Redbeard	☐	☐	☐
☐	86) Tall Terry The Terrible	☐	☐	☐
☐	87) Victor The Damned	☐	☐	☐
☐	88) Bloody Bones Jack	☐	☐	☐
☐	89) Hawkins' Axe	☐	☐	☐
☐	90) Mark the Golden Heart	☐	☐	☐
☐	91) Scarlet Tears	☐	☐	☐
☐	92) Azrael	☐	☐	☐
☐	93) Bloody Mary	☐	☐	☐
☐	94) The Headless Bride	☐	☐	☐
☐	95) Spyglass	☐	☐	☐
☐	96) Captain Maelstrom	☐	☐	☐
☐	97) Davey Jones	☐	☐	☐
☐	98) Guardian Of The Gates	☐	☐	☐
☐	99) The Helmsman	☐	☐	☐
☐	100) The Treasure Reaper	☐	☐	☐

CIVILIANS AND SAILORS

Ahhh, port! Where the weary sailor stumbles down the gangway an' into the taverne, where the capt'n bleeds some gold outta the merchantile, where yer crew gets 'emselves refreshed. Port be nice, sure as ya say, but it can also be a wicked place, says I. Don't be trustin' no one, matey...

COMMON TOWNSFOLK: Bankers, holy men, whores—they're all alike. They're always after the hard-won gold of pirates. So, no matter how nice they appear, the pirate who wishes to get fair, full value for all the gold he leaves behind in port had best weigh carefully anyone he gets into bed with.

Condition Of The Townsperson

Roll	The person is...
12	Wealthy; +3 to Pilfering Checks against
11	Beat up; -2 penalty worth of wounds
10	Ill; -1 to all rolls
9	Drunk; -1 to all rolls
8	Fleeing from the law; willing ally
5-7	Normal; no odd condition
4	Suspicious; +1 to first Initiative Roll
3	Cunning; Pilfering Check VS random PC
2	Religious binge; Charisma Check or fight
1	Insane; roll twice more on this chart

Blind Dawg

Class & Level: Irish Innkeeper (5)
Ability Scores: B4, A2, E3, G3, W6, I6, C4, L3
Defense Score: 6
Survival: 4
Attack Rolls: Pistol +3
Base Damage: 9
Morale: 8
Movement Rate: 100'
Treasure: +0

Blind Dawg is the nickname of the innkeeper who owns and runs the 'Rusty Tankard Taverne'. A former sailor (and some say pirate) himself, he always wears a blood-stained blindfold. Most folks simply assume he is blind, probably blinded by the Spanish or the English during his days at sea, but the shrewd old barkeep never tells the tale himself. Indeed, he seems to encourage rumors, both about himself and his taverne. The truth, however, is that he is not blind at all. The blood-stains in his linen

mask merely disguise where the fabric is wearing thing, through which he sees quite well. This guile allows him +3 to his Initiative Rolls in his taverne and +1 to his Initiative outside of it.

Christopher Wadsworth

Class & Level: English Child (2)
Ability Scores: B2, A5, E3, G1, W2, I3, C5, L4
Defense Score: 6
Survival: 1
Attack Rolls: Dagger +1
Base Damage: 4
Morale: 4
Movement Rate: 110'
Treasure: -5

Christopher Wadsworth came to the Caribbean on the merchant vessel of his father. However, that vessel, along with his entire family, were destroyed in a raid by the Spanish. Since then, this boy of a mere fourteen years has been seeking a pirate crew willing to take him into their midst, a pirate crew, that is, who primarily raid the Spanish. The Royal Navy and privateers alike will not him, due to his youth, but they underestimate his bloodlust—he has a dagger hidden in either boot.

Dr. Alexander Leach

Class & Level: Welsh Official (3)
Ability Scores: B2, A1, E3, G4, W8, I7, C6, L3
Defense Score: 5
Survival: 4
Attack Rolls: Rapier +1
Base Damage: 4
Morale: 4
Movement Rate: 110'
Treasure: +0

Dr. Alexander Leach was once a prominent yet underpaid lawyer in the English colonies, receiving all too often the assignment of defending privateers and then being bilked on his bill, told that he was to do his 'duty in the name of the crown'. After a voyage around the Antilles, defending a half dozen pardoned pirates, he was actually left to pay all of his traveling expenses out of pocket. That was just enough to send the good official across the line

Dr. Leach plies his skills at medicine (+3) for pirates alone, and for free.

CIVILIANS AND SAILORS

Earnest Gladstone

Class & Level: English Merchant (3)
Ability Scores: B3, A3, E4, G3, W7, I5, C3, L10
Defense Score: 7
Survival: 3
Attack Rolls: Pistol +2
Base Damage: 8
Morale: 2
Movement Rate: 110'
Treasure: +1

Earnest Gladstone was accused of being given his business when he began as a merchant in those early days of St. Kitts' booming business, his family having already been successful (and cunning) in the various trades for years. However, Earnest was as pompous and spoiled as could be, and when it was his turn to mind the books, he gave it little effort. And yet, somehow, he continued to be successful. The rumors of his exploiting hidden family treasure were easy to believe at first, but faded with time, until finally sheer luck was the only thing anyone could accept. And, that's what Earnest likes most to boast about, his incredible luck. He remains the most notoriously lazy merchant in the Caribbean, and yet, one of the most successful, just having a knack for picking the right times to buy and sell, the right merchant captains to finance, and so on. His luck is also apparent in his ability to escape a good number of angry pirates, too, and when he is need of hiding, that's when his neighbors extract a very, very high price from his coffers.

Father Francis McNuff

Class & Level: Scottish Priest (1)
Ability Scores: B3, A3, E4, G4, W5, I3, C4, L8
Defense Score: 7
Survival: 4
Attack Rolls: Brawling +1
Base Damage: 0
Morale: 5
Movement Rate: 100'
Treasure: -1

Father Francis is a priest in Tortuga, who has come into possession of a church at the 'old age' of twenty-two. He was merely an altar boy when the town was attacked ten years ago, and he alone survived. While others insisted that his escape was

divine providence, Francis himself does not believe so, and doesn't cotton to the blasphemy of it being said otherwise—he doesn't want to risk the Lord's anger. Unfortunately, the governor's laws, built to accommodate pirates, somehow enforced him to be the new head of the church, since everyone else in it was dead. Dutifully he has served in this station for ten years, wondering when the Lord will strike him down for his arrogance and vanity. He thinks the pirates who frequent the town to be the only true innocents, because they are, at least, honest in their discourse, not pretenders like himself. Such a view, bound with his knowledge anchored in a life of being better at earthly trade than heavenly ones, burns his heart with a desire to put to sea, and on a pirate ship, to minister the last true souls and to ply his earthly skills where they'd be most useful. The captain who can convince him of his crew's piety, requiring a Charisma Check at a -3 penalty, will win his services, plus the 1500 doubloons that he has saved for this adventure, which he'll donate to the common fund of the ship.

Father Francis is well versed in religion (+3), but also the languages of English (+2), Dutch (+2), French (+3) and Spanish (+1).

Father Francis keeps a spyglass, rum, a pistol and gunshot hidden throughout his saintly robes.

The Golden Devil

Class & Level: Irish Whore (2)
Ability Scores: B1, A4, E3, G8, W4, I5, C6, L1
Defense Score: 4
Survival: 5
Attack Rolls: Dagger +2
Base Damage: 5
Morale: 2
Movement Rate: 120'
Treasure: +1

The Golden Devil is the name given to a very beautiful, blonde-haired whore in Nassau. She's the most desired woman in port, but only accepts the elite as her customers—captains, priests, officials. They have the most gold. Her evil nickname was born of and remains in use due to her sauntering, sarcastic mocking of those who cannot have her, at any price. Yet she knows that her wealthy clients will always protect her, even while she counts the gold and jewels they've just paid her with.

CIVILIANS AND SAILORS

James Horrison

Class & Level: English Innkeeper (1)
Ability Scores: B3, A2, E3, G1, W6, I5, C2, L3
Defense Score: 4
Survival: 1
Attack Rolls: Pistol +1
Base Damage: 7
Morale: 4
Movement Rate: 100'
Treasure: +0

James Harrison was born the butt-joke of the bedeviled love of rum and lust . . . between brother and sister. The result was some of the largest and most pronounced teeth ever seen in a man, earning him the nickname 'horse', and soon his surname as well was 'Horrison'. However, this lowly barkeeper doesn't mind the name so much—poor sailors can easily remember his establishment, and those who cannot pay for their drinks are sold at a handsome profit to press-gangs. James has no morals and no fear of the law, for given his unfortunate name, it is easy to play for sympathy in the courts.

Rossalin Betty

Class & Level: English Whore (3)
Ability Scores: B1, A5, E4, G5, W3, I8, C7, L1
Defense Score: 7
Survival: 5
Attack Rolls: Dagger +1
Base Damage: 4
Morale: 4
Movement Rate: 130'
Treasure: -3

Rossalin Betty is a saucy wench to be sure, a prostitute who roams the wharfs of Port Royal, but she is also a shrewd businesswoman. Whenever she passes the counting-house, she makes a deposit, so she seldom has any significant money on her. The moneychanger always sees her ahead of his other customers, as she provides him with favors at the end of each day's business. The guards who patrol the business district are also clients of Rossalin, so they turn a blind eye to her activities. But pirates are her favored customers, and she is a pickpocket who is quite good at relieving them of their coins while 'distracting' them—she will never go for any greater prize than gold, and it is this lack of greed

which has saved her creamy neck countless times. After all, why would a pickpocket ignore jewels? That doubt gives her a good head start, which is all she needs to vanish into the alleyways, shadows and secret rooms of her many other customers.

Rossalin Betty is quite good at pilfering (+4) as well as disguise (+2).

Rossalin Betty has a bodice dagger she keeps envenomed with level 3 poison that only her best client—the local doctor—keeps the antidote to, so she has to be taken to him safely (and thus from that point on protected by the guards) in order for a victim to be cured, a tactic she uses to ensure her survival if caught and cornered.

Trinidad Guerrero

Class & Level: Spanish Sailor (3)
Ability Scores: B5, A4, E5, G5, W2, I5, C2, L1
Defense Score: 6
Survival: 5
Attack Rolls: Brawling +4 / cutlass +3
Base Damage: 4
Morale: 3
Movement Rate: 100'
Treasure: -3

Trinidad Guerrero takes his name from no less than the Caribbean island, 'Trinidad', which he, as a madman to all, claims is rightfully his own. He has no explanation for this. He roams the world, a sailor at heart, and for all his seemingly patriotic pride about his island home, he never expresses an interest in returning there. Those who have sailed with him suspect his claims of owning the island led him into trouble with the law, and that if ever he does return, it won't be without a pirate crew of any less strength than one which could take the island and oust its governor.

Trinidad Guerrero is a 'man of many talents', most of them hidden by the mask of madness, for when the situation demands, he can prove to be a master with a cutlass, a gunning gambler (+2) and even a preacher of religion (+2).

Trinidad Guerrero keeps a cutlass well hidden in his heavy, chaotic patchwork of clothes, and he often uses only a dagger as if that is his best and only weapon, producing the cutlass only when the utmost need arises, then preaching about it (he will refer to the sword by name; 'Angel of Mercy').

CIVILIANS AND SAILORS

HERMITS: While most of the time pirates spend their time in town, gaining the benefits of society, from governors to merchantiles, sometimes will the search for treasure or survival take them far from the safe haven of a city. And it is out there, in an unforgiving wilderness, that kings become beggars in need of any assistance they can find, and poor men become kings. Those who live on the edge of the map are always curious individuals indeed.

Condition Of The Hermit

Roll	The person is . . .
10-12	Old; -1 to all statistics
9	Ill; -1 to all rolls
6-8	Normal; no odd condition
5	Suspicious; +1 to first Initiative Roll
2-4	Religious binge; Charisma Check or fight
1	Insane; roll twice more on this chart

Benjamin Gable

Class & Level: English Priest (1)
Ability Scores: B1, A1, E3, G4, W7, I5, C8, L7
Defense Score: 5
Survival: 4
Attack Rolls: Brawling +0
Base Damage: 0
Morale: 3
Movement Rate: 120'
Treasure: -2

Benjamin Gable was once a proud musician, a man whose accordion enlivened many a tavern, at least until he sang a mocking song of 'Captain del Toro', the dreaded Spanish pirate, when del Toro's quartermaster happened to be at the bar. Fleeing in the night, Benjamin first stopped at the church and took something that was said to be of great value, and then vanished into the swamps, and was never seen or heard from again. It is said that he built a small shack, and that he is still there, despite more than a century having passed by. Some who have been in the swamps claim they hear his accordion echoing in the dark depths of the dead trees, while others claim to have seen his ghost sitting on his porch. Truth is, as ship logs show, del Toro died only twenty years ago, so it's most likely that this old hermit is quite alive, whatever other secrets he might be hiding in that shack . . .

Salty Fingers

Class & Level: Dutch Sailor (2)
Ability Scores: B6, A2, E5, G8, W2, I5, C2, L1
Defense Score: 5
Survival: 8
Attack Rolls: Brawling +3
Base Damage: 3
Morale: 10
Movement Rate: 100'
Treasure: -3

Salty Fingers lived the rough & tumble life of a sailor who seldom left port. His nasty disposition and worse reputation were nigh legendary and thus gave captains cause to steer a wide berth from his ever making a mark in their book. Yet he yearned to sail the seas. Eventually, he joined up with the only manner of crew that would have him, a pirate crew. His adventures on the high seas quickly left him with one hand and one leg, and penniless, but at least it was enough for the court to grant him a clemency—out of pity—while the rest of his mates hung at Gallow's Pointe in Jamaica. He managed a short voyage to Grand Cayman Island west, and it is there he was forced to retire, living in a cave on the coast where he can still be close to the sea and dream of returning to it. And, if someone will grant him the chance, he has a map that leads to a hoard on Jamaica worth 8000 gold!

St. Arthur

Class & Level: English Priest (1)
Ability Scores: B2, A3, E3, G4, W7, I5, C6, L7
Defense Score: 6
Survival: 4
Attack Rolls: Pistol +0 / Dagger +0
Base Damage: 6 / 3
Morale: 3
Movement Rate: 120'
Treasure: -2

Saint Arthur sought to follow the example of 'the first monk', St. Benedict, and sought a solitary life off Italy. However, as with Benedict, followers quickly crowded him. The irony, the shame, and of all the sin of it drove him to madness. He lost his mind and now only masquerades as a priest.

Saint Arthur keeps a pistol and a dagger well hidden in his robes and uses them for ambushes.

CIVILIANS AND SAILORS

MEETINGS AT SEA: One expects to meet all their enemies at sea, rather than say, in town or in court. However, since everyone at sea is already an enemy, those who stand out among that crowd are devils to be sure, or devils in disguise, dangerous for how inconspicuous they are.

Condition Of The Seafarer

Roll	The person is . . .
12	Injured; -3 penalty worth of wounds
10-11	Ill; -1 to all rolls
9	Drunk; -1 to all rolls
3-8	Normal; no odd condition
2	Desperate; +1 to all rolls
1	Insane; roll twice more on this chart

Kaleb Matthews

Class & Level: English Priest (2)
Ability Scores: B1, A1, E3, G4, W7, I5, C8, L7
Defense Score: 5
Survival: 4
Attack Rolls: Brawling +0
Base Damage: 0
Morale: 4
Movement Rate: 120'
Treasure: -2

Kaleb Matthews was a good man of the cloth, who made the mistake of going to Port Royal to spread the good word. When he arrived there on a blazing hot day in 1666, he found it to be such a hive of scum and villainy, a port so full of pirates, prostitutes and cutthroats that he felt his presence there was of no use, and that he could spread the word of God elsewhere. Now he roams the seas of the world, helping those who he can, and secretly accepting payments to betray and imprison the very worst of pirates who have no fear of God to save their souls after the gibbet takes their body—he is ever trying to preach to pirates, despite knowing it is virtually useless, but he does not betray them at the least, unless they have a Notoriety Level of 6 or more, and do not accept Christ as their savior at that point—those villains he will take the first opportunity to betray to the authorities.

Kaleb Matthews is of course well versed with religion (+2), but he has also become quite good at politics (+1) and stealth (+2) to save his skin.

Kevin Lutey

Class & Level: English Sailor (2)
Ability Scores: B5, A4, E5, G5, W2, I5, C2, L1
Defense Score: 6
Survival: 5
Attack Rolls: Brawling +3 / daggers +3
Base Damage: 3 / 6
Morale: 8
Movement Rate: 100'
Treasure: -3

Kevin Lutey comes from the renowned line of Luteys of Cury, a Cornish family of doctors. Yet he chose the sea. His strange tale goes back many generations to his great-grandfather. The first great doctor of the Lutey line was also considered mad by some, and worse still, a witch-doctor by priests. For though he was a humble fisherman, he had an uncanny skill for healing the sick, and uncanny ill-fortune that seemed to plague his family line like a curse. He did little to dispel the notion, claiming that his skill was due to the blessings of a woman he once saved, a mermaid, whom he helped back into the sea. Yet refusing to remain with her, she cursed him as well. Thus were any misfortunes in the neighborhood deflected as the doing of this old world water-spirit. Thus was the eccentric doctor's success a double-edged sword. Finally, whether due to guilt for those he could not save or perhaps an actual curse, he dove off his fishing boat and into the sea, never to be seen again. His sons continued as doctors with remarkable skill, and yet, regularly, every nine years, one of them is lost at sea. Kevin is of a different mind though. Not wishing to meet the same fate, indeed believing in the mermaid and the curse, he sails the seas searching for her and for his lost kinsmen, hoping to find a means to be free before his own time comes—he has but three years left by the counting.

Kevin Lutey is a seemingly supernatural doctor in all manner of medicine (+4), despite his limited intellect in the ways of the mortal world.

Kevin Lutey keeps the jaw of a shark which is said to be his great-grandfather's heirloom, the 'comb of the mermaid', and he also carries an iron dagger whenever he is at sea, as the old spirits of other-worlds are said to be afraid of the metal.

CIVILIANS AND SAILORS

Mark Wolverstone

Class & Level: Welsh Merchant (1)
Ability Scores: B3, A1, E3, G3, W6, I6, C7, L2
Defense Score: 5
Survival: 3
Attack Rolls: Brawling +1 / blunderbuss +1
Base Damage: 1 / 10
Morale: 3
Movement Rate: 100'
Treasure: +0

Mark Wolverstone began life as an honest and fair-dealing merchant captain, and by most accounts he remains one. However, whenever pirates make a normal venture less than profitable, his is quick to seize any opportunity to make up his losses, with a profit mind you, as a means of compensation for his time and trouble. He carries an English 'letter of marque' just in case he needs it, though he is reluctant to use it or even mention it, even to his own crew, lest they themselves become greedy for a chance to go privateering.

Nathan 'Brutus' Kosminski

Class & Level: English Sailor (5)
Ability Scores: B12, A4, E8, G5, W2, I5, C2, L1
Defense Score: 8
Survival: 5
Attack Rolls: Brawling +6
Base Damage: 6
Morale: 3
Movement Rate: 100'
Treasure: -1

Nathan Kosminski is as deformed as his name. The unwanted child of an unholy union between a Protestant and a Jew, neither could confess to the birth, so they fled, and once born, the infant was given to a monk on a Caribbean island monastery. On his eighteenth birthday, when told of his true parentage, he killed three nuns and raped a fourth, then set out as a pirate, his world-view shattered. His parents branded his name on his arm lest their child be given 'some unholy name', and while the name remains difficult to read, he just goes by the name 'Brutus', and woe to anyone who asks what the brand on his arm means. He is uglier than sin and strong as a horse, and he loves to butcher all 'men of god' for their hypocritical ways.

Olivia Benedict

Class & Level: English Child (1)
Ability Scores: B2, A5, E3, G1, W2, I3, C5, L4
Defense Score: 6
Survival: 1
Attack Rolls: Brawling +0
Base Damage: 0
Morale: 3
Movement Rate: 110'
Treasure: -6

Olivia Benedict poses as a boy, and given her age of a mere ten years, neither her voice nor her lack of endowments give her away, using the name 'Oliver' as a play on her right one. To her captain alone she confesses her identity, and her mission, a journey of revenge. Spanish pirates killed both her parents but left her alive, 'out of mercy' they said, a comment she repeats with no lack of sarcasm in a bitter voice that makes it an oath to show none in kind when she finds her family's murderers. In the meantime, she sails the sea, learning everything she can, so she will be all the more capable of an unmerciful slaughter when she finds her enemies. She is reluctant to kill, save for with Spaniards, an enemy which brings out a demon in this 'boy'.

Peter Saint-Malady

Class & Level: English Sailor (2)
Ability Scores: B5, A4, E5, G5, W2, I5, C2, L1
Defense Score: 6
Survival: 5
Attack Rolls: Brawling +3
Base Damage: 3
Morale: 3
Movement Rate: 100'
Treasure: -3

Peter Saint Malady is a pious sailor, trying to live up to his name, though he has no experience in the church (he was never even baptized). Ever the voice of reason among his fellow crewmen, he is at odds with the world, which he somehow has become used to. Most suspect he harbors a darker side, like the keel of a ship, ever rotting but never seen, and enough to sink him if it goes unchecked long enough.

Peter Saint Malady has so far displayed a vast knowledge of religion (+3).

CIVILIANS AND SAILORS

Raoul Of Vilasaggo

Class & Level: Spanish guard (3)
Ability Scores: B3, A4, E4, G4, W3, I5, C1, L2
Defense Score: 5
Survival: 8
Attack Rolls: Cutlass +2
Base Damage: 9
Morale: 6
Movement Rate: 80'
Treasure: -1

Raoul of Vilasaggo is the sole survivor of that fort which once guarded the harbor of a now long forgotten town on the island of Hispaniola. He was brave enough to fight, literally, to the last man, a bittersweet triumph, for though he routed the Dutch East India ships—one sailed away while the rest of the five ship flotilla lay on the bottom of the deep harbor—the enemy's tale made it to Europe, where the Spanish king did not see the monetary returns in reviving the colony, not even sending a rescue vessel to search for survivors. Raoul's friends had died for nothing. Bitter at the betrayal by his once beloved country, he joined some pirates who used the ghost-town as a temporary anchorage. Buying their trust with the town's treasure, he has set out to sea, waging war on the world. Conflicted by his past, he is impartial in his killing, seeing Spaniards as no different than Dutchmen or anyone else. He proclaims himself boldly as being from the colony where he had effectively ended his life.

Raoul is has learned, through many raids, to better use his military issued cutlass.

Raoul wears Spanish plate armor, though it is decorated with shreds of clothing displaying colors from every major nation's flag, a statement of his rebellious nature rather than any allegiance.

Samantha de Lola

Class & Level: Spanish Whore (4)
Ability Scores: B3, A6, E8, G6, W2, I5, C9, L4
Defense Score: 8
Survival: 3
Attack Rolls: Longsword +3
Base Damage: 8
Morale: 9
Movement Rate: 140'
Treasure: -2

Samantha was a common streetwalker (though uncommonly beautiful) in the French-governed port of Tortuga when pirates—the common customers at the waterfront taverns—kidnapped her to use once at sea, not as a shipboard whore, but rather as the sacrifice to a sea-god they believed was terrorizing their ship. Literally at the end of her rope, being lowered from the aft-deck to a shark-infested reef, she managed to charm the captain to her salvation. He paid dearly for it later, mutinied upon by his crew when the ship ran aground on a reef a week later, and marooned on that same stretch of coral. But Samantha was not left behind. She stayed with the crew—as the mutinous new captain! Fortune is a cruel bedmate however, and after less than half a year Samantha's ship was burned by the English, leaving her to join other pirate crews (and perhaps plot her rise to power anew).

Samantha has grown to be quite skilled with a longsword (+3).

Samantha wears a longsword at all times, and keeps a brace of pistols in her belt as well.

Squire Richard Carter

Class & Level: English Official (2)
Ability Scores: B2, A1, E3, G4, W8, I7, C6, L3
Defense Score: 5
Survival: 4
Attack Rolls: Rapier +1
Base Damage: 4
Morale: 4
Movement Rate: 110'
Treasure: -1

Squire Richard Carter was once a proud, loyal English magistrate . . . until he became greedy. Rare is a man whose story is so simple, nor its master so smug about it. As the squire himself will tell it, "All wigs (English officers) are out for the money, for just as much as a priest's piety is a cover for their greed and conscience, so is patriotism nothing but a ruse, to fool's oneself as much as his billing victims. God gave me a brain and I'd be a poor magistrate, in more ways than one, if I didn't use it. I'm proud that I have nothing to hide".

Squire Carter is well versed in politics (+4) as well as religion (+1) and even torture (+3).

Squire Carter carries a pocketwatch, lockpicks, a spyglass and a Bible.

CIVILIANS AND SAILORS

Tracy Anne-Taylor

Class & Level: English Sailor (2)
Ability Scores: B3, A4, E7, G5, W2, I5, C2, L1
Defense Score: 6
Survival: 5
Attack Rolls: Rapier +2
Base Damage: 5
Morale: 3
Movement Rate: 140'
Treasure: +1

Tracy Anne-Taylor is the widow of the rather well known merchant captain 'Benjamin Taylor', an Englishman who disappeared in the China Sea not but three years ago. Despite her wealth, Tracy was constantly thwarted in finding any passage back to England, due mostly to her being a woman, for it frightened sailors already to have a woman aboard, but worse was their belief that her husband was no victim of happenstance, but rather a curse. Having no other prospects, Tracy sold her belongings and bought her own ship, and embarked alone upon the sea, welcoming aboard only other castaways, strays and maroon victims until she had crew and money enough to buy a vessel capable of circumnavigating the globe. Yet when she could finally return to her native land, she no longer felt any desire to do so. How would they receive her? A widow who had given up her status and wealth for little better than a pirate's life? As shrewd as her husband ever was at business and accepting the ebb and flow of true wisdom in the world, she entered the new business of piracy. For the sake of morale, she hired a faux male captain who simply did as she bid until he'd proven his capabilities. She remained on as owner of the ship, though the ledgers were doctored, lest the crew succumb to superstition. Perceived only as a member of the crew, she had no need to conceal her gender. She roamed the Indian Ocean until the winds of fortune landed her in the Caribbean, and it is there she roams still.

Tracy Anne-Taylor is skilled at chiseling (+3), shipwright (+2), and navigation (+2). Only amongst the British does she have skills at court, indeed of politics, but they are considerable (+3).

Tracy Anne-Taylor fears being lost or deserted again, so she always carries on her person both a compass and a spyglass, plus 5 hidden emeralds.

Walter Hawkins

Class & Level: English Sailor (1)
Ability Scores: B5, A4, E5, G5, W2, I5, C2, L1
Defense Score: 6
Survival: 5
Attack Rolls: Brawling +2
Base Damage: 2
Morale: 2
Movement Rate: 100'
Treasure: -3

Walter Hawkins once served in the Admiralty Court as a writer of news. However, his honesty got the best of him, for he refused to write lies or political propaganda. Seeing the Admiralty as little better than pirates, he began traveling far and wide in an effort to chronicle the true tales of all those 'gentlemen of fortune' who, as he sees it, will not be otherwise fairly remembered by history even for the sake of posterity.

Walter Hawkins is a linguist (+2) and a well learned man of letters, able to write in his native English as well as in Spanish and Chinese.

William Knightly

Class & Level: English Child (3)
Ability Scores: B2, A5, E3, G1, W2, I3, C5, L4
Defense Score: 6
Survival: 1
Attack Rolls: Brawling +0
Base Damage: 0
Morale: 5
Movement Rate: 110'
Treasure: -6

William Knightly was the son of a pirate who set him adrift to save his life. That much was told to him by the sailors who survived with him. But as to the fate of his father he knows nothing. He now sails wherever he can, seeking clues, rumors, and even tall tales involving the pirate ship 'Silver Hourglass' which a French captain believes, due to checking sailing records, is the only one that could have been his father's vessel, based on where the boy was found and when. It is, of course, still the slimmest chances to find anything, but he's not at all ready to quit, and will stop at nothing to learn the truth in the end.

FACES OF GOVERNMENT

Arrr, them wigs what speak o' gentlemen o' fortune as ill-tempered an' evil be the same ones what sell commissions to raid their allies. Royal Navy, India Companies and the lot, they be no better than the worst o' buccaneers, says I. Worse, I tell ya true, fer at least pirates ain't livin' a lie, pretendin' ta be somethin' they be not, breakin' their solemn word. There be governments fer ya.

MILITARY: Though most of the time guards are little more than dangerous dominos ringed around a vault or prison a pirate wants in to (or out of), it can happen that some guards aren't just rank-and-file 'red shirts'. Some are crafty, cunning, and outright dangerous. Of course, some are already fallen down by the time a pirate draws his sword, too.

Condition Of The Patriot

Roll	The guard is . . .
12	Dead drunk; asleep and unable to awaken
11	Drunk; -2 to all rolls
10	Gravely wounded; -4
8-9	Wounded; -1
4-7	Normal
2-3	Alert; +1 to first Initiative
1	Angry; +1 to all rolls

Captain Edward Sodderbrook

Class & Level: British regiment (2)
Ability Scores: B3, A5, E5, G7, W4, I6, C2, L4
Defense Score: 8
Survival: 7
Attack Rolls: Longsword +2 / pistol +2
Base Damage: 7 / 9
Morale: 8
Movement Rate: 120'
Treasure: -1

Captain Sodderbrook was a mere fighting man assigned to a merchant vessel when she was taken by pirates. For his bravery in battle, the victorious pirates left him alive. Thus the most capable man aboard, he took command of the women and their children who were the only potential crew. Making the difficult voyage back to England, he was given a captaincy for his valor and has begun the career of a pirate hunter. His vessel is the 12-gun barque 'Jamaica Gibbet', crewed by 50 men of 1st Level.

Captain Hollins Dekard

Class & Level: Dutch soldier (4)
Ability Scores: B3, A5, E4, G6, W5, I5, C4, L2
Defense Score: 6
Survival: 6
Attack Rolls: Longsword +2 / pistol +1
Base Damage: 7 / 6
Morale: 5
Movement Rate: 110'
Treasure: -2

Captain Dekard used to be a merchant captain, but after fighting off three pirate ships on a single voyage, he realized his skills were better suited for command in battle. Taking the credit for the fallen pirates, he starting serving under his new captaincy. He is in high demand among Dutch sailors, whom pay high bribes to their governors to have this one captain 'assigned the duty' of protecting their ship on their next voyage.

Captain Dekard is not only good in battle for his own part, he is an effective leader (+3) and is also accomplished as a shipwright (+2) as well as a navigator (+1, but +2 when in the Caribbean).

Captain Thomas Ainsley

Class & Level: British regiment (3)
Ability Scores: B4, A5, E4, G7, W3, I6, C2, L1
Defense Score: 7
Survival: 7
Attack Rolls: Longsword +2 / musket +1
Base Damage: 7 / 8
Morale: 7
Movement Rate: 90'
Treasure: -3

Captain Thomas Ainsley (who insists on being addressed by his full name and title every time) is the portrait of English arrogance. As he sees it, the man who has for love of his God, king and duty earned his place has a right to look down on those who have not made such efforts (barring of course the variables of opportunity and misfortune). This commander never leaves the stern of his ship, the 24-gun man-o-war 'Bristol Blockade', crewed by a good 120 men of 1st Level. In battle, he will only enter the fray if it washes over his aft-deck where he is giving orders from (indeed he will only fight hand-to-hand if his person is attacked directly).

FACES OF GOVERNMENT

Commodore John Tromper

Class & Level: English regiment (5)
Ability Scores: B4, A5, E7, G7, W8, I6, C7, L4
Defense Score: 9
Survival: 7
Attack Rolls: Longsword +4
Base Damage: 9
Morale: 10
Movement Rate: 120'
Treasure: -2

John Tromper is a loyal English commodore, a man who commands several frigates, yet he seldom leaves port. He remains sequestered in the fort, as he claims 'taking careful inventory'. However, truth be told, he is afraid of the open ocean. So devout is he that he believes there is no seafloor, and that to sink is to begin an inevitable journey into Hell. For the same reason, he does not engage in naval battle unless he has no choice, and salvages those ships and sailors he can, thinking the blue depths naught but oblivion, to which only God Almighty, not himself, is allowed to condemn someone to. It is an attitude which has led to several disputes at court, and a turn to piracy is not unthinkable for him, seeing the evils his government has done by recklessly sinking ships and consigning men to the depths of Davey Jones.

John Tromper is not only more proficient with longswords than most English, he is also fluent in English and Dutch (+2), and is a shipwright (+2).

John Tromper carries a longsword of such rich design it is worth 300 gold, but he also wears a pistol, keeps a dagger hidden in his boot, and has a spyglass tucked in his belt. He also keeps a roll of parchment in that spyglass, whose clues are but half the map to a fabulous treasure (the other half shows the outline of the island and the bearings). The words on his half are provided below and are reproduced as Handout 1.

*My island home, heart of seas blue
 Holds the gold heart of my love true
 From highest point, where grass grows brown
 Under the cliff, five fathoms down
 Still over the sea, lost in bogs
 Heart of a fort, square fallen logs
 Ten steps to north, Twenty steps west
 Beneath the rocks you'll find the chest*

Donne Sanchez

Class & Level: Spanish guard
Ability Scores: B3, A4, E4, G4, W3, I5, C1, L2
Defense Score: 5
Survival: 9
Attack Rolls: Cutlass +0
Base Damage: 7
Morale: 6
Movement Rate: 80'
Treasure: -1

Donne Sanchez claims to be of the prestigious Sanchez line, though he cannot verify his claims. It is, however, enough of a claim to maintain a very cushy duty in Havana, guarding wealthy merchants (and often partaking of their win reserves). Bloated in both the belly and the head, he is none-the-less a cunning enemy, to be played with as much skill and intelligence as a Game Captain can.

Louis de Orre

Class & Level: French cavalier (4)
Ability Scores: B4, A6, E8, G6, W3, I6, C3, L4
Defense Score: 9
Survival: 7
Attack Rolls: Rapier +4 / pistol +1
Base Damage: 7 / 7
Morale: 7
Movement Rate: 140'
Treasure: +1

Louie de Orre, being named similar to the coin indeed, is both prideful (and can be, due to having earned considerable fortune in his young career), as well as scorned by most of the world outside the French Court. A cavalier promoted to privateer, he 'floats between ships', taking command by sealed orders of different French vessels at different times, going where his king needs him. However, he has one flaw in his loyalty—he sees himself as both a military man **and** a holy man, due to being born on Christmas Day, so he takes 20% instead of the usual 10% of all he captures, doctoring the ledgers so his king is none the wiser. Thus he can also be bribed, though if the initial offer is too low, he'll be so insulted as to leave none alive.

Louie de Orre is not only a master fencer, he is self-taught in appraising (+2) and speaks fluent English, Spanish and Italian (+2).

FACES OF GOVERNMENT

Michelle la Vorre

Class & Level: French infantry (1)
Ability Scores: B4, A6, E4, G6, W3, I4, C3, L1
Defense Score: 6
Survival: 6
Attack Rolls: Rapier +3 / pistol +1
Base Damage: 6 / 7
Morale: 4
Movement Rate: 100'
Treasure: -3

Michelle la Vorre is a woman proud of both king and country, and thus she disguises herself as a man to remain in the infantry. She aspires to be a Musketeer, but knows she would have to expose herself to do so, and thus remains content as the 'equal of a Musketeer', indeed serving aboard any privateering ship she can find, thus serving France wherever and whoever fate allows.

Michelle la Vorre is very talented in the arts of disguise (+3) and being a linguist (+2) so she can blend in virtually anywhere.

Michelle la Vorre wields a gilded rapier, which is decorated with fool's gold, its design intended to divert eyes from herself in order to better maintain her disguise as a man.

Moonbringer

Class & Level: Chinaman (5)
Ability Scores: B4, A6, E5, G5, W4, I5, C1, L2
Defense Score: 7
Survival: 5
Attack Rolls: Cutlass +1
Base Damage: 8
Morale: 10
Movement Rate: 110'
Treasure: -2

'Moonbringer' is the nickname bestowed upon this old Chinaman by the toumu of his junk vessel and affectionately echoed by his crew. He has the gift of reading stars when there are no stars, which made this title official, the equivalent of a Major.

Moonbringer is so skilled with navigation (+6) that many believe he has second-sight.

Moonbringer is captain of a junk vessel, which runs 15 cannon and a crew of 135 Chinamen (all of them 3rd Level). He himself wears a cutlass that is always envenomed with poison of level 5.

The Scarlet Saber

Class & Level: Malta knight (2)
Ability Scores: B4, A6, E4, G7, W2, I6, C3, L3
Defense Score: 8
Survival: 7
Attack Rolls: Saber (longsword) +5 / pistol +1
Base Damage: 10 / 6
Morale: 8
Movement Rate: 100'
Treasure: -1

The Scarlet Saber is the God-given name of a man who regularly communes with the Almighty, a trance none dare question, on their souls and their heads alike, for any and all blasphemers he cuts down without a second thought. Dressed all in rich crimsons and blood-stained whites, he claims these to be the colors of an elite order of knights which only he can initiate one into.

The Scarlet Saber indeed wields such a blade as his namesake, one which is secretly said to be cursed, for its owner cannot resist any fight against the unholy, no matter the odds, madness however is a double-edged sword—for his enemies—his red blade is by some means able to grant him and all who fight with him +3 to the Initiative.

Senior Brassier

Class & Level: Spanish guard (1)
Ability Scores: B3, A4, E4, G4, W3, I5, C1, L2
Defense Score: 5
Survival: 9
Attack Rolls: Cutlass +0
Base Damage: 7
Morale: 6
Movement Rate: 80'
Treasure: -1

Senior Brassier is the self-appointed nickname and title for this bold, brash and brassy guard for his highness, 'Duke Europeos', the self-styled king of all Europe, whose throne and fortress is in the Caribbean. It is Brassier who is committed to both maintaining the hundred-odd loyal followers there, a duty he takes as seriously as if his duke was no less than the Almighty Himself. However, Brassier is of somewhat slow wit and clumsy, and thus are his ill-trained soldiers equally fallible. Secrecy is in truth the only defense of Europeos and his gold.

FACES OF GOVERNMENT

GOVERNORS: Most governors are stiff sorts, the mere incarnation of their king's policies. However, there are a few who can serve as a wild card in a pirate's game, making for either a more deadly foe than most others of their profession, or perhaps for a while serve as a secret ally whom is bound to have a secret agenda and turn on the adventurer.

Condition Of The Governor

Roll	The noble is . . .
11-12	Secretly admires pirates; +1 to Table 78
9-10	Easily bribed; 100 gold equals +1 to roll
8	Drinker; -1 to all rolls
7	Arrogant; Charisma Score reversed to him
5-6	Shrewd businessman; +2 to his Intuition
2-4	Snooty; -3 to Charisma Checks with him
1	Hates pirates; -3 to Table 78

Governor Thomas Phillips

Class & Level: English Official (2)
Ability Scores: B2, A1, E3, G4, W8, I7, C6, L3
Defense Score: 5
Survival: 4
Attack Rolls: Rapier +1
Base Damage: 4
Morale: 4
Movement Rate: 110'
Treasure: -1

Governor Thomas Phillips governs by-the-book, relying more, some say, on the letter of the law to make decisions rather than to exercise judgment or show any genuine leadership. This once led him to quarrel with a privateer who'd been arrested upon entering port for having plundered a ship only two days prior, not knowing peace had been signed the week before due to being at sea. The trial was an endless argument, with most townsfolk siding with the should-be-innocent captain, who had technically not been given new orders. The trial ended with a passing of sentence, and the privateer flew into an unbridled rage, giving Phillips a grave wound, and a lot to think about—not any greater wisdom about judgment versus the law, but rather a deep distrust for all sailors, pirate or otherwise. Still, his relying on the laws works both ways, as he will back any argument which is also backed by the law, even if he does not personally like it.

Harold Goldenburr

Class & Level: English Merchant (5)
Ability Scores: B3, A1, E3, G3, W9, I8, C7, L2
Defense Score: 5
Survival: 3
Attack Rolls: Brawling +1 / pistol
Base Damage: 1 / 6
Morale: 2
Movement Rate: 100'
Treasure: +0

Harold Goldenburr was a merchant captain and a very successful one. His last venture was not to any sea, but into the waters of London politics, so he could ease the passage of many friends. It was his wealth which was his vessel there, and it was his business savvy which charted the course. Being overwhelmingly successful there, he chose to stay, taking up a new career in courts, amassing greater wealth (and power) than ever before, while serving to satisfy his need for the sea by sailing about the world as a representative of the king. Acting as an advisor to the king's court, he sails seemingly at random, inspecting his majesty's colonies, imposing taxes, and updating laws as he sees fit. He still is a sailor at heart though, and tends to favor a man of the sea when advising at any governor's court, whose authority he can easily overrule should it be in the best (indeed the most profitable) interests of England and the king.

Harold Goldenburr still practices his more oft-used skills from his days as a merchant captain, so he remains dangerous with pistols (+3) and able to twist the language of most anyone he meets as an uncanny linguist (+4).

Harold Goldenburr keeps a pistol hidden upon his person at all times.

Marquis de Laffiate

Class & Level: French Official (6)
Ability Scores: B2, A1, E3, G4, W8, I7, C6, L3
Defense Score: 5
Survival: 4
Attack Rolls: Rapier +1
Base Damage: 4
Morale: 4
Movement Rate: 110'
Treasure: +2

FACES OF GOVERNMENT



Marquis de Laffiate is so skilled and unique as a governor he has garnered fame even amongst the pirates of the Caribbean. He has served France as the governor of their strongest colonies, instituting the strangest but most effective of laws, such as to welcome pirates in order to strengthen both harbor and local economy and then disperse them ever in unpredictable ways. He never governs in one place longer than ten years, perhaps to keep ahead of his enemies, perhaps to leave problems that his over-spending caused for others, or perhaps because he is an adventurer—and some say a pirate—at heart. This would certainly account for his deceptions, for his most common methods of control involve the betrayal of those who have served him best, indeed to turn many little fish against a few big ones and then pick off the little ones at his leisure. He also dispatches many secret notes and missions, perhaps to hide treasure throughout the world or insure he has many safe havens should he ever need them.

Sebastian McNeal

Class & Level: Irish Priest (4)
Ability Scores: B1, A1, E3, G4, W7, I5, C8, L7
Defense Score: 5
Survival: 4
Attack Rolls: Brawling +0
Base Damage: 0
Morale: 2*
Movement Rate: 120'
Treasure: -2

Sebastian McNeal is a Catholic Priest who is also a firm believer in many legends whose echoes haunt the corners of the Caribbean where he lives. Having traveled to many Missions, he has secretly amassed a vast wealth of rumors and lore, which he reveals only to a very select few, lest he be tried and most likely executed for perceived heresy. In truth, he only wishes to lay claim to the many great treasures of these lost cities whose existence and whereabouts he has heard of—perhaps the only European who has—knowing full well that in their recovery many of the heathen natives will meet an unpleasant end. Thus does he impart these rumors to pirates, who would surely not tell anyone else but can also be trusted to return to him lest they risk having nobody able to free them of the curses which accompany the mysterious artifacts...

Viscount Kingsley

Class & Level: English Official (3)
Ability Scores: B2, A1, E3, G4, W8, I7, C6, L3
Defense Score: 5
Survival: 4
Attack Rolls: Rapier +4
Base Damage: 7
Morale: 4
Movement Rate: 110'
Treasure: +0

Viscount Kingsley is a tall, cadaverous man, a pale and ghastly man so death-like he seems like a walking corpse. He is aware of this and cultivates this look by wearing nothing but black, white, and shades of gray. Indeed, he enjoys the power of his office but equally delights in the fear he evokes in all who must answer to him, fear which is easily enhanced by his theatricality. Many pirates sing a song about this cruel judge, usually echoed if one is on this judge's gallows or has a mate who is doomed to them, for it is a song believed to have some mystical means of saving a soul if sentenced by this demon of a man. These words of ill omen are provided below and on Handout 2.

*A crueler man there never breathed
He stains with blood the bloody seas
His shadow's darker than the deck
When reef has slain a moonless wreck*

*A colder man there never lay
With slut or choir each Sunday
His voice is colder than the bell
Of Charon's frigate bound for Hell*

*A wicked man, a devil's man
Escape his gallows if you can*

Viscount Kingsley is a trained fencer, as good as a master and never beaten with rapiers (+4), but he only duels when backed into a political corner, preferring to use his skills in politics (+2) as well as torture (+3) to remain in control (or at least in perceived control) of any situation.

Viscount Kingsley always has two things with him: A rapier and a box of the finest snuff. While he is never seen without a crucifix hanging around his neck, he seldom wears it in private, having no real belief in such superstition.

FACES OF GOVERNMENT

DAUGHTERS: Most governors, it seems, have a stay-at-home daughter. There are far more women of such class and distinction than one would guess, so the saying “Going to visit the gov’s daughter?” is not much of an exaggeration, even if asked of a pirate in every port. The truth of it is that when a governor has a son, he is almost always sent into military service and has probably run afoul of the pirate party already, even if they don’t know (or remember) him. But daughters, they stay with their fathers, seeking either a noble suitor or some very charismatic rascal to sweep them off their feet. Of those such damsels detailed here, no last names are given so they can be the daughters of any official.

Condition Of The Woman

Roll	The woman is . . .
12	Secretly likes pirates; can mean anything
10-11	Seeks adventure; +1 to all rolls with her
8-9	Naive; +1 to Charisma Checks with her
6-7	Seeks a suitor; rank must equal her Level
4-5	Contemptuous; -1 to all rolls with her
2-3	Snooty; -3 to Charisma Checks with her
1	Hates pirates; -2 to all rolls with her

Diane

Class & Level: British Official (3)
Ability Scores: B3, A5, E5, G4, W8, I7, C6, L3
Defense Score: 7
Survival: 4
Attack Rolls: Longsword +1
Base Damage: 6
Morale: 4
Movement Rate: 120’
Treasure: +0

Diane is a busty, worldly wench who disguises her love of pirates in the aristocratic life in which she was raised. Yet she secretly trains with smiths and skulks down to tavernes to learn the tales and ways of the world. She could be easily tempted to run off with a pirate, yet just as easily she could remember her world and betray her crew. She has certainly teased men with promises of love only to deny them at the last.

Diane keeps a longsword nearby at all times, ever disguised in purpose, such as a mantlepiece or the ceremonial decoration of her carriage.

Elizabeth

Class & Level: British Official (0)
Ability Scores: B2, A4, E3, G4, W8, I7, C10, L3
Defense Score: 6
Survival: 4
Attack Rolls: Rapier +1
Base Damage: 4
Morale: 4
Movement Rate: 110’
Treasure: +1

Elizabeth is a young beauty full of naiveté, an angel of a girl on the verge of womanhood. Many men who have met this flower have described her, and while only a child they all sung of the woman she will become. The commonalities of all of these songs have formed a favored verse in the tavernes of her colony, provided below and on Handout 3.

*Elizabeth, the devil say,
 Say you’re the answer to my prayers
 Oh, child of the golden hair
 Elizabeth, the angel come,
 Come home to me my love to be
 Oh, share your life and charm with me*

Rosalyn

Class & Level: British Official (1)
Ability Scores: B2, A4, E3, G4, W8, I7, C6, L3
Defense Score: 6
Survival: 4
Attack Rolls: Rapier +1
Base Damage: 4
Morale: 4
Movement Rate: 110’
Treasure: +1

Rosalyn is a beauty befitting her name—curly scarlet hair, rosy cheeks and lush red lips. She has been sought by many a suitor, both gentleman and pirate alike, but her heart holds out for a man that is both, a privateer whose loyalty is to his country rather than his crew, a man whom fate has outcast but has managed to defy the odds without sacrifice of soul or honor. Given that gentlemen are born of silver and pirates are without loyalty, she relishes teasing them both, pretending to be interested, only to get them to fight and then refuse them all.

SLAVES AND NATIVES

Savages. Black men. Red men. Men not of this or any other world. These are the both the bane and the servants of the pirate world. Yet for as simple as they seem, as much alike as they appear, they are all vastly different people of grand civilizations, not just ruins, but undreamt-of worlds which are as much a puzzle to pirates as the 'savage' people themselves. A pirate's wits, skills, savvy and luck shall all be challenged in any world of natives.

TRIBESMEN: The most common natives are all those who compose a 'tribe'. While these may also be clans, houses or even imperial dynasties, in the eyes of pirates, they're all still 'tribes'. However, a man is a man, with desires and emotions, whether he is a primate or a prince, and so these tribesmen can be far more diverse than expected.

Condition Of The Tribesman

Roll	The savages . . .
11-12	Are diseased by Europeans; -2 to Survival
8-10	Fear firearms; Morale Check when used
7	Are insane; +3/-3 to every other roll
4-6	Hate Europeans; +1 to rolls against them
2-3	Have recovered firearms as main weapons
1	Are strengthened by drugs; +2 to Survival

Carachunga

Class & Level: Cannibal (5)
Ability Scores: B2, A6, E5, G2, W1, I6, C1, L1
Defense Score: 7
Survival: 2
Attack Rolls: Spear +2
Base Damage: 4
Morale: 8
Movement Rate: 130'
Treasure: -4

Carachunga is the chief of his village. As fat as cattle, his people see sheer size as strength, and there is no challenging his. He's friendly enough, feeling secure in his soul and slabs of meat, but is also easily angered, especially by those who show any disrespect for his gods.

Carachunga wears a golden ring (he discovered it in his dung after a pirate raid), and seeks truth of its 'mystical powers', so much so he'll believe almost any tale he is told.

Gika

Class & Level: Cannibal (1)
Ability Scores: B2, A6, E5, G5, W1, I6, C1, L1
Defense Score: 7
Survival: 5
Attack Rolls: Dagger +2
Base Damage: 5
Morale: 8
Movement Rate: 130'
Treasure: -4

Gika is only thirteen, and is coming of age at the time the party arrives in his world—he'll thus see the Characters as gods incarnate, and wish to join them on their adventures. However, what he'll not say, because it's common knowledge to all his people and thus he'll not even think to tell of it, is that all gods incarnate only to be consumed, so he'll ever be on the lookout for an opportunity to lead the party into a deathtrap, so he may then be able to cook them and eat them, and then offer all their boiled bones to others as currency.

The son of the chief

Class & Level: Unknown (4)
Ability Scores: B12, A8, E11, G10, W2, I5, C2, L1
Defense Score: 11
Survival: 10
Attack Rolls: Brawling +3
Base Damage: 5
Morale: 10
Movement Rate: 100'
Treasure: +0

The son of the chief will be brought out once any Character requests anything. He has no name, for he was found, and adopted. Thus, he is a giant amongst his people—they stand only 5', but he is nearly 8'. Indeed, upon acceptance of whatever the party asks, the chief will say one among the party must wrestle his son to be granted the request—if the chief's son wins, the party agrees to be boiled in a pot so they can all be eaten. In fact, they'll all have to watch the wrestling match from inside the pot, stripped of their weapons and bound with vines stronger than rope, as the natives have never known the chief's son to lose—the party shall see why when this mountain of a man emerges from the hut or temple behind the king.

SLAVES AND NATIVES

LOONERS: As with known civilization, natives are not without their outcasts. These are the strange of the strange. They are not easily intimidated, being against all odds at all times. Nor is their sanity at any time a certainty.

Condition Of The Stranger

Roll	The outcast . . .
10-12	Has some treasure hidden
8-9	Knows vital secrets of the adventure
7	Always speaks in cryptic ways
6	Likes to sing
5	Believes all who visit him are ghosts
3-4	Doesn't trust anybody or anything
2	Will always plot the party's undoing
1	Is actually a ghost . . .

Angela

Class & Level: Amazon (4)
Ability Scores: B2, A6, E7, G5, W2, I6, C3, L1
Defense Score: 8
Survival: 5
Attack Rolls: Spear +3
Base Damage: 5
Morale: 9
Movement Rate: 150'
Treasure: -3

Angela was named by an Englishman that she saved, but that was only because she was looking for a mate. She kept her name simply as a means of provoking a reaction amongst all outsiders, and thus finds her next target—she challenges all those men of great strength who enter into her domain, relishing in the abuse and the mastering of them, though secretly she hopes to be defeated by one in wrestling, for that individual shall thus become her chosen mate, whether he accepts it or not.

Angela is somewhat knowledgeable in the ways of Europeans and other outsider people, having met a good number of them. She is thus skilled with appraising (+2), religion (+1), and she's also rather an amazing linguist (+3).

Angela carries a 'love potion', but never uses it—she wants to **earn** her mate. However, once he has been determined, if he dismisses her, then she will try to use this magic on him in order to gain what is 'rightfully' hers.

Hunug Yiwo

Class & Level: Malaysian (2)
Ability Scores: B2, A5, E6, G4, W3, I6, C1, L3
Defense Score: 8
Survival: 4
Attack Rolls: Longsword +1 / spear +3
Base Damage: 6 / 6
Morale: 6
Movement Rate: 140'
Treasure: -4

Hunug Yiwo hates everybody! Whenever the day's fortunes are really beleaguering him, he calls to the gods and warns them to intervene, otherwise he'll burn churches and other holy locations until lesser minded followers kill him, and then once in their afterlife he'll make straight for throats of the gods themselves. They usually listen. However, not without twists of fortune only they can understand, and thus not seen by the young Hunug Yiwo. Like his ship—he has a sloop, or what passes for one, moored nearby, a gift of fate (he found it with the crew dead from a long aired-out plague). But the gods told him he could never sail it until he gave them the answer to a riddle. He has had his one and only guess, so he seeks others to answer it for him—to the one who does, he will give both the ship and his service aboard it. The riddle's answer he has come to learn, and thus can confirm when someone has proven them all worthy of sailing it; a 'shark'. The riddle itself is provided below and on Handout 4. Solving this puzzle is worth a total of 45 Experience Points.

*Skeleton cold, but nobody can guess how old
 Ever eating, but never at table seating
 Living death, but hidden from all drawing breath
 Pirate slayer, but never uses sword or prayer*

Hunug Yiwo is a decent navigator (+2) from having spent many years at sea. However, he also has a tendency to skewer luck, something that can be attributed to his strange fighting style, but that he credits to the gods—when fighting on his side, anyone of blood bordering the Pacific (Malaysian, Chinese, etc.) will gain a +1 to their results for all Critical Hits, but suffer a -1 to their results for all Critical Misses.

SLAVES AND NATIVES

MAGICIANS: To native peoples, the spiritual is a matter of import far above the mechanical, unlike the perverse reverse of European civilizations. So it is that, while natives can build dams, furnaces and complex traps, these are seen as no greater or less than shoes and staves, while the one who can talk to the gods in a trance is beyond the normal man in every conceivable way—even if killed by some explosive weapon from another world, in the world beyond this one, the wise one will hold advantage. The proof? Death comes for everyone, except those of greatest wisdom and magic. And so, whether as part of some society, or tribe, or simply alone in a vast jungle, any magician is feared and revered by native peoples, who will warn all others to be of a similar mind should they encounter him.

Condition Of The Magician

Roll	The shaman . . .
10-12	Knows everything the party needs to
8-9	Has a special treasure trapped inside him
6-7	Will die in 1-12 days
2-5	Is insane and his wisdom is meaningless
1	Is a relation of the party's captain

Lord Of The Sun

Class & Level: Aztec (2)
Ability Scores: B3, A3, E6, G6, W1, I7, C1, L1
Defense Score: 7
Survival: 6
Attack Rolls: Spells +5 / spear +1
Base Damage: See description / 3
Morale: 8
Movement Rate: 130'
Treasure: +1

The 'Lord of the Sun' wanders the jungles of New Spain, seeking to spread enlightenment of the sun. He will willingly take up adventure, but is of a mind to hoard golden treasures, since they are to his eyes 'wrought of the sun'. After all, if stars or even rocks fall from the sky, so can pieces of the sun. Should his greed or any other misfortune ever bring him into battle, his spells can be fired at a line of sight range, and when they hit their target, the Base Damage they cause will be equal to the difference of the victim's Wits and 13. Thus, the wiser one is, the less harm 'the light' can do him.

Mancapaco

Class & Level: Inca (1)
Ability Scores: B2, A8, E4, G5, W2, I5, C2, L1
Defense Score: 7
Survival: 5
Attack Rolls: Spear +8
Base Damage: 10
Morale: 6
Movement Rate: 120'
Treasure: +3

Mancapaco was displaced from his people by the Conquistadors, and has since eked out a rather meager existence on the shores of a lake close to the Gulf of Mexico. He believes it is no less than his fate to meet the 'heirs of the evil gods', whom he believes thus will be good, as day is to night, and he will seek to journey with them until he has reclaimed enough treasure from his own or other empires to return and restore his temple—the gold isn't to pay labor, for that is not part of the ways of his people, but rather there must be enough in gold to placate the gods. Hence all the more cause he will have to believe pirates to be gods, since it is their way to covet gold.

Mancapaco's spear is not of this world. It's of the spear and not himself that his skill and power in battle is derived, as it will be for anyone whom claims it—a +7 bonus to Attack and Damage—the cost of which is dear. For the moment any mortal takes the spear without being injured by it, he has to choose a 'power to wield'. These powers are all listed on Handout 5. Depending on one's choice, a trial will be issued by the spear, as detailed below. Provided one passes the trial, the spear will be his to wield forever after with its +7 strength.

Jaws of the jungle means the spear's power is to remain dormant until the would-be wielder goes into the jungle alone and, nude with no weapons, kills a great cat (puma, tiger, etc). Only once he's accomplished this will the spear's power return.

Teeth of the tiger conjures a spectral tiger that chews the wielder, causing him agony and ripping his flesh and soul alike. He must kill someone by the spear to end the torment. Each Round after the first that he fails to do so, he will suffer an injury himself, that of Base Damage 10 (armor does not protect one against this spectral savagery). If he is ever 'killed', and survives (by Defeat Roll or any

SLAVES AND NATIVES

other way), the specter will disappear, the trial thus a draw, though he can always try again.

Bane of the blood conjures a doppelganger of the wielder, a ghostly reflection of him that is his statistical equal in every way. And it wants to kill its counterpart, who is the only one who can hurt it, and visa-versa. Whichever wins gains the spear's power, and if it's the doppelganger, it shall use the spear to try and kill everyone else!

Blood of the beast will hear a voice command one to use the spear and impale the ground. Upon doing so, blood will issue forth, which if tasted, it will switch the drinker's actual mind with whoever last attempted to win the spear (if this is the first attempt, he wins the spear automatically). Now in a different body, he must kill his old one, and will have only 1-12 Rounds to do so. If he succeeds, his true body will revive, both minds will switch back, and he will have passed this trial. However, if he fails, he will remain trapped within this other body forever (unless the next person to try for the spear chooses this same trial, and succeeds).

Fire of the feast conjures a spirit composed of fire, wielding a replica of the spear which burns at its tip with blue flames. It will instruct the would-be wielder that he must cook something using the spear's fire—lighting a stick by it to then set unto kindling—food which so cooked will be poisonous, of Level 3. However, he can choose for it to be even stronger, and each additional poison Level (to a maximum of 6) is the additional strength to the spear should he succeed (thus a maximum +10 to its supernatural power). Avoiding being effected by the poison is to pass this trial.

Revel of the devil conjures a devilish creature, a succubus who the would-be wielder must satiate. He has his choice of methods, which ultimately is a choice of three Ability Scores; Brawn, Agility, or Endurance. However, whichever method one picks the succubus will drain from him, drawing his very essence (of that Ability) into the spear itself, so it can then feel it forever (mortals tire eventually, so it seeks no pleasure from a mere fleshen form). To gain the spear one must satisfy the succubus with one of his other two Abilities, and if he does this, then he can also attempt to regain his lost essence with the Ability not yet used. If he fails to regain that, his withdrawn Ability Score will drop by -3.

Puma Raa

Class & Level: Cannibal (5)
Ability Scores: B2, A6, E5, G5, W1, I6, C1, L1
Defense Score: 7
Survival: 5
Attack Rolls: Spear +2
Base Damage: 4
Morale: 8
Movement Rate: 130'
Treasure: -4

Puma Raa wears the bones of humans like an armor, but his clothes are all created from the fur pelts of great cats. As a witch-doctor whose very appearance and gurgling voice can unnerve even an insane pirate, he has little interest in mortal affairs. Should he join with or even help pirates, it would be simply to search for strange artifacts. His offer to any such party would be to boil a magical stew to quicken them. Those who taste of it will surely be affected by its powers, depending on who they are, indeed depending on their Character Class. No matter one's blood or soul though, this magic can only affect each Character once.

Buccaneers will increase their Endurance Score by +1 (to a maximum of 12).

Coasta guarda will have all their carried coins turn into pieces of eight.

Gentlemen will increase their Charisma Score by +1 (to a maximum of 9).

Huguenots will gain three total re-rolls to use only for Defeat Rolls.

Madmen will increase their Luck Score by +1 (to a maximum of 11).

Musketeers will find that for one year, every sword they hold will glow.

Priests will increase their Charisma Score by +1 (to a maximum of 11).

Rogues will gain magic to turn invisible three times, becoming visible when they move.

Sailors will increase an Ability Score of their choice (to a maximum of 12).

Scourges will forever earn double Experience Points when they kill anyone of Spanish blood.

Sea Hawks will increase their Agility Score by +1 (to a maximum of 12).

Swashbucklers will forever be remembered for double Promotion Points for defeating any Spanish.

SPIRITS OF ANIMALS

Arrr, ya think all animals just be there ta offer ya meat an' service, do ye? Well, think again, matey! There are beasts that make as deadly an' enemy as any Royal officer I tell ya true. There be spirits o' Hell worth fearin' in them beasts, mark me words!

PIRATE PETS: Many a pirate acquires himself a pet or mascot of some sort, usually trained to do simple (but all the same cunning and useful) tasks. Parrots and monkeys are the most common of all, but there are other pets to be found aboard ship as well. In any case, they may be trained to do more than just talk, and it wouldn't be the first time an unwary pirate thought a monkey with a pistol was just good for a laugh.

Condition Of The Pet

Roll	The little animal is...
11-12	Friendly; +2 to rolls dealing with it
10	Asleep; +2 to first Initiative against it
8-9	Hungry; +1 to rolls dealing with it if fed
6-7	Confused; obeys nobody for 1-6 Rounds
4-5	Hungry; +1 to Attack Rolls
2-3	Cautious; -1 to rolls dealing with it
1	Rabid; +2 to Attack Rolls

Captain Morgan

Class & Level: Bulldog (6)
Defense Score: 5
Survival: 4
Attack Rolls: Claws / bite +2
Base Damage: 3 / 2
Movement Rate: 140'

Captain Morgan is a black bulldog with brown spots, who looks more like a bat in the face than he does a dog. Like a fuzzy shark, he's a handful. Once a bite attack is successfully made, he will continue to inflict a new Damage Variable (but not Base) each Round to the same individual, without needing to make a new Attack Roll.

Captain Morgan is trained in all the following tricks; 'retrieve items', 'play dead', 'attack', and to 'respond to his own name'. However, he will only obey these commands from one who looks like his original master, who is either British or Italian and rather ragged looking. Winning him over to do any command otherwise requires a Charisma Check.

Captain Silver

Class & Level: Parrot (3)
Defense Score: 6
Survival: -2
Attack Rolls: Bite +1
Base Damage: 0
Movement Rate: 150'

Captain Silver is a red and golden parrot from the Caribbean. Given how long these birds survive, his age is impossible to know, and thus so is his original owners or where and how he learned his rather cunning tricks.

Captain Silver is trained in 'very basic speech' as well as 'responding to his own name', but has also been well trained to remember and recite code for his captain. Fools think the bird is just rattling off things like passwords or combinations to locks in the cabin, but more often than not they are the carefully prepared codes to alarm those who are in earshot exactly what's going on, much like a spy's tongue. This 'dumb bird' is also very well trained to stay on its perch unless threatened, for when it flies away, it releases the pressure-rig the stand is, causing a keg of explosives to go off underneath the floor 1 Round later

Captain Silver lost a foot and wears a golden claw instead, better to grip his booby-trapped perch with but also worth 50 gold.

Vincent

Class & Level: Monkey (2)
Defense Score: 13
Survival: 13
Attack Rolls: Claws / bite +2
Base Damage: 3 / 2
Movement Rate: 130'

Vincent is a monkey who has somehow been afflicted with vampirism. However, as he is not a human, it is not full undeath, so he is both able to be killed (if one can manage to hit his scurrying little butt), but he can also endure sunlight fine. It is pointless to teach this monkey tricks, since he is of such cunning and independence that he'll only listen to someone who is also cursed and is able to guess his name, then he has intelligence enough to understand speech.

SPIRITS OF ANIMALS

BEASTS OF BURDEN: Not all animals one is just going to buy and tack a harness onto. Some have different ideas about their life. Such animals any sober merchantile is likely not going to inform the potential new owner of either, since he likely as not wants to be rid of the beast and make sale.

Condition Of The Beast

Roll	The laboring animal is...
10-12	Friendly; +1 to rolls dealing with it
7-9	Spirited; +1 to all rolls
5-6	Stubborn; Charisma Check for a command
3-4	Fat; -30' to Movement Rate
2	Lame; -1 to all rolls
1	Mad; Never obeys commands

Blunderbuss

Class & Level: Horse (4)
Defense Score: 3
Survival: 4
Attack Rolls: Hooves
Base Damage: 3
Movement Rate: 200'

Blunderbuss is a mad horse who requires one to make a Brawn Check to hold on to each Round during battle lest he be bucked off. However, this same aggression is worse for the enemies of both horse and rider, as these hooves gain +1 to results for determining his Critical Hits and Misses alike.

Sir Charles

Class & Level: Camel (2)
Defense Score: 2
Survival: 3
Attack Rolls: Hooves or bite
Base Damage: 2 / 2
Movement Rate: 220' (in deserts) / 200' (elsewhere)

Sir Charles is a strange camel with a taste for rum. In fact, he will drink nothing else, preferring it to water. Only if there is a clear-cut need for survival will this gluttonous camel relent and store water in his humps instead. However, when he has his normal need for rum sated, this camel will be willing to follow any command he can understand, and carry double his burden, numbed to the weight and pain both while carrying people and resting his weary body afterwards.

WILD ANIMALS: Most animals met in a jungle or other dangerous place are going to attack, that's all but certain. However, a few will attack with an arsenal of more than claws and jaws. And that is not even taking into account the condition one may be in when adventurers stumble upon it...

Condition Of The Animal

Roll	The wild animal is...
12	Friendly; +1 to rolls dealing with it
11	Asleep; +1 to first Initiative against it
9-10	Hungry; +1 to rolls dealing with it if fed
4-8	Hungry; +1 to Attack Rolls
2-3	Cautious; -1 to rolls dealing with it
1	Rabid; +3 to Attack Rolls

The Great Judge

Class & Level: Jaguar (3)
Defense Score: 10
Survival: 10
Attack Rolls: Bite / 2 claws
Base Damage: 8 / 5
Movement Rate: 300' (on land) / 240' (in trees)

'The Great Judge' roams the jungles near the port of Belize. Locals name him so because he is seemingly selective about those he kills—all others just flee. Gaining +4 to his first Initiative Roll due to pouncing from above, many risk this 'judgment' because legend also says this cat has a bejeweled, magical ring caught in its teeth that no amount of manslaughter has ever been able to shake loose.

Old Bill

Class & Level: Great white shark (4)
Defense Score: 10
Survival: 11
Attack Rolls: Bite +1
Base Damage: 7
Movement Rate: 60' (in water)

Old Bill is the 'affectionate' name given as a half-mad means of denial by all those whom it has only maimed rather than eaten. For it roams a bay where a treasure chest was sunken, in shallow and thus tempting waters. Those who survived its jaws are either so injured or frightened of the sea they stay in that harbor, referring to the shark that took their livelihood with feigned respect.

PIRATES AND PRIVATEERS

Arrr! Ye be ready ta sail with salty ol' pirates, eh? Sure yer've come ta the proper place, says I.

Crewmen: While most pirate crews comprise a motley band of faceless red shirts, there are some who stand out amongst the nameless ranks, making sure the rest of the crew, their captain, and all the world know their name.

Condition Of The Crewman

Roll	The pirate crewman is . . .
12	Wealthy; +1 to Pilfering Checks against
11	Beat up; -1 penalty worth of wounds
10	Ill; -1 to all rolls
9	Drunk; -1 to all rolls
8	Fleeing from the law; willing ally
5-7	Normal
4	Suspicious; +1 to first Initiative Roll
3	Cunning; Pilfering Check VS random PC
2	Religious binge; Charisma Check or fight
1	Highly experienced; +1 to all his rolls

Bethane Blood

Class & Level: English Piratess (3)
Ability Scores: B2, A7, E5, G6, W3, I6, C4, L2
Defense Score: 12
Survival: 6
Attack Rolls: Longsword +5 / pistol at +1
Base Damage: 10 / 7
Morale: 10
Movement Rate: 130'
Treasure: -1

Bethane Blood was born to a loving family in Bristol. By the time she was of fifteen years, they had overcome all adversity to become wealthy, so they decided to move to the New World. However, upon entering the Caribbean, their ship was taken by Spanish renegades. Only Bethane was allowed to live, and then only to be the pleasure-prisoner of the captain. That night, she killed him and leapt off the ship, to be lost in the sea of darkness. As fate would have it, she was picked up by French pirates leaving port (and thus already sated in their lust, or as she believes a new crew, traded out for the kind of men who do not prefer women), and she was rescued. Brazen and beautiful, she quickly became an accomplished pirate herself, killing the

Spanish wherever she finds them. She earned the nickname 'blood' because she attacked so much as a butcher that she would be completely soaked in the crimson-red at battle's end.

Bethane Blood has grown into a most buxom woman, giving her a bonus of +1 to her Defense Score against all male enemies (except those who are of a different persuasion . . .). She is also well versed in French (+2) and Spanish (+1), the latter of which she primarily uses to insult them.

Bethane Blood wields a longsword that has so many souls to its name that it has become cursed, giving her a bonus of +2 to both her Critical Hit results and Defense Score.

Billy 'Cannon' Balls

Class & Level: English Crewman (3)
Ability Scores: B6, A5, E5, G6, W3, I6, C1, L3
Defense Score: 8
Survival: 6
Attack Rolls: Chain-shot +2 / pistol +1
Base Damage: 5 / 7
Morale: 9
Movement Rate: 90'
Treasure: -2

Billy Balls, the 'cannon' as his shipmates all know him, is a boisterous, bloated man who prides himself on being fearless. Though he's never had a tale told to the contrary by the ladies in port, he's nonetheless seen as 'compensating' with his choice of both name and weapon, and woe to whoever is so foolish as to voice this opinion. Compensation or not, he definitely is never one to back down or walk away from any confrontation. Indeed, he goes out of his way to find them (or make them).

Billy Balls is as good as his name, reckless as well as dangerous, suffering -1 to his personal rolls for Initiative (when he is alone), but at the same time gaining +1 to all his Attack Rolls. He is also a skilled gunner (+3).

Billy Balls carries the usual pirate pistol, but instead of a sword, he wields a cannon chain-shot (two fist-sized iron balls connected by a 2' chain). With this weapon he chokes people or just bashes them, causing any Critical Hit he lands to result in a bonus of +3 to his side's next Initiative Roll as the enemy is so distracted.

PIRATES AND PRIVATEERS

Dan 'Overboard' Charlester

Class & Level: American Crewman (2)
Ability Scores: B4, A1, E3, G2, W5, I5, C5, L7
Defense Score: 6
Survival: 2
Attack Rolls: Musket +2
Base Damage: 9
Morale: 10
Movement Rate: 100'
Treasure: +2

Dan Charlester has been known as 'overboard' by his shipmates ever since he went flying off the side of the ship in a gale, due to his being rather lazy, overweight, and cocky. Fortunately he landed on a reef, and though he broke some ribs, he was able to be rescued and limp on through the rest of the venture. When the pirates put into port, he was going to be voted out, except that he learned that he was heir to a considerable sum of money, and through reprovisioning the ship at his expense the pirates allowed him to stay on. He remains a very bloated, very egotistical man with a limp, but one who pays for many things.

Dan Charlester is rather wealthy, keeping 3000 gold hidden aboard whatever ship he is on in case of any emergency need.

Don 'Dragonsborn' Diego

Class & Level: Spanish Crewman (6)
Ability Scores: B6, A5, E5, G6, W3, I6, C1, L3
Defense Score: 8
Survival: 7
Attack Rolls: Cutlass +5 / pistol +1
Base Damage: 12 / 7
Morale: 9
Movement Rate: 90'
Treasure: -2

Don Diego, also called 'dragonsborn', claims a heritage both blessed and cursed, one of his blood born of a rape by no less than 'El Drake' himself, Sir Francis Drake, scourge of the Spanish and their empire in the New World. Yet despite having any resentment for his past, he merely uses it. "We're all born of the devil, the God who feigns love and deals out suffering, so what does it matter whose blood of which I'm born?" This he has said to his

shipmates more than once, as if quoting some old Bible nobody has ever read. He also compares his parentage and flesh with the taking of a prize ship: "Whoever this hulk was built for it's ours now!" Yet his heritage unnerves many, so he lets it work to his advantage, either to garner sympathy from a governor or to mask a moment of rage among his mates. In his heart, though, he is a dragon indeed, a bloodthirsty beast far wiser than he seems, with no mercy of regret for his past.

Don Diego is well learned in religion (+2) as well as politics (+2).

Honn

Class & Level: Creole Crewman (4)
Ability Scores: B10, A5, E5, G6, W3, I6, C1, L3
Defense Score: 9
Survival: 6
Attack Rolls: Cutlass +4 / pistol +1
Base Damage: 13 / 7
Morale: 9
Movement Rate: 90'
Treasure: -2

Honn is a mountain of a man, with Caribbean Creole-blood and a buccaneer's hell-fury fueling the fires in his heart. Yet like the volcano, he remains calm most of the time, exploding in battle or when mystical things are disrespected. For he is not of a religion most of his shipmates understand or even feel comfortable with, but none dare challenge him or his heretical beliefs in the shadows of jungles. Honn remains nice enough as long as one remains friendly or indifferent to him, but those who dare challenge him end up as his food—he is indeed a cannibal, amongst other strange things.

Honn is skilled in brawling (+2), but is much more accomplished in mystical ways that fighting, as he is skilled in religion (+3) and gains +1 to cast and resist his ritual magic (Table 108), which he is not shy about using.

Honn wields a cutlass whose hilt and handle are carved from the single bone of a strange beast of the jungle, giving him +1 to both his rolls to cast ritual magic (for a total of +2) as well as to the results of his Critical Hits. Around his tree-like neck he wears beads which give him the ability to make Slow Death rolls like a Player Character (if a PC wore them, they'd give him +1 to his own).

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Jack Rapier

Class & Level: Welsh Crewman (3)
Ability Scores: B3, A5, E8, G6, W5, I6, C1, L10
Defense Score: 10
Survival: 6
Attack Rolls: Rapier +4 / pistol +1
Base Damage: 7 / 7
Morale: 9
Movement Rate: 110'
Treasure: -2

Jack Rapier was a petty streetwalker, not even worthy of any pirate crew, robbing drunks and the occasional stray aristocrat until one fateful night he killed the governor's escort. Rather than the normal punishment for murder—hanging—this young man was subjected to torture. It broke him . . . or did it? Before he finally died, pirates attacked the town, allowing him to escape, but by this time he was a raving madman. Since then he has never ceased to smile, he delights in pain, thrives on misery, and most of all seems incredibly lucky.

Jack Rapier is cunning, with many a trick up his ragged sleeve, including skill with disguise (+3) and the 'arts' of torture (+4).

Jack Rapier keeps several grenades on him at all times, as well as a spyglass.

Janette Saint-Mary

Class & Level: English Piratess (2)
Ability Scores: B2, A7, E5, G6, W3, I6, C4, L2
Defense Score: 9
Survival: 6
Attack Rolls: Longsword +4 / pistol at +1
Base Damage: 9 / 7
Morale: 10
Movement Rate: 130'
Treasure: -1

Janette Saint-Mary tells nobody about her past. As far as she's concerned, her life began only two years ago in Madagascar. There she took the name of a small island (St. Mary's), and left her old life behind forever. She is headstrong and never one to look back—she has no regrets, and little patience. The next prize, the next port of call, the next man to kill, the next curse to tempt—this is life, rather than the past as most people prefer to think.

Juan Sanverros

Class & Level: Spanish Crewman (5)
Ability Scores: B6, A5, E5, G6, W3, I6, C1, L3
Defense Score: 8
Survival: 7
Attack Rolls: Cutlass +4 / pistol +1
Base Damage: 11 / 7
Morale: 9
Movement Rate: 90'
Treasure: -2

Juan Sanverros is an older pirate, his age well hidden by his darker skin, but he's 'seen it all and done it all', as the saying goes. He tries to impart his worldly wisdom (and wariness) upon his fellow shipmates, both to help them and himself, the latter like a crutch. Yet despite his world-wariness, he is as spirited as ever—he may warn against taking a cursed treasure, but once the crew ignores him, he will be right in there with them, scooping up evil gold, soaking in it seems the youthful optimism as much as any gold or magic.

Juan Sanverros has traveled so much that he's acquired many skills; he is a talented linguist (+2), a doctor's equal with medicine (+3), religion (+1), lockpicking (+2) and he's much faster than his age would suggest at the art of pilfering (+3).

Minn 'Goldrunner'

Class & Level: Chinese Crewman (2)
Ability Scores: B4, A6, E5, G5, W4, I5, C1, L2
Defense Score: 7
Survival: 5
Attack Rolls: Cutlass +1
Base Damage: 8
Morale: 10
Movement Rate: 110'
Treasure: -2

Minn, the 'goldrunner' as he is known, comes from Singapore, a 'second China' as he refers to it and wholly believes he will own it one day, where he can 'remake China as it should be'. Strangely, he loves his native land, despite its flaws. He is in most ways a paradox, and some guess this is by a cunning design, a performance to keep his enemies guessing. Whatever the truth, he remains a wholly unpredictable shipmate and enemy alike.

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Richard Willis

Class & Level: English Crewman (1)
Ability Scores: B6, A5, E5, G9, W3, I6, C1, L3
Defense Score: 8
Survival: 9
Attack Rolls: Cutlass +0 / pistol +1
Base Damage: 7 / 7
Morale: 9
Movement Rate: 90'
Treasure: -2

Richard Willis is a rough buccaneer, seeing all the world as his personal plundering ground. Those who get in his way he just cuts down. While for all intents and purposes he seems a normal pirate, he has a reputation for surviving the worst of his battles. He has a gnarled face like the side of the most badly damaged ship, and his eye-patch looks more like a gunport. He suffers -1 to his Initiative Rolls when alone, but in such do-or-die situations he also gains +1 to his Attack Rolls.

Scabby Breast

Class & Level: French Piratess (3)
Ability Scores: B4, A7, E5, G4, W5, I6, C2, L2
Defense Score: 11
Survival: 8
Attack Rolls: Longsword +5 / pistol at +1
Base Damage: 10 / 7
Morale: 10
Movement Rate: 70'
Treasure: -1

Scabby Breast is the only name this 'woman' will respond to. Always speaking of a fortune she has hidden beneath the 'Crusty Toe Taverne', she cannot remember what city it is in due to a head wound. None of her shipmates have ever heard of it either. So she sails far and wide, asking in each and every port for this taverne. And of course, the question of her scars is always one for a tale—to ask is to be shown them, which are quite hideous, forcing a man to make an Endurance Check or he will vomit, during which time she will attack him, the first Round giving her a free Initiative as well as a +3 to her Attack Roll and Damage alike. If a ship's rules prohibit fighting (as most do) and this fight is broken this up, she will harbor a grudge, to be settled later, such as during a large battle.

Scabby Breast has a few skills beyond swords and skullduggery, being quite good at disguise (+3) and an accomplished navigator (+2).

Scabby Breast keeps 5 single-barreled pistols on her person at all times, with only 2 visible and the other 3 hidden by her heavy garments, fat, and scraps of armor hanging from her Spanish plate. In a 'coin purse' she keeps a grenade.

Teague's Garrote

Class & Level: English Crewman (5)
Ability Scores: B4, A5, E5, G6, W8, I6, C1, L6
Defense Score: 9
Survival: 6
Attack Rolls: Rapier +5 / pistol +1 / noose +3
Base Damage: 9 / 7 / 4
Morale: 9
Movement Rate: 100'
Treasure: -2

Teague's Garrote is the name of this man who once served under the infamous 'Teague', and was his shipboard executioner. However, eventually the infamous Teague met his own executioner, and his crew were scattered to the winds, except this one. He went on to continue his captain's work, telling any who would listen he could hear his captain's ghost still giving him instructions. While most men shuddered to think what hellish slavery Teague had to bestow upon his crew to evoke such fear even after his death, they feared his living servant well enough to believe him, or at least claim to believe him. In any battle, his shipmates give him a wide berth, fearing what 'the spirit captain' might order him to do in spite of living sense, such as killing his own. Such as it is, he is always given solitary duties in any battle, such as disabling the enemy's rudder, searching for prisoners, and the like.

Teague is well learned in religion (+2) and he is a master shipwright (+3), but his greatest skill is in history, which allows him the chance to make a Wits Check to discern the history of any treasure he can examine with his own hands.

Teague has a special weapon, a barbed noose, which if it lands a Critical Hit shall always have the same effect—choking, the victim thus required to make an Endurance Check during each Round thereafter, with success granting him freedom, but failure causing him another automatic hit.

PIRATES AND PRIVATEERS

Officers: Amongst pirates, officers are truly an exceptional lot, chosen for their ability (unlike the Royal Navy, where offices are more often given as favors or through politicking). As a result, officers of pirate ships are quite dangerous individuals. Yet for all their exceptional skill and strength, they are also exceptional at being unpredictable—while most crew are cowardly or bloodthirsty at an appropriate time, officers being masters or makers of their fate are seldom to be accurately gauged by lesser men.

Condition Of The Officer

Roll	The pirate officer is . . .
12	Wealthy; +1 to Pilfering Checks against
10-11	Battleweary; -1 penalty worth of wounds
8	Sleepless; -1 to his Intuition Checks
7	Normal
5-6	Suspicious; +1 to first Initiative Roll
3-4	Angry; +1 to all his Attack Rolls
1-2	Highly experienced; +1 to all his rolls

Butch McKinley

Class & Level: Australian Quartermaster (3)
Ability Scores: B8, A5, E6, G8, W4, I6, C2, L3
Defense Score: 12
Survival: 8
Attack Rolls: Cutlass +4 / brawling +3
Base Damage: 12 / 4
Morale: 9
Movement Rate: 100'
Treasure: -2

Butch McKinley was a respected prison-captain for the English, taking condemned rebels and other outlaws to the colony prisons of New Hollandia. It was only a matter of time, however, before he was to realize he could make far more money enslaving his very employers. And, being so far from Europe they would be hard-pressed to capture him. So his plan was set, with everything accounted for but the stupidity of his men—they did not realize the gold to be made, and betrayed him to the authorities. It was a cruel fate, to be hanged for piracy after but a single day of it. Such was his legacy to be, but for the pride of his only child. Twenty years later, he took his father's name and launched a career of piracy undreamt of by his family's murderers. It's often said half-jokingly in court that had they only

turned a blind-eye to one pirate they may not have lost a hundredfold more in terms of gold and men to his demon son. It is a story that provokes a lot of debate amongst naval officers who see the law and wisest course in terms of black and white, an unpleasant truth to the Admiralty that McKinley is himself very proud of.

Elizabeth Barnett

Class & Level: English Piratess (4)
Ability Scores: B3, A7, E5, G8, W8, I6, C8, L4
Defense Score: 12
Survival: 8
Attack Rolls: Longsword +6 / pistol at +1
Base Damage: 11 / 7
Morale: 10
Movement Rate: 130'
Treasure: -1

Elizabeth Barnett was a talented young actress in the Americas torn between her love of the stage and of a man. Her fiancée was a respectable man, but her heart was ever wandering far across the seas. When a friend turned to piracy, and invited her to join him, she declined at first, but soon the spirit of the wayfarer bested her and she donned a red-feathered hat and thus went to out sea on the account. She used not only her beauty, but also a wide range of skills buccaneers were unaware even existed, such as acting and playing upon emotions, to survive many an otherwise fatal imprisonment. It was after only two years of this that she was the captain of a small vessel. This she traded to join a larger fleet, becoming quartermaster, and has been in that station ever since. She loves the sea and is as strong inside as she is beautiful outside—angelic and untouched by the weather of the world or war, and going where her heart leads her.

Elizabeth Barnett is skilled with disguise (+4) and religion (+2), having spent so many years in a church, albeit working more than praying. She also is a skilled actress, able to convince any NPC she is telling the truth with a Charisma Check, despite overwhelming evidence to the contrary.

Elizabeth Barnett carries a spyglass in her belt, a dagger in her boot and a purse of fool's gold in clear view hanging from her sash, with all her real coins kept in secret pockets.

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Mr. Brock

Class & Level: English Quartermaster (6)
Ability Scores: B10, A5, E8, G11, W4, I6, C4, L3
Defense Score: 16
Survival: 11
Attack Rolls: Cutlass +7 / brawling +3
Base Damage: 17 / 6
Morale: 10
Movement Rate: 100'
Treasure: -2

Mr. Brock is a tall, bald man with tattoos up and down his face and arms. He could easily be a captain, but doesn't care for the decisions involved in charts, navigation and the like—he'd rather just run roughshod over the deckhands, and be the first to enter every battle, savoring that sweet smell that only chaos and cannonade can offer. Those serving under him respect him with a song, which is most often sung to the beat of the drum when riding up on an enemy they are about to board. These lyrics are provided below and on Handout 6.

*Thunder, thunder, it comes, it comes
 Beware, beware, the roll of drums
 The sky is splitting just for you
 Bring on one or a hundred crew
 You'll hear the thunder of our drums
 And say your prayers with bloody gums*

*Captain, captain, he sweats, he sweats
 The enemy, we're in his nets
 But fear we not for thunder rolls
 And waits on deck to take its tolls
 On e'ry lad who ain't dead yet
 Caught in their own barbed iron net*

*The sea, the sea, it churns with blood
 Smell it, smell it, the crimson flood
 Spilled by the hand of one alone
 The man of iron skull and bone
 Brock, Brock, and now Heaven's clock
 Strikes and Charon comes to dock*

Mr. Brock is a cunning gambler (+2), an even better shipwright (+3), and perhaps the best gunner ever a captain loosed on an enemy vessel (+4).

Mr. Brock keeps three blunderbuss' underneath the ropes beside his cannon when entering a battle, not one to prefer dying for lack of shooting back.

Sandro Peebles

Class & Level: Spanish Quartermaster (1)
Ability Scores: B8, A5, E6, G8, W6, I6, C4, L3
Defense Score: 10
Survival: 13
Attack Rolls: Cutlass +2 / brawling +3
Base Damage: 10 / 4
Morale: 9
Movement Rate: 70'
Treasure: -2

Sandro Peebles is a short, stout man with the heart of a gentleman . . . and the blood of a pirate. He was born of a union between two pirates and secretly brought to the cradle of a governor's wife who had miscarried that same day, all an elaborate joke and sick revenge by the pirates, whom hated the governor for his hanging many of their friends. So it was that a generation later, the pirates, now old men as well as free men—long having paid a fair amnesty—returned to finally 'win' their grudge of decades past with the governor and his family. Discovering the truth of having a bastard pirate as a child, Governor Peebles killed himself, a fit that granted his enemies more than they ever bargained for—the young Sandro was the heir to all of that family's wealth. However, Sandro did not go into piracy all at once. In fact, he resisted this truth for years, doing his best to be a gentleman, but finally accepting he had no talent with it. Indeed, it was simply not in his blood. So he let God decide. He bought a ship and went out on the account, giving over duties of captaincy to a far more capable man while he remained aboard as quartermaster. Being so truly incapable of handling pirates, he keeps the crew small, and their ventures hardly daring. Yet it is still in his blood to test himself, to truly make of himself something, even if in piracy.

Sandro Peebles was well schooled through his youth in politics (+2), as well as the languages of English (+3) and Dutch (+2).

Sandro Peebles wears the Spanish plate armor and helmet of the legendary Conquistadors, who to him remain heroes. In his mind, if pirates are the unsung heroes of the day rather than thieves and murderers, then those who braved the New World on their own should be held in no less esteem. It is a view all who sign aboard his ship must share.

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CAPTAINS: No man shall be a pirate who has contrivance enough to get elected captain, for to be a captain is to be a pirate, but with a far greater responsibility than all others, and so it is that only the strongest and the most cunning of them survive long enough to give value to their name.

Condition Of The Captain

Roll	The pirate captain is . . .
12	Insane; -1 to all his rolls
10-11	Wealthy; +1 to Pilfering Checks against
9	Drunk; -1 to all rolls
7-8	Normal
5-6	Suspicious; +1 to first Initiative Roll
3-4	Bloodthirsty; +1 to all his Initiative Rolls
1-2	Highly experienced; +2 to all his rolls

Baron Drakkenwald

Class & Level: German Captain (4)
Ability Scores: B9, A5, E6, G9, W6, I9, C5, L4
Defense Score: 14
Survival: 9
Attack Rolls: Longsword +8 / pistol +6
Base Damage: 15 / 12
Morale: 11
Movement Rate: 110'
Treasure: +4

Baron Drakkenwald was hired to come to the Americas as a mercenary, to keep colonists under control, but soon turned to piracy. He simply calls himself a 'baron'—he has no official title. Yet he may as well be for the fortune he has amassed, or for the fear he evokes with his demonic-skull and bent-cross flying as his ensign. On a man-o-war he commands 180 men (all 2nd Level) and 30 cannons, which he loves to use, dragging out battles as long as possible without sinking an enemy—he is never one to take a prize ship, just the treasure, then he sets fire to the enemy to remind everyone of his name, the drakken (i.e. 'dragon').

Baron Drakkenwald delights in torture (+3) so much that he actually keeps a small torture room set up below decks, where he also has crew meals cooked, using Spanish helmets for pots and skulls for drinking vessels for he and his officers—in this way he is certain that only those as bloodthirsty as himself serve as his lieutenants.

Dan Chapman

Class & Level: English Captain (2)
Ability Scores: B5, A5, E6, G9, W6, I9, C5, L4
Defense Score: 12
Survival: 9
Attack Rolls: Longsword +6 / pistol +4
Base Damage: 11 / 10
Morale: 12
Movement Rate: 110'
Treasure: +2

Dan Chapman is a mild-mannered young lad, thrust into captaincy due to a mutiny aboard what he thought was a normal ship traveling from Wales to Jamaica. Why he was chosen he did not know, or at least not believe for many days, until he was challenged for his cowardice by one of his newly acquired crew. When injured, he became so angry he could no longer doubt what those who elected him knew well before—he is the son of the great pirate 'Captain Chapman'. Since then, he has gone on to a good career on the account, both fearing and embracing the rage within him.

Dan Chapman has a strange power, that when hurt, if he is not killed, he will go into a rage for 1-12 Rounds, like his father before him. While in such a berserk state, he will not suffer any penalty from wounds, but rather, the amount of wounds he has will instead act as a bonus to Defense Score, Attack Rolls and Damage alike.

Edward 'Alexzander' Browne

Class & Level: American Captain (5)
Ability Scores: B5, A5, E8, G9, W7, I9, C5, L2
Defense Score: 15
Survival: 9
Attack Rolls: Longsword +9 / pistol +6
Base Damage: 14 / 13
Morale: 11
Movement Rate: 110'
Treasure: +5

Edward 'Alexzander' Browne is a very strange and silent man, one who both claims to be an heir of and aspires to great heritage in Europe. Yet the truth is always in question, for this man says very little about himself in terms of specifics, preferring to bolster myths and atmosphere surrounding him.

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Perhaps that is all his tales are, as some believe, or he is truly protecting a great family treasure, as others tell the tale.

Emily The Rose

Class & Level: Irish Captain (3)
Ability Scores: B2, A5, E7, G5, W9, I9, C10, L7
Defense Score: 13
Survival: 5
Attack Rolls: Longsword +7 / pistol +5
Base Damage: 12 / 11
Morale: 11
Movement Rate: 110'
Treasure: +3

Emily, 'the Rose', is a lovely young Irish lass to look at her. Hardly the person one would think to have a true pirate's heart. But whatever stirs in this woman's soul, her frail figure and sweet smile disguise the relentless spirit of an adventure-loving, treasure-lusting wench who can drink with the best of men, curse with the worst of pirates, and match wits with the wealthiest of Europe's nobility. She's usually elected to the captaincy of the ship she is on out of charm, but maintains that position out of fear of what tactics she might resort to if deposed. In addition, she can often be heard reciting some strange words, over and over. Some think they are a riddle leading to buried treasure, while others are of the mind these words are the last ones of some lost lover. Either way, what the Rose recites over and again is provided below and on Handout 7.

*Follow the second star but not the north
Follow the Dream until the dawn of thought
Never look back. Never think twice
Never let dreams be the roll of the dice
The captain waits in the lagoon on the south
The mouth swallows all dreams and thoughts*

Emily the Rose is not just a cunning captain, she is also very well schooled in religion (+2) and gambling (+3).

Emily the Rose keeps a flask of rum on her at all times. Her tools of captaincy—a spyglass, a spare pistol and the keys to the crew's rum locker she always has her quartermaster carry, and simply asks for them when needed, feigning being weaker than she really is.

Gentleman Jericho

Class & Level: English Captain (2)
Ability Scores: B5, A5, E6, G9, W11, I9, C5, L4
Defense Score: 12
Survival: 9
Attack Rolls: Longsword +6 / blunderbuss +4
Base Damage: 11 / 15
Morale: 10
Movement Rate: 110'
Treasure: +2

Gentleman Jericho lives up to his name. He'll wait for an enemy captain on his aft-deck during a boarding party and engage him one-on-one. He will also spare prisoners. However, he is by no means weak. Quite the contrary. He takes pride in being a learned man, and often quotes famous pirates, his favorite phrase being "It's a grand thing to take a town, but grander to be able to take a town and choose not to". Indeed, by showing restraint he is a more menacing figure, never showing his limits or any signs of desperation. He commands a fine frigate of 100 men (70 1st Level, 30 3rd Level) with 20 cannons, and is cunning for his relative lack of experience at sea, always employing naval tactics to his greatest advantage.

Gentleman Jericho is a fine captain, making an art form out of leadership (+5).

Juan San Villasolo

Class & Level: Spanish Captain (4)
Ability Scores: B5, A5, E6, G9, W6, I9, C5, L4
Defense Score: 14
Survival: 9
Attack Rolls: Cutlass +8 / pistol +6
Base Damage: 15 / 12
Morale: 9
Movement Rate: 110'
Treasure: +4

Juan San Villasolo slit the throat of his father the captain and took over. That is pretty much his tale. However, it is not his past which grants him fame, but his ferocious appearance. The entire left side of his face is burned beyond recognition, but he refuses to cover it up, indeed shaving his head and deliberately wearing an eye-patch with a pistol hole shot through it so his gnarled eye peers out from the depths of his deformed skull. Juan is no

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less than a complete madman, and his men follow him out of fear alone. But this makes for a good enough compromise, for his madness evokes such fear that plunder comes easy.

Juan San Villasolo has studied medicine (+3), at least that of witch-doctors and other exotic ills, as well as lockpicking (+2), for he was imprisoned by his father the captain three times and refuses to ever be caged again.

Kevin Castle

Class & Level: Italian Captain (6)
Ability Scores: B5, A9, E10, G9, W6, I9, C5, L4
Defense Score: 17
Survival: 9
Attack Rolls: Longsword +10
Base Damage: 15
Morale: 11
Movement Rate: 140'
Treasure: +6

Kevin Castle began his piratical career simply as a common crewman. However, he was trained in a variety of weapons, have served in the Royal Navy. He quickly rose to prominence amongst his shipmates, who trusted his tactics more than their quartermaster. When he was inevitably voted to be the new 'weaponsmaster' as they called him, there was a series of challenges posed by the captain, to secretly determine not who should be quartermaster but **captain**—he aimed to retire and needed to find a suitable replacement. So it was that the versatile Kevin could best anyone with any weapon to gain control of the ship. Far more daring than anyone expected, he seemed to cheat death time and time again, earning him the nickname 'cat's soul', as he seemed to have nine lives. Eventually his nickname was shortened simply to 'Castle', which he's taken as his surname, hoping to start a family one day, when he retires and hands the captaincy to another, provided they can pass the tests.

Kevin Castle is most proficient with the longsword, but is well trained in all other weapons and forms of fighting (+3).

Kevin Castle keeps 2 daggers and 2 braces of pistols on him in addition to his sword. He also is careful to keep antidote for poison handy, as well as the keys to the treasure hold of his ship.

Monty The Python

Class & Level: English Captain (2)
Ability Scores: B5, A5, E6, G9, W4, I9, C10, L4
Defense Score: 12
Survival: 9
Attack Rolls: Longsword +6 / pistol +4
Base Damage: 11 / 10
Morale: 5
Movement Rate: 110'
Treasure: +2

Monty is an educated Englishman with a good many multiple personalities. Sometimes he is really focused, other times rather silly, and then there are times when he can be a particularly nasty piece of work. His personality is as flexible as a python. In the heat of battle he is quick to order a charge, and just as quick to order everyone to run away! He's been known to prize a comfortable chair over rum and gold, keep a dead parrot perched on his shoulder, and slap crewmen with fish. But strangest of all, he lives in terror of the Spanish Inquisition, almost to a point of paranoia, never knowing when they'll suddenly appear.

Morgan Teach

Class & Level: English Captain (2)
Ability Scores: B4, A5, E7, G9, W6, I9, C6, L4
Defense Score: 12
Survival: 9
Attack Rolls: Longsword +6 / pistol +4
Base Damage: 11 / 10
Morale: 11
Movement Rate: 110'
Treasure: +2

Morgan Teach is the daughter of an infamous pirate. Raised in Bristol, she at one time was just like any other young girl, to whom pirates were a myth or at most an elusive reality. Perhaps it was in her blood, but she yearned to meet a pirate, or even become one. Being so sheltered from truth, it was easy to romanticize them, and by the time her foster parents deemed her capable of handling the brutal truth, the wayward compass of her heart was already pointed toward the sea. No amount of their pleas could convince her to stay in England. While she did set out on account, some part of her ever stays in Bristol. Perhaps that is why she allows all

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her married captives to live, or why any children she finds are spared the slave trade and taken back to port with all the care of political prisoners. Yet despite these tender moments, she is otherwise just as bloodthirsty as any pirate captain—she must be if she is retain her command, of a barque manned by 65 crewmen (30 1st Level, 25 2nd Level, 10 4th Level) and running 12 cannons.

Morgan Teach is quite apt in leadership (+2), as well as knowing a thing or two about the ways of gambling (+1), if only to keep her crew closely watched and prevent disputes.

Rano El Draco

Class & Level: Spanish Captain (3)
Ability Scores: B5, A5, E6, G9, W6, I9, C5, L4
Defense Score: 13
Survival: 9
Attack Rolls: Cutlass +7 / pistol +5
Base Damage: 14 / 11
Morale: 10
Movement Rate: 110'
Treasure: +3

Rano El Draco comes from a long line of rich Spanish landowners. But land never held the heart of Rano. His heart belonged to the sea. Yet he did not care to even try and honor his family's legacy. He outright told his parents that upon their deaths he'd use his share of the estate to buy a ship and set out on the open seas as a pirate. They balked, telling him they'd cut him out of the will to even speak of such a thing again. Rano was ready. He responded by cutting out their hearts with a rusty dagger, then killed the rest of his family in order to secure the entire fortune. Whether it was bloodlust or the dementia which began this slaughter in the first place, Rano was mad enough to slash his own body enough to give credibility to his tale of an assassin. Thus securing his family fortune, Rano bought the vessel that he always intended to, and buried the rest of the treasure to reclaim one day. The dagger he keeps to this day as the one and only instrument of execution aboard his ship. His own crew gave him his name of 'El Draco', as in 'The Dragon', once they learned his story. And he liked it and kept it. As if to be seen as a dragon indeed, he often says "I'll snort the smoke of your cannons and fart back with thunderous roar!"

Rawbone Clements

Class & Level: English Captain (1)
Ability Scores: B5, A5, E6, G9, W6, I9, C5, L12
Defense Score: 12
Survival: 9
Attack Rolls: Longsword +5 / block-&-tackle +3
Base Damage: 10 / 6
Morale: 9
Movement Rate: 110'
Treasure: +1

Rawbone Clements has a long and rather often told tale for one so young. Only nineteen years of age, he has been to the Americas and India, across the Pacific and roamed throughout the Caribbean, a journey believed only by the incredible scars and injuries he bears. Indeed, the part of his story most have trouble believing is that he is so young, but that is his testimony. Why this is important is he claims to have discovered the Fountain of Youth! Yet he will give no details nor even hints about it to anyone, not even his captain. Torture has proved useless because he knows the secret dies with him. (it is such defiance which has contributed most to the tale of his scars). He is a cocky, arrogant and death-defying young pirate who has convinced his fellow shipmates he truly believes he's immortal. It is for this reason he refuses to ever stay behind at any time—even when Player Characters venture out alone from the crew, he'll join them or follow the group in secret if denied.

Rawbone Clements has had experience with a wide variety of strange cultures and powers, thusly he is skilled in religion (+1), appraising (+2), is a linguist (+3), and knows a good deal about various poisons (+2) as well. However, his greatest skill, it seems, is in miraculously avoiding certain death, as he gains +1 to all Saving Throws (and he can still apply any one Skill toward them).

Rawbone Clements usually fights with a plain longsword, though he will randomly switch over to using a block-and-tackle as a sort of flail, for with this odd weapon he gains a +1 for rolling results for Critical Hits, and at the same time suffers a -1 for rolling results for Critical Misses (this effect is due more to his skill rather than the weapon itself, so anyone else using it will neither gain the bonus nor suffer the penalty as he does).

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Redbeard

Class & Level: Welsh Captain (6)
Ability Scores: B5, A5, E6, G9, W6, I9, C5, L4
Defense Score: 16
Survival: 9
Attack Rolls: Longsword +10 / pistol +8
Base Damage: 15 / 14
Morale: 12
Movement Rate: 100'
Treasure: +6

Redbeard is a man as lost in legend as he is behind his beard. The most oft-told tale is that he was pillaging Aztecs, and their shamen cursed him so that he should die if ever his beard was shaven or burned. Thus he has let it grow since, and even moreso he drowns it in wine before a battle and smears it with the fresh blood of his victims after a battle. This not only keeps his beard so wet it is difficult to ignite, but he also believes that by this taking of life-force (the wine serving as the blood of Jesus Christ) he somehow wards off the curse, similar to tales of vampires prolonging their lives. His tale is best remembered in a sailor's chantey, provided below and on Handout 8. All these verses were collected over time, and so the party may not hear them all at once, but gather them as clues to eventually apply to their true enemy in 'Redbeard', be he in pursuit of them, or they in pursuit of he, and his fabled treasure...

*When mists rise up from the sea o' the dead
An' shot an' steel are woven round the head
When a king I be
an' as dead men free
There be still one more
which me soul's a whore
An' taste the blood, smell the blood, ahhh the blood
The blood I know... the blood is in the beard*

*Far o'er seven seas did the mainsail fly
Its crimson-soaked canvas daunting the sky
When a queen gave out
Call to come about
All but one ship gave
Turning from the grave
Fer ropes be taken but naught given back
An' orders be damned there's no going back*

*"Come about!" they said, the crew all 'em dead
"Be damned that, says I!" the cap'n who'd die
By his own advice
Not a queen's device
"The rope's fer the deck"
"Not fer me white neck!"
But his neck was yet but nigh water-line
For blood were his thoughts, an' drowning his mind*

*The crew, they knew, there were all dead men true
Their cap'n an' mine was never going to
Surrender his gold
Nor a mouse in his hold
To the damned bloated queen
An' her conquering dreams
He'd rather soon send the gold to the deep
Buy Lucifer a round to keep him asleep*

*The Devil, ne'er one to pass on a wager
Signed aboard as a most mortal stranger
He could cook an' sew
As well as one knows
An' play a card straight
As if by the Gates
'Twas sure only time before the cap'n was dealt
His fatal last hand as sure as we smelt*

*Had he bought a good bed in the Locker at last?
Did he earn the Gates with his virtuous past?
Now no one can tell
No one can tell all
All we can know is
The Devil did fall!
An' taste the blood, smell the blood, ahhh the blood
The blood I know... the blood's still in the beard*

Redbeard has been a scourge of the seas for a good five years, and in that time he has only been tested, not weakened. Tempered, not weathered. He is stronger than ever now, indeed with great skill in leadership (+3) and intimidation (+4). However, his greatest skill lies in torture (+6), given into his mind, some say, by devils rather than designs born of his own mortal mind.

Redbeard keeps all tools of the captain's trade on him—spylgass, rum, manacles, and poison—yet he always has his sword thrust into the mainmast, a dare for anyone to draw it, for to do so is to challenge him to the death, an act he relishes just enough to risk one Round unarmed while he draws his second, hidden sword...

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Tall Terry The Terrible

Class & Level: English Captain (3)
Ability Scores: B5, A5, E6, G9, W6, I9, C5, L4
Defense Score: 13
Survival: 9
Attack Rolls: Longsword +7 / pistol +5
Base Damage: 12 / 11
Morale: 11
Movement Rate: 110'
Treasure: +3

Tall Terry hates his name. He insists that he's called 'the terrible one', or just plain 'terror'. Woe to whoever dares call him 'Terry', except for the one among the crew who is his friend—he always makes one friend and one alone. But he is tall, as he towers nearly 8' in height, giving him a great advantage in combat. Of course, this makes life on a ship difficult, and so he's always in a foul mood and quick to lash out in anger.

Tall Terry is indeed taller than most humans pirates have ever seen, giving him a +1 bonus to both his Initiative and Attack Rolls alike.

Tall Terry carries around a large burlap sack. What it contains nobody knows. It's never caused any problems aboard the ship, except whenever an over-curious crewman tries to sneak a peek inside, and gets summarily pounded flat by Tall Terry. In reality, all the sack really does is serve as fodder for stories and speculation. Most believe it contains a pet python or the cursed bones of a heathen god that were plundered from a jungle temple. In truth, it contains both—the skull of the skeleton will turn into an immortal python whenever one looks at it and fails to speak his own name. Written upon the skull in blood is a verse which acts as the clue to this answer, and changes to be whatever language one speaks when viewed through either of the pale rubies which make the skull's eyes (and are easily removed and replaced). If one does not answer in 1 Round, the python begins a rampage, killing at random, and returning to its skull form only when it has taken 3 lives. The riddle is provided below and is reproduced as Handout 9.

*See through my eyes what on the other side lies
The world the same but with appearances changed
Reveal to me the truth which only now I see
And be one with time before you become mine*

Victor The Damned

Class & Level: French Captain (0)
Ability Scores: B5, A5, E6, G9, W9, I9, C5, L4
Defense Score: 10
Survival: 9
Attack Rolls: Rapier +4 / pistol +2
Base Damage: 7 / 8
Morale: 11
Movement Rate: 110'
Treasure: +0

Victor Rackham was an artist. He still is, for all the world's efforts to destroy him. Despite his ominous name, his heart was with sculpture alone. However, one day he made a perilous mistake by purchasing, and then carving down, a sacred stone. Such was his arrogance, believing naught in ghost stories or pirate lore about evil curses. He made a masterpiece, that of his king, and that very night a sudden heart attack claimed the king's life. Fearing for his own should his statue be discovered, he at once booked passage to the New World, taking his precious masterpiece with him. Upon entering the Caribbean, the ship ran aground on a reef, leaving it derelict but not submerged. While others rowed away in longboats, Victor stayed with his sculpture. Now he believed it wouldn't let him leave, that he was cursed forever. In time, he and the ship were found by pirates, and Victor was able to convince them he was a devil, for while only masquerading as a ghost, the statue's uncanny bad luck caused a horrifying amount of sharks to attack the longboats of any who questioned him. He soon became their captain, and remains sequestered in his dark cabin, chiseling down the skulls of prisoners into works of art to appease the chaotic spirit which he has come to believe lives within his masterpiece, which stands quietly in the corner. 'The damned captain' commands a barque of 80 men (60 1st Level and 20 4th Level) running 24 guns (the excessive ports are the unique design of the captain).

Victor the Damned is smarter than he lets on, so most of his ingenuity is seen as magical, thus maintaining the illusion of his undeath. Among his various skills learned since becoming a pirate are the ways of a shipwright (+4), appraising (+1), and of course disguise (+3).

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Avast there! No fear have ye of evil curses, says the man who be sailin' inta haunted waters? Matey, mark well me words, they may be the last friendly ones ye hear, there's no men bein' counted wise if no fear have they. Dead men tell no tales...

CURSED PIRATES: Many a pirate has foolishly let his greed do him in, either by taking bewitched treasure, meddling in powers he could not possibly comprehend, or by outright making a deal with the devil. Whatever the nature of one's curse, there are often additional complications, such as rotting flesh or the reactions of others, which can change with the passing of mortal time. Indeed, the condition of any such pirate is unpredictable when first met...

Conditions Of The Cursed

Roll	The pirate is...
12	In despair; -1 to all its rolls
10-11	Weary; -1 to all its Initiative Rolls
7-9	No additional conditions
5-6	Foul smelling; 20 maximum Morale
3-4	Terrifying; +1 to all its Initiative Rolls
2	Angry; +1 to all its rolls
1	Roll twice on this chart

Bloody Bones Jack

Class & Level: English Buccaneer (5)
Ability Scores: B8, A3, E12, G12, W4, I6, C2, L4
Defense Score: 10
Survival: 12
Attack Rolls: Longsword +3
Base Damage: 9
Morale: 10
Movement Rate: 100'
Treasure: +1

Bloody Bones Jack once followed the life of a pirate, enjoying himself when fortunes were good, and drowning himself in cheap drinks when they were not. One night, broke and desperate, he stole into a newly arrived ship from the Yucatan which was laden with strange cargo, but all he sought for was its rum stores. He found something better, or so he thought—sacramental wine! However, one of the many bottles was filled with the dead blood of a heathen deity, being transported to Spain to give new life to the dying king, and hidden among the

rest of the wine. Jack may have unwittingly saved the king by drinking the entire potion himself, for the 'eternal life' promised by the blood was very much misunderstood by the Spanish—he who drank it would 'live' forever, but once he died naturally, his body would also rot naturally, even though he will remain fully conscious, and his flesh would be preserved only with 'continuing to repeat his sin', thus in the case of this pirate, he must continually drink wine to sustain his body, hence all his red-stained bones showing through layers of flesh.

Bloody Bones Jack carries a longsword which has been stained with the blood of many kings and even the supposed deities of many native peoples, becoming so evil that whoever kills him must also impale his remains with this sword, or else become cursed in the same manner.

Hawkins' Axe

Class & Level: French Rogue (4)
Ability Scores: B4, A9, E11, G10, W5, I8, C1, L6
Defense Score: 11
Survival: 10
Attack Rolls: Medieval battle axe +2
Base Damage: 8
Morale: 11
Movement Rate: 100'
Treasure: -2

Hawkins' Axe is all the name pirates can give to this creature, for it never lived, at least not yet. The tale told is that many lifetimes from now, the right-hand man and murderer of a legendary pirate known only as 'Hawkins' will be punished in turn by being chained to his own axe and cast into a dark abyss at sea, plunging down through the years to this day and age. Now here, the punishment for his sins has taken hold. He is cursed never to age until he catches up to the moment of his death in the distant future, and then he will feel the pain of all these years as time catches up to his flesh, and he will from then on be unable to die, thus facing eternal anguish. He was told by a voodoo priestess that if he can take Hawkins' place, and thus die by his own hand, he will be at peace. However, he has a different plan, for he hunts all those named Hawkins, hoping to end their bloodline so he will never commit the sin and thus enjoy immortality.

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Mark 'The Golden Heart'

Class & Level: Irish Buccaneer (3)
Ability Scores: B7, A4, E12, G8, W5, I4, C2, L5
Defense Score: 9
Survival: 8
Attack Rolls: Cutlass +3
Base Damage: 11
Morale: 12
Movement Rate: 160'
Treasure: +1

Mark Goldberg was a Jewish pirate with such faith he had no fear of evil curses. Or so he said. Yet when his fellow crew found a treasure chest full of cursed Aztec gold, he refused to take any, along with everyone else. However, after they left, he returned and took a single coin. Turning into a skeleton in the torchlight, he hung the coin like a necklace from his heart, to become enclosed in his cursed flesh when he left the light. Fearing not for his soul, he enjoys the bitter immortality the curse offers, for indeed he cannot fall, die, or in any way be destroyed until that coin is returned to the chest from which it was taken. Some rumors claim he actually took a golden skull from the treasure, and used **that** to actually replace his beating heart, but taletellers are probably just mistaking Mark's own golden teeth and thusly are speaking out of fear—aren't they?

Scarlet Tears

Class & Level: English Swashbuckler (2)
Ability Scores: B3, A11, E9, G10, W8, I10, C9, L8
Defense Score: 13
Survival: 10
Attack Rolls: Longsword +6
Base Damage: 11
Morale: 9
Movement Rate: 140'
Treasure: +4

Scarlet Tears cries tears of blood. Nobody can say why, not even she. Some whisper she had her heart broken, while others guess she has no heart. Indeed she can be merciless and cruel to the point that even the most bloodthirsty of pirates fear her very presence, thus not refusing her to join a crew, lest her wrath be unleashed.

Restless spirits: Not all treasure is silver and gold, or so say pirates referring to love, faith, and other intangible prizes. But what wiser minds speak of is that not all pirates are flesh and bone. Indeed there are ghosts and other spirits abroad in the pirate world, some corporeal, others sailing the winds and vessels invisible to mortal sight. When finally encountered, they can be of any temper and on any quest, their ways not of this world.

Condition Of The Afterlife

Roll	The spirit is filled with . . .
11-12	Fear; limited time in this world
8-10	Lament; -1 to all its rolls
5-7	Revenge; ignores all but specific souls
2-4	Bloodlust; +1 to all its rolls in battle
1	Conflict; roll twice on this chart

Azrael

Class & Level: French Priest (5)
Ability Scores: B2, A12, E5, G6, W11, I10, C4, L4
Defense Score: 12
Survival: 9
Attack Rolls: Spells +9
Base Damage: Target's Brawn Score
Morale: 6
Movement Rate: 100'
Treasure: +1

Azrael claims to be an outcast from the world of 'higher spirits', stopping short of claiming to be an angel. As fast as a devil, this pirate-demon has mastered many forms of archaic spells, causing the blood of his victims to burn—the more blood they have, indeed the larger they are, the more pain he can thus cause them. Still, he is not prone to just attack for no reason. Rather, this ghostly pirate is ever in search of ships to ferry him from one isle to another, for he cannot seem to cross open seas nor any running water, not even a stream. If he's 'killed', he dematerializes, but inevitably returns in a matter of 1-6 days after the vessel he died upon next makes port or sets ashore—he cannot return to or even find a ship while it's at sea. If a ship he is destroyed on is burned or sinks, he will not return for 1-12 months, and then he will return to haunt the vessel that carries whoever was captain of the ship he was 'killed' on.

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Bloody Mary

Class & Level: English Whore (4)
Ability Scores: B1, A4, E3, G6, W2, I5, C7, L1
Defense Score: 4
Survival: 3
Attack Rolls: Kissing +8
Base Damage: 10
Morale: 2
Movement Rate: 120'
Treasure: -2

Bloody Mary was a common whore kidnapped by pirates and then slain at sea. Her apparition has been known to appear floating above the bed of a pirate captain who has either committed or at least profited from excessive death on a given day, or is guilty of killing a woman at sea. When she comes, this ghost will be wearing a gown soaked through with blood, sometimes raining blood down all over him. When she appears, she gains a +6 to her first Initiative, and attacks by means of trying to kiss her victim. Whoever 'kills' her simply becomes the one she is going to appear over next, and that can be any night, though she can only appear once on any night. When she kills a victim, she chews off his lips, or throat, or otherwise destroys his face and neck and drinks his blood, and then disappears for 1-12 days...but once she has tasted the blood of a crew, she will follow that ship until she has drained them all. The only way to banish her spirit from a specific ship—and all aboard it at the time this is done—is to recite a cant carved on a wall, done while holding Bloody Mary's hand. Nobody knows where this wall is, but if a crew can find it, the verse is provided below and on Handout 10.

*No one will know from whence you come
or where we go
So I take now your hand and solemnly
give you my vow
To stay by your side and never adrift
in sea or sky*

Bloody Mary has a treasure, a chest buried on an island along with her earthly remains. The ones who killed her could not open it, and dared not to bury her at sea, given the curses she spoke by her dying breaths. The key to the chest is contained in a locket she wears around her neck.

The Headless Bride

Class & Level: Carib Lover (8)
Ability Scores: B7, A7, E12, G9, W5, I9, C12, L8
Defense Score: 12
Survival: 7
Attack Rolls: Grasping +5
Base Damage: 9
Morale: 12
Movement Rate: 150'
Treasure: -3

The Headless Bride is not the lost soul of any woman, but rather the manifestation of a curse that was concocted by a voodoo ceremony to destroy a ruthless French slavemaster who beheaded any and all slaves, including women and children, who did not perform up to his standards. Headless itself, it is a spirit that can appear at any wedding or other union of love, seeking to tear the head off of the groom, which it will do with any Critical Hit. This headless spirit's 'attacks' replace a victim's Defense Score with their Luck Score directly, as successful 'hits' drain away one's will to resist, or to live.

Spyglass

Class & Level: Spanish Skeleton (5)
Ability Scores: B3, A8, E11, G9, W3, I4, C2, L1
Defense Score: 9
Survival: 10
Attack Rolls: Longsword +4 / Cutlass +2
Base Damage: 9 / 9
Morale: 12
Movement Rate: 150'
Treasure: +4

Spyglass is a lonely ghost trapped upon a reef and ever watching the sea for a rescue which can no longer do him any real good. Ships are drawn to his spyglass, thinking it a shore-light, for indeed this ghost is known to appear only at night. Once found, he will challenge the captain to a duel, with the stakes thus: if the living captain loses, the reef will claim his ship (and it will, wrecked in a freak storm coming out of nowhere), but if the captain manages to fell this skeletal Spaniard, he will offer to find one thing through his spyglass, which can, and will, be able to locate any one item, location or individual anywhere in the world, the skeleton thus giving the winner the bearings he needs.

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DEVILS OF THE SEA: While some dead men are cursed and thus not quite alive, and others are restless and thus not quite dead, there are ghosts which never lived at all, devils unleashed upon the seas with equal disdain for all of its living sailors, no matter their nationality, titles, or desires. For all such devils are driven by their own agendas, which are not of this world...

Condition Of The Creature

Roll	The devil is seeking to...
11-12	Tempt the party with forbidden knowledge
9-10	Deceive the party by falsifying knowledge
8	Steal something important to the party
7	Destroy something important to the party
6	Find a bride
5	Recruit souls for his undead crew
4	Claim all of the party's treasure
3	Claim a specific number of souls
2	Kill everyone he can
1	Kill only the Player Characters

Captain Maelstrom

Class & Level: English Scourge (10)
Ability Scores: B9, A8, E12, G9, W8, I11, C4, L12
Defense Score: 15
Survival: 15
Attack Rolls: Cutlass +6
Base Damage: 15
Morale: 12
Movement Rate: 130'
Treasure: +0

Captain Maelstrom has haunted the Caribbean since the time the Conquistadors appeared. They all told tales of this very English-speaking captain, and such stories played no small part in the years of ruthless Spanish conquest, who feared whatever evil the English commanded in secret. Many tales link this captain of an unsinkable frigate crewed by the Skeletons of his past victims to those same secrets sought by and hidden in Drake's voyages. Yet for whatever or whoever unleashed this devil, his true power comes from his cutlass, which can command the storms upon the seas. If claimed by a mortal, one can wield it, but not control it, with its power unleashing a different fury any day used, which is determined at random by a roll on Handout 11.

Davey Jones

Class & Level: English Buccaneer (12)
Ability Scores: B12, A11, E8, G6, W8, I6, C3, L5
Defense Score: 18
Survival: 24
Attack Rolls: Longsword +7
Base Damage: 13
Morale: 12
Movement Rate: 100'
Treasure: -3

Davey Jones is spoken of in many stories, and in each one he appears differently. Since the truth can never really be known, most pirates accept he is the simply the 'devil of the sea', perhaps even Lucifer himself, and as such takes on many guises, many roles. In this particular case, he appears as a crusty pirate captain, like a corpse recently arrived from the depths of the sea, pale and ghastly. He is known to commandeer other ghost ships, but he is not bound to any vessel and can appear anywhere at sea—he has been sighted upon a ship's rigging in the midst of a storm, or just watching a vessel from atop a cliff as it nears the reef below in the night, and other times he approaches with a crew of ghouls to slaughter the living. The only constant in all the tales of him is his unrelenting evil born of a cold Hell. Other than that, he is evil incarnate upon the sea, ready to appear anywhere to the ill fate of pirates and all seamen. The only account of this devil was written by an Englishman;

There is an evil on the seas which even the most bloodthirsty of all pirates have come to fear; Davey Jones. This same Davey Jones, according to sailors, is the fiend that presides over all the evil spirits of the deep, and is seen in various shapes, be he perching among the rigging on the eve of a hurricane, watching ship-wrecks from reefs afar, or conjuring other disasters to which sea-faring life is exposed, appearing to mock or sometimes warn the devoted wretch of death and woe. Some claim he has saucer eyes, three rows of teeth, horns, a tail, and even still others speak of blue smoke coming from his nostrils.

This account can come from any sea and era, and thus indeed serve to drive any adventure. It is reproduced as Handout 12.

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Guardian Of The Gates

Class & Level: Egyptian Priest (10)
Ability Scores: B9, A9, E11, G12, W9, I12, C5, L5
Defense Score: 14
Survival: 20
Attack Rolls: Spells +7
Base Damage: Target's highest Ability Score
Morale: 12
Movement Rate: 120'
Treasure: +5

The 'Guardian Of The Gates' is what pirates from around the world call this god-like devil that seems to figure into every tale of seeking passage to other worlds, and he always behaves the same way, seeking not to thwart the adventurous souls, but merely to challenge them, to make their search or their voyage all the more difficult. He does this by way of a series of unique challenges, from the puzzling to the cryptic, usually tailored to tempt all aboard the vessel to damning themselves. If he is attacked outright, he seems to be able to forbid the passage to all, and then 'does his duty' in slaying all he can before the mortals finally flee. If he is himself slain, his killer must take his place as the new 'Guardian'.

The Helmsman

Class & Level: Skeleton (9)
Ability Scores: B8, A11, E10, G4, W3, I9, C1, L6
Defense Score: 19
Survival: 16
Attack Rolls: Longsword +6
Base Damage: 12
Morale: 12
Movement Rate: 100'
Treasure: -1

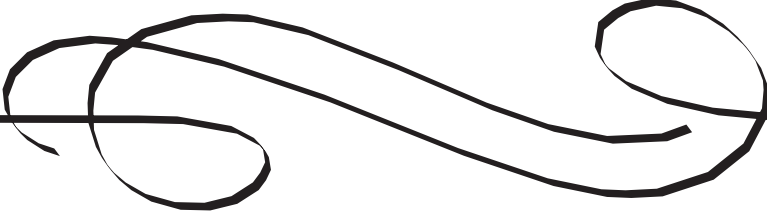
'The Helmsman' is a skeletal pirate known to simply appear at a ship's wheel and steer it toward some unknown destination. This mad ghost is more likely to appear during a storm, for that is when it is most often seen. Nobody has ever guessed from where this ghost comes, nor where it is bound, for it is either fought off and thus control of the ship is regained, or the crew never returns from where it takes them...

The Treasure Reaper

Class & Level: Spanish Scourge (8)
Ability Scores: B9, A12, E12, G1, W6, I12, C1, L10
Defense Score: 16
Survival: 24
Attack Rolls: Golden scythe +15
Base Damage: 20
Morale: 12
Movement Rate: 130'
Treasure: +6

The Treasure Reaper is a legend amongst the Spanish, born of a myth common among the many civilizations they plundered in the New World—this legend was believed because it was shared by the Aztecs, Inca and Mayans alike, that of a Death-like deity who counts treasure in the afterlife, weighing one's greed literally against their virtue. Indeed, no one encounters this devil until they die, and then it is a matter of its judgment, not of combat. If this robed figure is attacked by those in judgment, they automatically fail the test, but must fight anyway, for to lose is to be sent back to the world of the living as a ghost bent on destroying one's former friends, while to win is merely to rest in peace, as this ghost will reincarnate for each individual who comes before it. However, if the judgment is left to be carried out, the more treasure one has with them is the greater chance they will be given the power to return to life in order to get even more! Indeed, this ghost favors the greedy. However, just what the proportions are remain for you to decide in the best interests of your game.

My island home, heart of seas blue
holds the gold heart of my love true
from highest point, where grass grows brown
Under the cliff, five fathoms down
Still over the sea, lost in bogs
Heart of a fort, square fallen logs
Ten steps to north, Twenty steps west
Beneath the rocks you'll find the chest

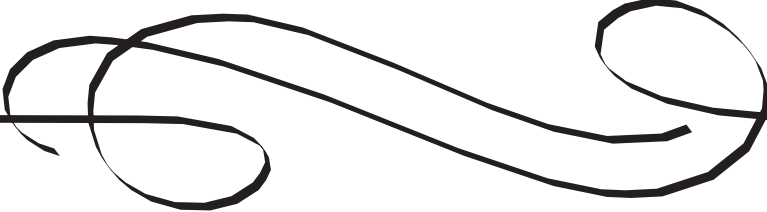


The Viscount

*A crueler man there never breathed
He stains with blood the bloody seas
His shadow's darker than the deck
When reef has slain a moonless wreck*

*A colder man there never lay
With slut or choir each Sunday
His voice is colder than the bell
Of Charon's frigate bound for Hell*

*A wicked man, a devil's man
Escape his gallows if you can*



Lament For Elizabeth

*Elizabeth, the devil say,
Say you're the answer to my prayers
Oh, child of the golden hair
Elizabeth, the angel come,
Come home to me my love to be
Oh, share your life and charm with me*

Skeleton cold, but nobody can guess how old
Ever eating, but never at table seating
Living death, but hidden from all drawing breath
Pirate slayer, but never uses sword or prayer

TRIALS OF THE SPEAR

JAWS OF THE JUNGLE

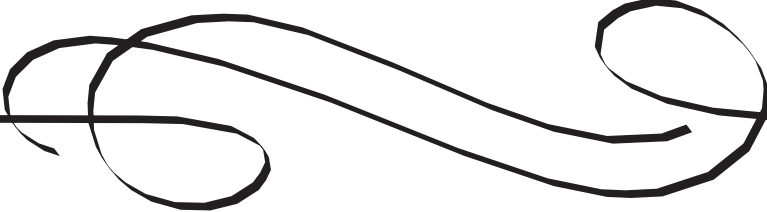
TEETH OF THE TIGER

BANE OF THE BLOOD

BLOOD OF THE BEAST

FIRE OF THE FEAST

REVEL OF THE DEVIL



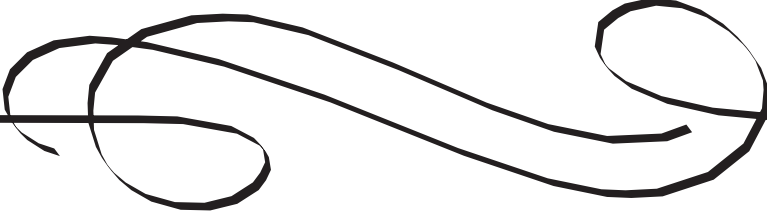
War Drums Of Mr. Brock

*Thunder, thunder, it comes, it comes
Beware, beware, the roll of drums
The sky is splitting just for you
Bring on one or a hundred crew
You'll hear the thunder of our drums
And say your prayers with bloody gums*

*Captain, captain, he sweats, he sweats
The enemy, we're in his nets
But fear we not for thunder rolls
And waits on deck to take its tolls
On e'ry lad who ain't dead yet
Caught in their own barbed iron net*

*The sea, the sea, it churns with blood
Smell it, smell it, the crimson flood
Spilled by the hand of one alone
The man of iron skull and bone
Brock, Brock, and now Heaven's clock
Strikes and Charon comes to dock*

*Follow the second star but not the north
Follow the Dream until the dawn of thought
Never look back. Never think twice
Never let dreams be the roll of the dice
The captain waits in the lagoon on the south
The mouth swallows all dreams and thoughts*



Redbeard

*When mists rise up from the sea o' the dead
An' shot an' steel are woven round the head
When a king I be
an' as dead men free
There be still one more
which me soul's a whore
An' taste the blood, smell the blood, ahhh the blood
The blood I know . . . the blood is in the beard*

*Far o'er seven seas did the mainsail fly
Its crimson-soaked canvas daunting the sky
When a queen gave out
Call to come about
All but one ship gave
Turning from the grave
Fer ropes be taken but naught given back
An' orders be damned there's no going back*

*"Come about!" they said, the crew all 'em dead
"Be damned that, says I!" the cap'n who'd die
By his own advice
Not a queen's device
"The rope's fer the deck"
"Not fer me white neck!"
But his neck was yet but nigh water-line
For blood were his thoughts, an' drowning his mind*

*The crew, they knew, there were all dead men true
Their cap'n an' mine was never going to
Surrender his gold
Nor a mouse in his hold
To the damned bloated queen
An' her conquering dreams
He'd rather soon send the gold to the deep
Buy Lucifer a round to keep him asleep*

*The Devil, ne'er one to pass on a wager
Signed aboard as a most mortal stranger
He could cook an' sew
As well as one knows
An' play a card straight
As if by the Gates
'Twas sure only time before the cap'n was dealt
His fatal last hand as sure as we smelt*

*Had he bought a good bed in the Locker at last?
Did he earn the Gates with his virtuous past?
Now no one can tell
No one can tell all
All we can know is
The Devil did fall!
An' taste the blood, smell the blood, ahhh the blood
The blood I know . . . the blood's still in the beard*

SEE THROUGH MY EYES WHAT ON THE OTHER SIDE LIES
THE WORLD THE SAME BUT WITH APPEARANCES CHANGED
REVEAL TO ME THE TRUTH WHICH ONLY NOW **I** SEE
AND BE ONE WITH TIME BEFORE YOU BECOME MINE

dēs to bēs in
 the tædæd dū æpiz thær dē dætz oð
 æðd dū thær æpiz
 dūmæpiz dū dūbz thær æðd æpiz ðe oð
 oð æð æpizd to
 æmæz thær æmæzæd wæz æðmæz in æmæz oð

The Sword of Maelstrom

Effects when unwary mortals try to wield it

- 1) Tears open the sky with a fury that instantly kills the wielder of the sword and causes 100-1200 Hull Points worth of damage to any ship he may be on.
- 2) Sinks whatever ship the wielder may be on outright, which will be raised by the sword's power when a number of human bodies equal to the Hull Points it had left at the time of its sinking are given to the depths where it lies.
- 3) Brings a curse upon all signed to the wielder's ship (whether all are currently aboard or not) that they will physically age one year each day until they sail through a storm of Magnitude 10 or greater.
- 4) Summons a crew of Skeletons (B6, A6, E10, G11, W3, I4, C2, L1, DS 8, Survival 13, Movement 140', Morale 8, and attack at +5 using a longsword for Base Damage 10) which immediately attack him, all seeking to claim the sword, for if victorious they will return it to a resurrected Captain Maelstrom.
- 5) Causes all treasure belonging to the wielder and his entire crew to vanish until he kills a newlywed during a storm of Magnitude 6 or greater and drinks her blood.
- 6) Calls up a storm to surround the wielder's ship, of a Magnitude of 1-12, determined at random and with no way to sail round it.

- 7) Ensures that next result of any 'reef' or 'Encounter' for a day's sailing will be a 'storm' instead.
- 8) Conjures a fog which hides the wielder's ship, giving it 1-12 days of uneventful, safe passage, though it will also drop crew Morale by an equal amount unless stayed by Religion or some similar means.
- 9) The vengeful ghost of Captain Maelstrom will reincarnate before the wielder with a duplicate of his sword which cannot be taken, and whoever dies in or flees from this duel will have their version of the sword disappear forever, but if the living wielder wins, he can choose from three rolls instead of one the next time he uses this sword.
- 10) Can bring down lightning on one vessel of the enemy which is in sight, for an automatic hit of 10-120 Hull Points of damage, as well as effects from Table 42.
- 11) Can bring down lightning on any and all vessels of the enemy in sight, for an automatic hit of 10-120 Hull Points each, but with only one effects from Table 42.
- 12) Evokes a maelstrom in whose dark nexus floats the bodies of all lost crew of the wielder's current ship, each of them possible to be rescued and resurrected by means of a Saving Throw, made by the dead, against a factor of 13.

Your Excellency,

There is an evil on the seas which even the most bloodthirsty of all pirates have come to fear; Davey Jones. This same Davey Jones, according to sailors, is the fiend that presides over all the evil spirits of the deep, and is seen in various shapes, be he perching among the rigging on the eve of a hurricane, watching ship-wrecks from reefs afar, or conjuring other disasters to which sea-faring life is exposed, appearing to mock or sometimes warn the devoted wretch of death and woe. Some claim he has saucer eyes, three rows of teeth, horns, a tail, and even still others speak of blue smoke coming from his nostrils.

Admiral Tobias Smollett