

PIRATES

OF THE
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BY: MATT DEMILLE



NEW DIMENSION
GAMES

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for my big break...

Credits

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BLOODY SUNDAY

Does the party need a ship? Gold? Favor with the governor? One Sunday, the party will be blessed, for all of these will be offered to the brave...

PREPARING TO PLAY: When all are gathered to play, and the Players are prepared, begin the adventure by following the steps given below.

Background: The Adventure will begin with your reading the following narrative, thus setting the stage for the adventure that is to follow.

This lovely, seaside village is like a ghost town. The wharf is a tangled forest of masts woven with webs of rigging and reefed sails—no ships sail in, and none are allowed to leave.

The town is being held to ransom by the infamous pirate captain, Duke Norman DeFoe of France. His ship, the Bloody Sunday, is anchored at the harbor-mouth, just floating there like a fortress among a flotsam of smoldering ships, daring other fools to come and challenge him.

Tonight, while the lanterns are dowsed, secret messengers are posting proclamations from the governor himself all through the streets. Written entirely in Latin, they remain a mystery until the dawn's first light paints the streets with renewed color. As Sunday indeed begins, priests read the postings aloud for all who happen by—a bounty of five thousand gold to whoever sneaks out to DeFoe's ship and brings back his head.

Stories of a ship and a sinner: A pirate as famous as DeFoe always has a ship that is equally known and feared, if not more so. By asking around town about their foe, the party can learn by whatever means enough to constitute 3 rolls on the chart below. Re-roll any and all duplicate results.

Legends

Roll	Legend of the Bloody Sunday
10-12	DeFoe keeps treasure hidden from all his men in his private cabin
6-9	DeFoe's crew wearies of this town, and if he is killed, they might very well leave
3-5	DeFoe has very strict articles that forbid every pleasure and vice known to sailors
1-2	DeFoe's prisoners are all given a trial

ASSAULTING THE SHIP: There are countless ways the party may approach or attack the ship, so the following Encounters are provided to detail the more noteworthy areas on the vessel, however they may come into play. Use them when applicable.

The Sunday's strength: The ship of Duke DeFoe is a galleon, crewed by 90 1st Level, 80 2nd Level, 40 5th Level and 20 6th Level men. They run 30 guns, have 80 salvos ready, and under DeFoe's command a +4 bonus to aim them. The ship still has 350 of its 400 Hull Points, and all its men are armed.

The Sunday's captain: The man of Duke DeFoe is a French Pirate Captain of Level 5, who keeps on him at all times a spare longsword and 4 pistols total, so he is a very formidable foe indeed. He is a merciless foe and will never surrender nor ever divulge any information or any confession through being tortured, no matter how badly he is beaten or made to suffer.

1) Sides of the ship

The armored sides of the galleon are stained red with rust and the blood of countless sailors. Like a rampart they are, rising twenty feet out of the water to a crenellated railing. Indeed, it is more like a fortress than a sailing vessel.

The sides of the ship are indeed 20' high, and there is always a lookout with an 8 Intuition. If a raiding party climbs either the anchor-chain or the sterncastle, they will penalize the lookout's Check to spot them by -3, but will themselves have to all make Climbing Checks—climbing the sides of the ship is easy enough and thus requires no roll.

2) Main deck

The cluttered main deck is a picture of organized chaos. There is rigging that makes no sense and serves no function. Then again, on a ship so vast as this, who knows what additional sails are the norm? And large it is, as not one of the crew sleep here, so they must all have quarters below, a blessing for sailors on either side of the law.

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The deck is booby-trapped, so that everyone walking about has a cumulative chance in 12 each Round of springing it—1 in the first Round, 3 the second, 6 the third, and maximizing at 10 every Round thereafter. Once tripped, netting will grab that individual and everyone else who cannot make an Agility Check at a -4 penalty to escape. Once the trap is sprung, 30 Crewmen will arrive after 2 Rounds. If not fought, the Quartermaster, a Creole giant with no teeth and a nose-ring like an ox will hold trial for the captives. Each captive must make a Charisma Check at a -2 penalty to be marooned once they leave the harbor, 8 days from now, that is if they don't starve first in the oubliette-brig, a place where they will receive no water or food of any kind. Those who fail the trial will just be shot where they stand, an automatic hit, and if they are able to actually survive it, **then** they will be cast into the oubliette-brig for the same punishment as those who are 'innocent'.

3) Below decks

The spacious areas below decks are like the dim, smoky common-rooms of countless taverns. Old, stained-glass lanterns hang from the thick beams, swaying slowly with the rocking of the ship. In the midst of piles of sleeping crewmen, a dozen or more are engaged in a game of cards. Their backs are to you. In fact, they seem oblivious to your presence in every way, engaged in cheating each other in every way possible.

These 10 Crewmen are actually feigning to be playing cards (gambling is forbidden in the articles aboard most pirate vessels), so they can use their 'cheating' techniques such as palm-mirrors and just patient guile to wait for the party to do whatever it is they will do, believing themselves sneaky. In the end, unless the party in turn assumes this is an ambush, these men will gain a surprise attack, and thus will gain a free Round on all who fail with an Intuition Check. This skirmish will awaken the rest of the crew after 3 Rounds. Those who are able to avoid this ambush will gain a +4 to their Attack Rolls during the first 1-3 Rounds they fight (rolled individually for each Character), as none of DeFoe's crew will be expecting to be outsmarted.

4) Oubliette-brig

Finding this area of the ship requires a Searching Check, given a bonus by the maximum Shipwright Skill Level one has. Likewise, finding one's way out from this area requires a similar Check. Failure in either case results in running into 1-6 Crewmen.

The oubliette-brig lies deep within a virtual maze of tight, dark passages made by stacks of cargo, rotting netting, and makeshift support beams from repairs of long ago.

Lockpicking Checks suffer a -2 penalty here, due to the complex nature of the oubliette's locks. Those who have been locked in the small brig will have a penalty to all rolls equal to the number of days that they have been cramped in down here, to a maximum of penalty -4.

5) Captain's cabin

Doubleddoors open to reveal the spacious cabin of the infamous Duke Norman DeFoe. He is there before you—dead, a skeleton long dried yet still becoming of fear, seated at his table piled with treasure. His cadaverous grin seems to be smiling at you, as if congratulating a raid well done.

The skeleton is a trick meant to distract the party. Everyone who does not immediately avert their gaze will have to make an Intuition Check at a -4 penalty. Those who fail will be ambushed by the 6 Crewmen hiding in secret compartments, who will thus gain a free Round to assail the unaware. If DeFoe himself has not yet been revealed for any reason, he will join the battle as well. Hidden in the skeleton's skull is a cache of 12 jewels.

FINISHING THE ADVENTURE: Bringing back the head or some other proof of DeFoe's death to the governor of the town will earn the promised reward of 5000 in that country's best currency, to be split amongst all who took part in the raid. All found on the ship is for the party to keep. For as their leader is gone, DeFoe's crew will just elect a new commander, who will sail away at once, not having ever liked the idea of the blockade anyway.

DEAD MAN'S HAND

Davey Jones locker. The edge of the map. And, of course, Hell. All very nasty places. But are any of them real, or are tales just born of earthly places? Well, some pirates may learn about Hell...

PREPARING TO PLAY: When all are gathered to play, and the Players are prepared, begin the adventure by following the steps given below.

Background: The Adventure will begin with your reading the following narrative, thus setting the stage for the adventure that is to follow.

The tale haunts you, even hours later. What you remember is watching other pirates wile away an evening like any other in a tavern just like any other. Some were playing poker, but, when one of them slapped his cards down, a hush fell. "A dead man's hand..." was what they whispered. You saw that he had only aces and eights. Then, that pirate drew his pistol and shot... himself. In the stillness which followed, time seemed to stop and wait. Candles flickered and died. Nobody, it seemed, was even able to speak. Then a hideous laughter blew through the place, and you saw an aged pirate in the fireplace, a ghost, curling its bony finger, as if inviting you into the bowels of Hell. Even now, as dawn approaches, the crews of several pirate ships twist and knot the stories into a tangled rigging which can only make wind for legend, that the tavern is built atop an old torture chamber and dungeons which the locals call the 'Well of Blood', or 'Neredo Well'. They speak of spirits and treasure alike in the caverns below, whose gate is the inn's old fireplace...

Legends: There are many tales of the Neredo Well, but given recent events, all are too afraid to even speak of them, forcing the party to sift through old accounts, availing but 1 roll on the chart below.

Legends

Roll	Legend of the Neredo Well
9-12	The true devils of the dungeons are those who never breathe, in life or in death
4-8	The treasure of prisoners lies beyond the ground where only ghosts can walk
1-3	The key to immortality is in the machines

EXPLORING THE WELL: Once the party sets their mind to enter and explore the lost dungeons beneath the tavern, tell the tale of their journey by the following Encounters, to be played one and all and in the order that they are presented.

Light & vision: In these dungeons, the party must have a light source (lantern, torch, etc.) or they are not going to be able to see anything.

Fearful NPCs: Given the terrifying stories of these dungeons, plus the recent events that prompted the search here, no NPCs will ever go down there.

1) The fireplace

Clearing out the fireplace, you find an obvious trapdoor in the floor. Lifting the heavy slab, you notice for the first time devilish marks burned in the back of the chimney, like the ghosts of those poor souls swallowed by the stone throat of the Devil. In the darkness below, there is nothing to see or hear.

Beneath the fireplace, there is a 30' drop down to the cavern floor of Encounter 2.

2) Ghostly grotto

You drop down through the darkness, landing on a sandy cavern floor, surrounded by skeletons, all of them broken and contorted from their own fall long ago. The edges of this dark cavern are lost to sight, and strange echoes stir in the blackness. Voices, not human, seem to react to your every movement.

If one stops to listen, an Intuition Check can then discern that the echoes, while strange, are but of one's own movements. However, the floor itself is perilous, with sinkholes hidden beneath only a thin layer of dust. Each Turn one moves about the cavern there is a 5 in 12 chance he steps in one, increased by a factor of 1 for every 30 Burden he carries (as it throws off his balance). Once in any sinkhole, a Character has 1 Round before he falls through to his doom. Escaping can be done with a Brawn Check at -3 or a Saving Throw at 8.

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3) Rope bridge

The tunnel opens into a large cavern, where the floor vanishes into a dark abyss. No bottom can be seen or heard. Not even an echo is allowed to escape the infernal darkness below. Spanning this chasm are three ropes—two high and a third down low—forming a crude bridge.

The ropes are old and may break. For every 30 total Burden between bodily and carried weight that is on them at any time there is a 1 in 12 chance they will snap. There is no way around the abyss. Those who fall in are lost.

4) Underground river

A winding honeycomb of tunnels leads steadily downward, ending at last on the sandy shores of an underground river. Though many tunnels open here, there is only one on the other side of the river, doubtless a safeguard against any escaping prisoners, who would surely become lost in the maze behind you.

The river is only about 5' deep. However, it is filled with man-eating devil-fish. Each Round one is in the water he will be attacked by these fish, which number in the hundreds and thus cannot be killed, but attack at +6 for Base Damage 6. The river is 30' wide at the narrowest point if someone tries to jump it. Once someone has either been in or over the water he may make an Intuition Check to notice something glittering on the bottom. It is in reality a gilded treasure-box, locked but holding 100 doubloons and an dull silver key. If the devil-fish are attempted to be destroyed en mass with an explosive, it will also destroy the treasure-box and its contents.

5) Vault door

The tunnel passes through a few chambers with rough-hewn walls, each filled with the wreckage of medieval torture devices. At the other end of this twisted jungle of rotting wood and rusting metal, you come a massive door, like that of a vault. It has three keyholes.

The door is too strong to be opened by force, and its locks cannot be picked. However, all three locks must be defeated before it will open. If the silver key was found in Encounter 4, it can open one of them, but once used, it will remain fixed in that keyhole, leaving two others to be solved. For each keyhole is locked with a puzzle—writing in whatever language the party speaks will be etched into the door around each keyhole.

The first lock bears the words 'Knock in the name of the beast'. One must steadily knock either 13 or 18 times next to this keyhole. Solving this particular puzzle is worth 10 Experience Points.

The second lock bears the words 'Give to the gargoyle the proper final tribute; OTTFSS'. One must slide 8 coins into this keyhole. Solving this particular puzzle is worth 20 Experience Points.

The third lock bears the words 'Feed me with the golden plenty to equal the weight of my heart and I shall give it up to you'. One must pour into the keyhole enough sand (which is readily available throughout these tunnels) to equal the approximate weight of one's hand. Solving this particular puzzle is worth 30 Experience Points.

6) The Devil's Hand

The vault door opens to reveal a chamber of the finest masonry, and filled with the finest treasure of Europe! Skeletons swim in piles of gold coins and choke on jewels of every color. It is a true trial for a man to take it all in before scooping up the nearest of the hoard in his arms.

The entire treasure, totaling roughly 92000 in coin and 54000 in jewels, is cursed. Anyone who takes any of it will lose life—every 1000 gold he takes is a randomly lost Ability Point (roll D12, a '1' is Luck, '8' Brawn, etc. but '9-12' is no loss). This loss remains even if the treasure is returned. A Search can find a golden hand—not cursed.

FINISHING THE ADVENTURE: The treasure of 'The Devil's Hand' is actually worth a great deal to many royal families. If pawned merely to pirate captains or merchants, it will be worth about 5000. However, if taken to Europe and presented to any governor there, it will be worth 15000.

SIX FINGERED JACK

Should the party be seeking so 'easy' money, in a quiet, seaside town, there is a local legend, a tale of a thief, his ghost, and his treasure . . .

PREPARING TO PLAY: When all are gathered to play, and the Players are prepared, begin the adventure by following the steps given below.

Background: The Adventure will begin with your reading the following narrative, thus setting the stage for the adventure that is to follow.

"Dead men tell no tales . . . but Six Fingered Jack does!" The grizzled old sailor goes on with his fanciful tale about the legendary pirate, buried he says, in the local cemetery. "Wellll . . . what **was** the cemetery. When the rollickin' wrath o' the All Too Mighty shook the island, the cemetery, it be drowned. But Heaven don't care to look upon or count ghosts, 'specially not them what were no-good pirates in life . . ."

The storyteller has quite a crowd gathered, a throng that would follow him and his every word even as much as they would a prophet of the 'All Too Mighty'. The sun is shining on the tall palms around you, and blistering on your neck. You decide it's time to move down the wharf to take care of business.

" . . . but not before gold is given," you hear the storyteller continue, "for surely as the graves are still there, just beneath the waves, so too is the treasure buried with old Jack!"

Legends: The sunken cemetery has many old tales circulating through the seaside taverns and houses of the elderly. The party can get one roll on the following chart for each Searching Check they can make. Once a Check fails, they can learn no more. Do not re-roll duplicate results, as it reasons that some tales are told more oft than others.

Legends

Roll	Legend of Six Fingered Jack
10-12	He fancied playing games with his mates
4-9	He was buried in an unmarked grave, one seen only by the light of the rising moon
1-3	He wasn't named because of his skill as a thief, but he actually had a hand of six

EXPLORING A WATERY GRAVE: There are a few different ways the party may try to go about reaching Jack's grave or recovering his legendary treasure. Use the following Encounters whenever they are applicable.

1) Searching town records

If the party seeks records anywhere in town . . .

Several guards approach you, stern looks chiseled into their weathered faces. In short order do they proclaim that they know your business, and that there is a tax on town records—thirty percent of any treasure found by using them. "We will be watching you" they say, and then turn to leave.

If the party disagrees with the guards, they'll be ordered to leave, and thereafter no town records will be available, as the locals will be too fearful of defying the guards. However, if the terms are accepted, the party will gain +2 on all rolls made for Legends (both the Searching Checks to find the stories and the actual Legends rolls themselves). If it comes to a fight, there are 5 guards issuing this order, and 4 more that will come to back them up after the battle has carried on for 2 Rounds.

2) Diving for the dead

If the party dives at the sunken cemetery . . .

The old cemetery lies in only ten feet of crystal clear water off the old docks. Emerald and azure hues glimmer upon the surface. Among the sandy bottom are lumps you know are headstones.

A Searching Check can be (re)made every 1-3 hours, but for no Experience. Each successful roll will find a headstone whose epitaph is still legible. However, only once such a roll is a natural '12' will they find the one reading '*Six Fingered Jack*'. Its coffin contains a skeleton, but no treasure. The skeleton has no extra fingers, either. A closer look will find a ring on one finger, with an inscription; '*Lucia Tomworthy*'. If the party makes inquiry at the Tomworthy house in town, the master will turn out to be Lucia's grandson, and will say that their

SIX FINGERED JACK

family legend beholds that Lucia was in love with Jack and took his grave to prevent defiling of his body. Yet, he clearly knows more. For 10% of the treasure they can make a Charisma Check to learn it, this roll gaining a +1 bonus for every additional 5% they add to the offer, and each increase thus allowing the roll to be re-made. Once successful, he will reveal to them “The rising light of the sun of the pirate-ghost shows the way to his grave...”

3) Secrets of the moon

If the party is at the sunken cemetery at dusk...

Floating on the dark water, you ponder the long drowned dead naught but ten feet beneath you. This is an accursed place. The dark, dense palms hiss and sway in the ocean breeze as if they are alive. Soon, the water glimmers silver with the rising moonlight. Climbing out of the sea upon a crag of headland, the pale sun of the spirit-world lingers to watch you through a natural hole.

If the party follows the moonlight on land, it will shine on Jack's otherwise unfindable grave. It is a collection of stones making a cross, halfway buried in the sands and driftwood. If dug up, the coffin will be filled with 5 treasures; 2 rolls for 'coins', 2 for 'jewels' and 1 for 'special treasures'. However, taking any of it causes the ghost of Six Fingered Jack to arise, a Captain who cannot be killed, but will not attack unless a thief flees with his treasure—being a ghost, he can chase in all directions at once. Yet if the party waits, the ghost will ask for “The one treasure” in return, but not saying what it is. He will hold out his six-fingered hand for it. If given the ring of Lucia Tomworthy, he will yield his treasure. If given anything else, he will attack the one who insulted him. Solving this puzzle is worth 35 Experience Points.

CIRCLE OF BLOOD: Once the party has gained Jack's treasure by one means or another, pirates of lesser heart who have been watching from a safe distance will move in to take the booty from the living and killable rather than the dead. Use the following Encounters one and all and in the order that they are presented.

4) Pirate ambush

Run this Encounter when the party first leaves the burial site of Six Fingered Jack.

Several men step out of the shadows, as ragged as the dead, but clearly breathing with greed, and with fear. In the pale moonlight, their only color is the unmistakable gleam of gold in their eyes.

These are pirate Crewmen, outnumbering the party by 2, along with their Captain. They will be generous—the party gives over all of the booty of Six Fingered Jack and they are allowed to live. These men were watching from the palm trees and know everything the party took from that grave.

5) Taxes of tyranny

Run this Encounter if the party was informed of a 'tax' by the guards and tries to leave town without first paying 30% to the governor.

“Halt!” Freshly attired guards approach, thirty in all. “A man for each percentage you owe to His Excellency the Governor” their captain proclaims.

The guards do not expect a fight. If paid the 30% they demand, they will leave. If attacked, all but 10 of them will immediately turn tail and run.

6) Return of Six Fingered Jack

Many nights later, you awaken to find a skeletal hand of six fingers in the midst of your clothing.

If carried, when one dies, he will survive, and one skeletal finger will turn to dust. Once all 6 are gone, all who were given life by the hand will grow a sixth finger, and their Luck Score will be reduced to '1'...until they lose that cursed hand.

FINISHING THE ADVENTURE: Keeping all the treasure of Six Fingered Jack will give 6 Notoriety Points to each Character who helped find it, the minimum increase to one's Notoriety Score being 2 regardless of his current Level.

TALES OF THE BLOODY SAILS

Pirates often pick up new crewmen from the ships they defeat, but what about a ship that was lost long ago, with all hands aboard? We shall see . . .

PREPARING TO PLAY: When all are gathered to play, and the Players are prepared, begin the adventure by following the steps given below.

Background: The Adventure will begin with your reading the following narrative, thus setting the stage for the adventure that is to follow.

It's a common day for a pirate—lounging on the beach and playing cards while the waves roar in the background. Still, there is an eerie feeling in the air. These shores are known to be haunted. It is only by the captain's charisma the men even set ashore here. But as the day goes on, and the light fails, and night unfurls her canvas, the men grow restless. They gather around their beachfires like the damned in Dante's Hell. No cards are to be unsheathed and no dice fall. The quiet of the night is a storm they wish to endure by reefing all sins and keeping their eyes fixed on the only light to be seen—the fire. And finally, after the night has done its worst, the campfire's reflection is raised on the horizon like a flag, and the men relax. Except . . . it **is** a flag, an ensign set aflame along with the blood-red sails of the vessel just beneath it. So the night ends in fury, claiming at least one ship, if not your own. One of them is able to whisper "The Bloody Sails . . . She is no less than a ghost ship. And now we're doomed to repeat all her mistakes . . ." Many of the men echo this legend.

Legends: The Bloody Sails is known in these parts and so some of the party's crew may have heard things about this ghost ship, giving them 1 roll on the following chart and no more.

Legends

Roll	Legend of the Bloody Sails
10-12	The Bloody Sails never actually sank
6-9	The main reason the Bloody Sails was so cursed is for its mistreatment of women
1-5	The crew of the Bloody Sails deserted in the night, fearful of ghosts

EVENTS AT SEA: The crew will immediately push to set sail, leaving these accursed waters, but once at sea, they will find they did not escape the ghost ship as they'd hoped. Indeed, several strange things will occur during the voyage, all of which the crew will attribute to having simply sighted the 'Bloody Sails'. Play these Encounters one and all and in the order they are presented.

1) Mutiny

Once at sea, the men confront the captain. Their fear has oiled the fires of rage, for they are one and all terrified at their fate, having set foot on haunted shores. They blame the captain and are now calling for his head!

If the captain is an NPC, any Player Character can stand for captain. His Experience Level is the chance he will be considered. Ultimately, at least one NPC, effectively a 'Pirate Captain', will also be considered. All contenders must fight it out, but using no weapons or any other equipment, to see who gets the command. If the current captain is already a Player Character, he can resign and live, or he can try to redeem himself by entering the same contest detailed above.

2) The ghost at the helm

As the day draws to a close, and a lazy sunset spills the blood of tomorrow across the heavens, you see a strange figure at the helm. Blinking, it vanishes, and the normal helmsman reappears, yet only for a moment. Between blinks, the man and his skeleton continually trade places, but finally all returns to normal.

The helmsman will know what happened and request to be relieved from duty. As he will claim, the ghost that was seen told him its fate: It was a laggart whose punishment was to man the helm for six days without rest, or be put to the sword—he tired out by the fourth night and, when the moon slept, he was washed overboard. Now, the party's vessel cannot avoid storms until someone completes the 6-day helming, requiring an Endurance Check each night at a cumulative -6 penalty.

TALES OF THE BLOODY SAILS



3) Unearthly fog

The ship has become mired in an accursed fog. You can't see even the end of the bowsprit. It's an eerie, quiet calm which has the whole crew on edge. The creaking of the ship alone may be enough to drive them over the edge.

Unless someone makes a Religion Skill Check, 1-12 crewmen will steal a longboat and desert the ship, preferring to take their chances on the open seas rather than be haunted by the Bloody Sails. It is a plan they will carry out at night, leaving the rest of the crew to discover the disappearance well into the morning. However, if a Player Character wants to stay up all night to watch the crew and can make an Endurance Check to do so, he shall be forced to join these deserters, or be attacked by their lot in their desperation to get away.

4) The scarlet wench

"I told you women are bad luck at sea!" says a man amidships. "They be the devil's lust! They'll draw all the demons of the deep to us..." This argument between the crew gets more heated by the moment, but you quickly realize that not one of the four men arguing are part of your crew! You've never seen any of them before in your life. Nor, apparently, has anyone else, judging by the expressions on their faces.

The 4 strange men are memories from the ill-fated Bloody Sails, ghosts, but incorporeal, and so they cannot be interacted with. But, after 1 Round, they will haul a sexy woman onto deck, bound in chains, clad all in red, and drawn up **through** the party's material deck. She will scream to be saved, and if someone has a weapon ready, they can try to break her chains with it, requiring a single hit of 10 Damage or more (no Attack Roll necessary). However, if not freed so quickly, one will have 3 Rounds to save her, but must now fight the four materializing ghosts to get a shot at her, with one chance allowed on the **Turn** immediately following when any one ghost is felled, which will cause the ghostly pirate collapse to the deck as mere bones alone (and possibly treasure). All of their statistics

are as B6, A6, E10, G11, W3, I4, C2, L1, DS 8, Survival 13, Attack at +5 using a longsword for Base Damage 10, Morale 8*, Movement Rate 140', and treasure +0*. If the scarlet wench is freed, she will smite the remaining ghosts and kiss both who saved her before dematerializing herself, which will grant them each +1 to their Charisma Scores.

5) Madman on deck!

Have each Player Character roll a single dice and add the result to their Luck Score. When reading aloud the following narrative, replace '**NAME**' with that of the most unlucky one.

The mundane toil amidships is broken by one of the crew suddenly screaming bloody murder and flailing his arms wildly about. He begins to run fore and aft, hurling curses which make the very angels cringe. Finally he stops, turns to '**NAME**', draws a sword, and attacks!

The mad Pirate Crewman believes the unlucky Character to be the reason they are all haunted, so he intends to kill him. All NPCs, dumbstruck by what they are witnessing, will not help either man.

6) The captain's trial

The dawn brings another fire to burn the hearts of your crew's courage—the Bloody Sails returns in lieu of the sunrise, her ragged, rotten planks sliding up alongside your vessel like the leprous lover of a nightmare. Then, her captain, dressed all in bloody crimson, challenges yours to a duel for the souls of all aboard.

The ghost will have the same statistics as the earthly captain. If the ghost wins, everyone aboard is lost. If the party's captain is an NPC, he will promote the Player Character with the best Defense Score to the captaincy. If the party's captain wins, they will get the ship of the Bloody Sails itself, a prize galleon, with treasure not with any crew.

FINISHING THE ADVENTURE: Having defeated the Bloody Sails, the party's captain will gain +24 to his Notoriety Score.

THE EYE OF THE COBRA

Most pirates will grab a sparkling jewel without a second thought. Perhaps that's why so many sailors on account fall prey to strange curses...

PREPARING TO PLAY: When all are gathered to play, and the Players are prepared, begin the adventure by following the steps given below.

Beginning: Unlike most Adventures, this one does not begin with an introductory narrative, but rather plays like an extended Encounter, one which will create strange occurrences as time goes on during the party's other adventures.

The jewel: The Eye of the Cobra is a cursed gem extracted from the skull of a king cobra, and it is cursed. Once it is in someone's possession, its evil effects him and all bound to him—his family, his shipmates, etc. Nobody can willingly give it away or discard it, for to do so forces the giver and all bound to him to make a Saving Throw at 6 each day—for the rest of his natural life—or contract an incurable level 1 poison. Only by surviving all the 'curses' of this jewel (as detailed in the Section titled 'Curses of the Eye') will one be free of its evil, indeed breaking its curse forever.

Legends: Many a man has known a shipmate to be cursed by this jewel, so it's possible to find stories about it. Still, like the gem itself, nobody is fool enough to offer them. So when the party begins to ask about this jewel, wherever they make inquiry, they can learn 2 of the following tales.

Legends

Roll	Legend of the Eye
10-12	The jewel of that name will not rest until it has completed a cycle of four betrayals
6-9	The jewel is cursed, binding all who are bound to its owner by blood or pledge
1-5	The jewel of that name waits to stab the heart of no less rich of blood than a king

THE EYE SEES THE PARTY: The party will enter the party's lives when next they put into any port. Once there, use the following Encounters as necessary to get this cursed gem into their hands.

1) Three pirates in a bar...

This Encounter should be played first, as it is the most likely way that the evil jewel known as the Eye of the Cobra will find its way into the party's pockets and thus into their lives.

In one corner of the tavern, you overhear three strange pirates—one Spaniard, one Chinaman, and one Scotsman—telling the strangest tales. Amidst all their bad jokes they also speak a deal about treasure, and you know the truth when you hear it. Perhaps their jesting is a way to disguise their discussion, but you are not so easily fooled. Yet their talk is entrancing, captivating, like looking into the eyes of a cobra. Indeed, their strangest story is how when a king cobra dies, something calcifies in its skull, creating an amber-like pearl, and these three rogues have one such jewel in their possession, one that is greater than any ever found, one that is magical...

These three pirates indeed have a great jewel, the 'Eye of the Cobra' as they call it, an amber-pearl worth 18000 gold! If asked, they will claim they are the last of their crew and cannot divide a single stone three ways, so they'll sell it. Realizing nobody has the wealth they seek, they can be very easily bartered down to whatever amount the party actually has to pay with—a low price, others will claim, is due to their rum 'dulling merchant wits'. However, if anyone in the party takes possession of this jewel in any manner, move at once to the next Section of this adventure. For the Eye of the Cobra is cursed, and thus the three pirates here were deliberately enticing the party from the very beginning to rid themselves of it...

2) Pigs and swine

Run this Encounter only if Encounter 1 did not get the Eye of the Cobra in the party's possession.

Outside the tavern, there's a drunkard wallowing in the mud, talking with the pigs. He speaks to them as a pious man would his gods.

THE EYE OF THE COBRA



The man with the hogs is going to be used as a distraction by a thief ‘picking the pocket’ of the Character with the **highest** Intuition Score—he does not want to go away without being caught, and he is ready to die, for he is the Spaniard of the last scenario, cursed for too long for carrying the Eye of the Cobra. If he is not detected, he’ll rob the next most intuitive Character, and so on until he’s found out and thus the jewel taken from him.

CURSES OF THE EYE: Once someone in the party has the Eye of the Cobra in their possession, it will cause strange things to begin happening for all. Use the following Encounters when applicable.

3) Voice of death

Run this Encounter the first time in which anyone in the cursed crew tries to sell, destroy, or in any other way rid themselves of this jewel.

Suddenly, the air becomes hazy, humid, difficult to breathe. Then a cobra slithers out from your own mouth and proceeds to wreath around you. Then it rears back before your face and flares its wings . . . and speaks in your own voice: “Jewels sparkle like the devil’s eyes!” it says. “Like God, that which is most beautiful is most successful at betrayal!” Then, everything vanishes, a delusion and nothing more.

Let the Player (and his Character) make of his vision whatever he will. If this is the last curse to be endured, the king cobra will become real, and attack! Its scores are Movement Rate 60’, Defense Score 8, Survival 6, Attack at +3 for no Damage but poison level 4 inducing an equal penalty to a victim’s roll on Table 9.

4) Witness to death

Run this Encounter the next time the cursed crew sees someone die outside of battle.

The dead man gasps and speaks with his dying breath: “Tell me, tell me what is the three, suns which only the dead man sees?”

One must look at a dead man during the day and through the Eye of the Cobra, and then he’ll see the sun split into three, and at the same time receive 20 Experience Points. This Encounter will recur with each death until finished properly.

5) Merchant of death

Run this Encounter the next time the cursed crew captures a ship.

As the defeated ship rocks in the waves, a low moaning sound echoes from its hold. It is a very human sound, like a groan, someone being either tortured or dying from illness.

A successful Searching Check is required for anyone to find the source of the sound, which is a ghastly pale man whose only color is amber blood oozing from a snake-bite. He’ll beg to be killed by a Christian weapon before the devil’s poison claims his soul. If not killed by a sword, he will say he will be back, then die, and the prize ship will sink so fast no treasure can be claimed from it (if any treasure was already taken, it will disappear, as if pilfered by ghosts . . .) Indeed, this Encounter will recur with each captured or sunken ship until the ghost meets his desired end.

6) Defiant of death

Run this Encounter the next time one of the Player Characters in the cursed crew gains a Level. When reading this narrative aloud, replace ‘NAME’ with that of the advancing Character.

A thick fog rolls in. Everyone falls silent. Then, a ghastly pale man emerges from nowhere, and approaches ‘NAME’, and demands tribute . . .

One must give the man 18000 gold—the price of the Eye—if one does, he will also be granted 1 Ability Point of the Player’s choosing.

FINISHING THE ADVENTURE: Once the Eye has betrayed the party all four times (Encounters), its curse will rest, and they can do with it as they will, its gold value still 18000.

THE TEMPLE OF DEATH

Pirates are not historians nor are they interested in knowing culture or legends, but they should know their treasure . . .

PREPARING TO PLAY: When all are gathered to play, and the Players are prepared, begin the adventure by following the steps given below.

Background: The Adventure will begin with your reading the following narrative, thus setting the stage for the adventure that is to follow.

Every village along the coast has stories of their gods dwelling in the jungles. Mostly these are all fear and folklore. However, few places in all the world have turned Godly men into believers of a heathen's temple. Not far inland, so say both the natives and other Christian sailors, there stands a ruined temple to a long dead deity. It is, indeed, a temple now of death. Nobody knows who built it or even when. The natives shun it and venture miles, even days out of their way to avoid it on hunt, for all who venture there never return, for it is said its lure of gold inside is too strong . . .

Legends: The natives, and perhaps other explorers, will have many tales to tell of this ruin. The party to learn 1 story from the following chart, plus one additional roll for every 30 gold spent in pursuit of such lore. Do no re-roll duplicate results—the same tales can certainly pop up again.

Legends

Roll	Legend of the temple
11-12	The gods in the temple are said to bless those of noble heart, that to give gold to them is to be rewarded with greater gold beyond this life
9-10	The temple is guarded by the living dead, who, having arisen from their grave, fear only their own kind
6-8	The temple is haunted, but the dead will not dare to cross into the godly realm, a place beyond great pits of fire
4-5	The hoard of the conqueror awaits beyond the chasm of death
1-3	The hoard of the conqueror can only be found by one who commands the moon

EXPLORING THE TEMPLE: Finding the lost temple is not difficult—the natives know where its gates are, and they should not be far—the danger is in exploring these ruins. When the party finally dares enter, tell the tale of their adventure by the following Encounters. Run them one and all in the order they are presented.

1) Entrance

The jungle is reluctant to give up its secrets, and its dead. Slashing your way through a labyrinth of poisonous green, you stand at last before the silent stone ruins of a tiered temple, its stepped slopes ascending into a hazy, yellow sky. There before you is its only door, a wide, dolmen arch spotted cursed symbols written in ancient blood.

A Search of the overgrown courtyard may find a human skeleton hanging in the dense trees. Upon its neck is a medallion bearing a diamond cut to resemble a crescent moon. The entire medallion is worth a good 2400 gold.

2) Forbidden hallway

Once inside the temple, you pass from blistering sunlight into soul-chilling darkness. Ahead of you is a corridor running straight back, narrow but its ceiling is twice as high as it needs to be. Weird, inhuman figures glow upon the walls. Painted in some strange substance which gleams under your light as a pool does under the midday sun, they seem to resemble humans only in the most base of ways, seeming more skeletal, alien or demonic than alive, and posed in all manner of ways, so their purpose cannot be determined—some stand at guard, some are leaping, others seem to kneel as if to their god, and so forth.

The hallway is rigged with traps. The trick is to match the position of the figures on the walls every step of the way. For example, if one of the luminous figures is squatting, and one crouches or squats as he walks past it, he will so avoid a tripwire at head height. There are dozens of trips and dozens of figures running the length of this hall, so if one does not specifically mimic the strange

THE TEMPLE OF DEATH



beings, the triggers will seem to be random every time. A trap can be tripped every 10' of this 200' long passage, and each done so will cause a bolt to shoot from the being's eyes, hitting a trespasser for an automatic blow of 3 Base Damage. Solving this puzzle merits 45 Experience Points.

3) Chasm of doom

The corridor opens into broad antechamber with a low-ceiling. The walls are formed of thin stone stacked in uneven layers, giving the already low ceiling the impression of slowly crushing the area with its immense weight. To either side, several hallways lead into dimly lit areas. Straight ahead, wide stairs descend to a rope-bridge spanning an awe-inspiring chasm, smoke and flame belching up from the untold depths.

Lurking in the shadows are spirits, which shall emerge and attack the party once they pass through this area. The corridors all round the chasm, and those who go that way will each be attacked by a group of 1-6 spirits, while those who crossed the bridge will, by such a display before the gods, be facing only 1-3 spirits. All of their statistics are as B1, A10, E11, G1, W4, I9, C1, L6, DS 12, Survival 1, Attack at +1* using a sword for Base Damage 4, Morale 9*, and Movement Rate 200'. They have no treasure (at least not here...)

4) Chamber of the dead

Deeper into the temple, you enter a chamber that is built entirely of blood-red stone. However, an eerie, green light permeates the area, so that all seems dark or sickly colored. The chamber is too vast to see its far walls, though your echoes tell you there are other passages in the darkness.

This room contains coffins scattered all about the floor, which the party will bump into as they move through the area. More shadows, the same as those in Encounter 3, await to ambush the party in the unseen halls, 1-12 of them for each trespasser. However, once the fight starts, should anyone lie inside a coffin, the shadows will forever leave him alone, fearing him as a god.

5) Grand staircase

A grand staircase begins a steep descent into the lightless bowels of the earth. Skeletons litter the steps, clad in the rotting clothes, armor and with the widest variety of weapons from the last ten centuries—Conquistadors lie alongside Knights of the Crusades, and many others.

The stairs are trapped. Each step is a trigger. To step on any causes spikes to shoot out of the walls, impaling the trespasser for Base Damage 10. The only way to avoid this is to use the vines and other filth on the ceiling to 'fly' down the stairs, a feat requiring an Agility Check at a -2 penalty.

6) False treasure room

The stairs end in a large chamber filled with an unspeakable hoard of treasure! Mounds of golden coins arise from a shallow, sunken floor. All the water's wavering light seems to conjure ghostly hands that are counting it for you. The walls are covered with fading frescoes depicting the edges of the world where devils stand guard.

There is a total of about 2000 gold here, all in coins from the natives. However, a Search may discover a secret door. This door, however, cannot be opened. All the coins here weigh down a single pressure-plate which keeps it closed, and when that weight is lessened, its unseen latch has even less pressure against it—the party must make the total gold here 3000 in order to cause it to open...

7) Hoard of the conqueror

The secret chamber contains 34000 additional gold. There are no traps. However, one coin—the last to be taken—will prove to be magical, so that when it is removed from the hoard, it will echo with an unearthly voice in the Character's native language: "The conqueror knows you! Beware..." Just what this means is up to you and your game's needs.

FINISHING THE ADVENTURE: Once the party returns, other treasure-seekers will flock to the ruin and claim any and all treasure they left behind.

Pirate Adventures

Gazetteers

- G1) The Spanish Main
- G2) The Barbary Coast
- G3) The Seven Seas
- G4) Hellish Havens
- G5) The Bloodiest Yarns
- G6) Endless Enemies
- G7) Untold Tales
- G8) Legendary Wars
- G9) New Worlds

Caribbean Adventures

- C1) The Forbidden Gold
- C2) The Fabled Treasures
- C3) Blood and War
- C4) Love and Duty
- C5) The Lost Treasures
- C6) Drake's Inferno
- C7) The Fountain of Youth
- C8) The Curse of Montezuma
- C9) The Treasure of Atlantis

Mediterranean Adventures

- M1) The Lost Kingdom
- M2) New Crusades
- M3) Holy Wars

Open Seas Adventures

- O1) The Devil's Fleet
- O2) Master's Voyage

Novelettes

- N1) Treasure Island
- N2) Captain Blood
- N3) Howard Pyle
- N4) The Sea Hawk