

Shanghai's

Being a Right and True Scenario for the Much Acclaim'd Drama, Bloode Island

By Colin Fisk

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Disclaimer: DEEP 7 and its personnel in no way endorse lethal swordplay, pillaging and looting of small coastal villages, nor do we encourage making your enemies walk the plank – even if they deserve it. It is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

THE PREMISE: Your ordinary boring Life on St. Kitts is about to be shaken to it's core after your night of binge drinking lands you as the newest conscripts on the pirate ship "Massacre." This should have the feel of a bad soap opera with larger than life villains and many shifty crewmates with equal tales of the "life interrupted blues." This should be the characters' introduction to the life of piracy, but, no matter how great their life was before, the romance of piracy should win over their hearts in the end.

THE SETUP: The players should all be younger males (no one over the age of 30) in relatively good health who have descended on *The Slaughtered Lamb* for a night of good drinking and wenching. Each character should have a good reason for being there and be ready for an open night of fun. At some point during the evening's debauchery, the Lieutenant of the *Massacre* should make an appearance and start a fight that should engulf the whole bar. Of course, while people are bashing heads, their drinks are being doctored.

THE SHANGHAI: When everyone awakens, they will find themselves in the hold of the *Massacre*. The Lieutenant, Jean D'Astrange (known as Jean the Strange) will graciously invite them to join the crew of the *Massacre* with promises of adventures and untold riches. Have at least one non-party member refuse his offer and attack Jean the Strange. The ensuing fight should be quick and bloodless so you can stage a "plank walk" as further warning to the crew of how mutiny is dealt with.

THE MISSION: Once everyone agrees that life aboard the *Massacre* is better than having your thighs slashed and then forced to drop into shark infested waters, Jean the Strange will announce they already are at sail toward the isle of Nevis. Once close to the island, he will brief them that they are going to drop anchor and take several small boats to break the Captain of the *Massacre*, One Eye Nelson (third cousin of the Admiral Nelson) out of jail.

THE ISLAND: Like St. Kitts, Nevis is a peace-loving island, with a small militia. Breaking the captain out should be accomplished much like a James Bond rescue, easy in; then all hell breaks loose. During the ensuing battle of dueling sabers and light wounds to the new crew of the *Massacre*, Jean the Strange will be killed in a dramatic sword fight on the turret walls.

The Chase: Like all good adventures, there needs to be a chase. When the remains of the *Massacre's* crew gets back to the ship with One Eye Nelson, they will soon be pursued by the English ship, HMS *Purdey* and a Spanish barque, the *Caliente*. Though able to quickly outdistance the *Caliente*, the *Purdey* will close on the *Massacre* and, before the *Caliente* can get close enough, the two ships will be lashed together and hand to hand fighting will resume.

THE FINALE: Like all good pirate movies, the final battle is filled with explosions, sword duels and the occasional musket ball that knocks someone from the Crows Nest. As the crew of the *Massacre* gains the upper hand over the *Purdy*, the *Massacre* should have her hull blown out. Of course, the unsuspecting *Caliente* will see the *Massacre* go down and assume the *Purdy* is still under English flag. After the crew overwhelms the *Caliente* as well, booty should be recovered from the *Caliente* before she too is scuttled. As the new crew adjusts to their new life, Nelson should appoint one of the players as his new Lieutenant. Roll credits. Good luck!

