

A

Flower Imprisoned

“To tell you a truth, my friend,” said Vladimir, his Russian accent as thick as the stew in front of him, “she annoys me to no end. Is like courting my older sister Olga.”

The man next to Vladimir stared at him blankly. He didn’t care, but if this tall Russian was going to buy him drinks, he’d nod his head and listen.

“What does not annoy me is her money. She is very rich, her and her mother. Marriage is good like that.”

“Mother need a friend?” asked the man half-heartedly.

“Ha! Ha!” laughed the big Russian. “You’re very funny. Bartender, bring us some cognac.”

Summary

This short adventure is suited for 4-6 100-point **GURPS Swashbucklers** characters. Characters can be of any nationality.

The adventure takes place on the fictitious island of Bilgetown, located about fifty miles north of Port Royal in the Carribean. Bilgetown is a notorious pirate haven, and is governed by a Duke Martigo, a Spaniard with enough connections to the King of Spain to allow this island to go unnoticed, as long as the pirates leave Spanish merchants alone.

The PCs have found their way to this port and

are quickly approached by a radiant young woman named Flower and her darling mother, Marie. Flower claims her uncle Vladimir has been imprisoned by the Duke, and is scheduled for execution in two days. Despite her uncle’s innocence, the Duke will not hear her case, and she needs some daring swashbucklers to attempt a prison break out.

Gamemaster’s Introduction

Vladimir, however, is not Flower’s uncle, but

her fiance. He was arrested recently (for piracy) for having Spanish merchant chests on his ship. Duke Martigo occasionally overlooks these things, but since the merchant family Vladimir robbed was his own, he scheduled a quick trial and a quicker execution.

Vladimir, however, is only interested in marrying Flower because of her family’s wealth. He is tired of the exhaustion of piracy, and wants to return to Russia with a rich bride.

What he does not know is that Flower’s family has no money. Her father was rich, once, but lost it all when his sloop sank off the coast of Jamaica;



Flower and her mother have been stranded at Bilgetown for five years now. Flower has been withholding her lack of wealth from Vladimir; she assumed he was rich (and he was, reasonably so, until Duke Martigo impounded his stolen wealth).

Arrival at Bilgetown

If the PCs are pirates, it makes sense that they would arrive at Bilgetown. It makes a good place to relax, spend some gold (or launder it), and repair the ship.

If the PCs are not pirates, they may have been forced to weather a storm in Bilgetown. The waters around the island are known as the Sanquine Straits, and are very difficult to navigate, especially during foul weather.

The pirates of Bilgetown will leave any ship in port alone... for the most part.

The Town

The Docks. The docks can hold about five medium-sized vessels. Currently, three are in port. The Russian *Druz̄bny* (captained by Vladimir), the English pirate vessel *The Drunk Mermaid*, and the very-well-armed English ship, *The Bottom*. The crews of all three ships are wining and wenching in the main town.

A - Wet Cappy Seadog's Inn. This pub and inn is owned by Wet Cappy, an old, white-bearded pirate with a peg leg. He's a jolly man, with enough money buried around the island to keep him happy for a long time. He rents out three rooms above the pub for \$2 per night.

B - Michael's Carpentry. Run by a young man Carl who just took the business over from his father. This carpentry business takes care of most of the ship repairs.

C - Shot & Chain. Pirates who have too much ammunition (possible, when ships are taken) sell it here. It is then resold to pirates who have too little ammunition (likely, when ships are taken). They also have a small compliment of matchlocks and flintlocks, available at double normal price.

D - The Rundowns. This inn has over 30 cheap rooms (\$1 per night; each room holds about ten bunks). This is where most crews room during their time here. At the present, the inn is about 80% full, with the crews of the *Druz̄bny*, *Drunk Mermaid*, and the *Bottom*.

E - The Captain's Store. This all-purpose store sells a little of everything. Some blades (mostly cheap), some food (generally not enough to stock a ship for more than a day), charts and old navigation instruments, spyglasses, and other assorted items. The store's most popular purchase? Rope.

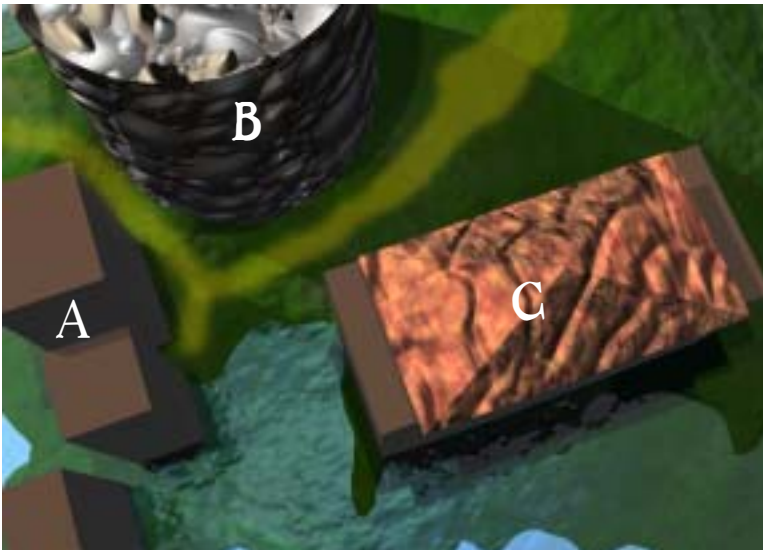
F - Rita's Clothiers. This small store employs several dozen women. They make their living selling and repairing clothing and sails. Rita herself is an old, lecherous woman with an eye on the younger men. Stories of this place being a brothel are exaggerated, if not a bit true.

The Inner Town

Away from the shore, Bilgetown turns more residential:

A - Residents. About fifteen small buildings and apartments house the permanent residents of Bilgetown. Stranded wives, crippled sailors, and the occasional forgotten hostage live here.





It will take some time for Flower to tell her story:

“My mother and I arrived in this horrible haven to villainy a week ago. We were traveling with my mother’s uncle and had to shelter here during a storm. We had no idea this town was run by pirates!”

“As we prepared to leave, the arrogant duke boarded our ship and saw that we had Spanish cargo. He declared it his own and jailed my uncle! The trial went poorly, as the Duke was the judge, and now he is sentenced to hang in two days!”

“My uncle is innocent and young. He has a wife and three daughters back in Spain. Won’t you help us? I promise the world to you!”

B - The Tower. This tower, once a shot tower, is now the prison of the town. It has five cells and an underground storage facility. It is manned by four Spanish Guard at all times. Five more are in the Manor.

C - Martigo’s Manor. This four-bedroom manor located by a freshwater stream is the home of Duke Martigo and his Italian wife, Viciala. Martigo spends most of his day playing lawn games with his guards. Once a week he goes down to Wet Cappy’s pub for a drink with the sailors, so that he’s seen as a “common man.” Afterwards, he inspects any new ships that come into harbor to insure they do not have Spanish cargo. Martigo’s manor is seldom approached by the pirates, unless they wish to buy a Letter of Marquis, priced at \$1,000 (for a two year contract).

The Meeting with Flower

Shortly after disembarking (or, if the PCs have been in town for a few days, after loading supplies), the PCs will notice a striking young woman, Flower, watching them from a distance, with her mother, Marie. Flower seems to be watching their actions, seeing what supplies the PCs are loading, and judging their character.

If the PCs do not approach her, she will approach them (though she will be disappointed with their lack of bravado.

As soon as she is within conversation distance, Flower will become teary eyed and grasp the hand of her mother, who will shake her head in sympathy.

With that, Flower breaks into sobs and points at the tower at the top of the island. Her mother consoles her.

Flower and her mother have no wealth or reward to offer the PCs, though Flower is willing to flirt with any men... especially Lecherous ones, whom she will ruthlessly use.

The Story

Flower’s story, however, is a lie. Vladimir is her fiance, and was arrested for legitimate piracy of Spanish cargo. A visit to Duke Martigo’s manor will reveal that he, indeed, had stolen Spanish cargo on his ship, and any visit with Vladimir’s crew (along with a successful Carousing roll) will reveal that many of them are not typical merchant crew. More details on them will require a PC to speak Russian. If one of the PCs does speak Russian, a successful Carousing or Streetwise roll will reveal that they are pirates, and have a few stories of boarding merchant ships and battling navys.

Flower’s Mother, Marie, is helping her daughter pull this con by consoling her and agreeing with what she says. Marie has much to gain from the wealth of Vladimir’s family (of course, she does not realize Vladimir has none).

Flower will continue to push for a rescue effort. She is a brilliant girl, and will use her tactical knowledge in helping the PCs plan. Despite her shrewdness, she is impressed with other people’s cleverness; she may become truly enamored with a PC who demonstrates bravery and intelligence.



Flower

90 points

ST 10 [0] **Move/Dodge:** 5/5
 DX 11 [10] **PD/DR:** 0/0
 IQ 13 [30]
 HT 11 [10]

Advantages: Beautiful [15]; Charisma +2 [10]; Empathy [15]

Disadvantages: Bad Temper [-10]; Wealth: Pacifism (Cannot Kill) [-15]; Poor [-10]

Skills: Acting-15 [6]; Area Knowledge (Bilgetown)-13 [1]; Cooking-13 [1]; Disguise-12 [1]; French-12 [1]; Gambling-14 [4]; Pick-pocket-11 [4]; Shadowing-14 [4]; Spanish-13 [0]; Stealth-12 [4]; Tactics-12 [2].

Quirks: Likes to flirt [-1]; Calls her mom "Marie" [-1]; Refuses to learn Russian [-1].

"he is a Russian and a Protestant. No one will miss him."

The Prison Tower

The Prison Tower is constantly guarded by four guards. Two guards are always stationed in the front, and two more are stationed in the top of the tower in the guard bunkroom. Most of the time, this prison is filled with brawlers and those pirates who assault the wenches at Wet Cappy's.

The highest prison cell is reserved for Vladimir, as it is the nicest, and Duke Martigo feels bad if someone sentenced to death gets a bad prison room.

Duke Martigo

Duke Martigo is a friendly man, which is unusual considering he consorts with pirates a lot. He was given this island by the King of Spain after recovering three crates of Spanish gold from a small English pirate ship. That event, however, was more a result of accident than brave intention.

Duke Martigo has lived in Bilgetown for six years with his beautiful (and occasionally disloyal) Italian wife. His guards are his best friends, and he plays lawn games with them for hours on end.

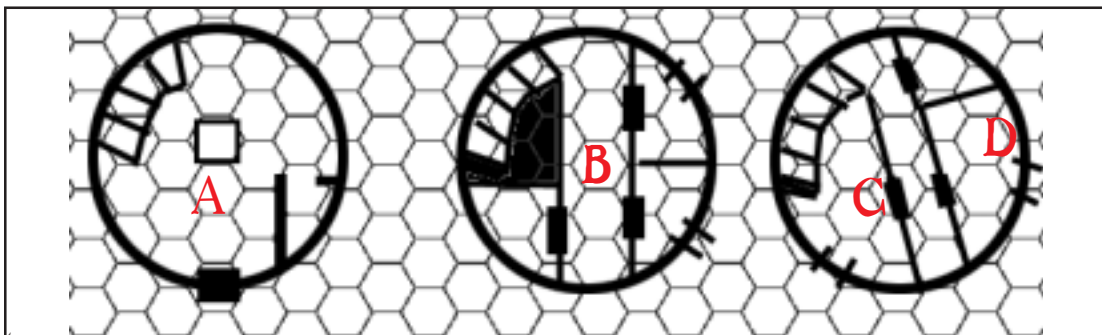
The Duke will invite any noble PCs to lunch (and a game of lawn darts) unless they are English or Dutch. He enjoys hearing tales of his home country, and won't hesitate to tell some of his more lurid pirate stories.

If asked about Vladimir, the Duke will shrug and say that he was sentenced to death for Spanish piracy. The hanging is in two days at the docks.

No amount of bribery will convince the duke otherwise. "Even if this man is not guilty," he says,

A - Entrance. This room has a small table in it, along with a closet that holds some old weapons (mostly crossbows and halberds). There is a trapdoor that leads down into a cellar, which contains some supplies (rope, barrels of water, rats). There is a secret entrance to the cellar that leads from the sewers outside of Rita's Clothiers. Some of the girls pay visits to the soldiers at night using these sewers (naturally, they raise their rates quite a bit -- a bath is in the cellar to wash for this purpose as well). Only Rita and a select few know about this secret.

B - Cell Level. This level is located about 5 yards off the ground. There are three cells here. At the present, only one is occupied. One of Vladimir's crew tried to rescue Vladimir (at Flower's bequest, of course), but failed miserably.



C - Guard Quarters. A single wooden bunkbed in the corner holds two guards. During the day, they tour the prison, talk to the “guests,” and play cards in here.

D - The High Tower. This cell holds Vladimir. Comparatively, it is nicer than the other cells and holds a real wooden bed (rather than a mattress of straw) and has a nice view of the harbor. The barred window is rusty (a ST-2 roll will break it free) and is 9 yards off the ground.

If a fight breaks out, one of the guards will run to get more help from the Manor. Even Duke Martigo will come to his friends’ aid.

The Rescue

Vladimir will be very surprised at his rescue. He had resigned himself to his fate with good Russian stoicism. He has many questions, namely, who is paying them to rescue him.

If Flower is mentioned, he will wax fondly about her, though he will say that he found his old girlfriend in Russia more attractive, that her Spanish accent is annoying, but fortunately, she is very rich. If asked about his relationship with her, he will say it is “chaste,” then wink knowingly at the PCs.

Whether the PCs decide to rescue Vladimir once meeting him is entirely up to them. Duke Martigo, however, will be very disappointed if he escapes, and lock down the island until he is recaptured again.

Flowers Story

If the PCs confront Flower about the true identity of Vladimir, she will confess, in private, that they are engaged but that she plans to use him for his money, and nothing else. If she has become enamored with a PC, she will reveal

Prison Guards

ST 12 **Move/Dodge:** 6/6
DX 12 **PD/DR:** 1/1 (light leather)
IQ 10 **Skills:** BP Weapons-14; Fencing-12;
HT 12

Weapons: Most guards carry a Rapier (1d imp, reach 1,2; Parry 8). One carries a belt pistol (1d+1+ dmg, Malf 14, SS 13, ½D 75, RoF 1/60), and a blunderbuss is located in the guard room (+1 to hit for shot, 4d dmg, Malf 14, Acc 3, SS 14, ½D 15, Max 100, RoF 1/15).

that she probably won’t even marry the man, but instead will get him to buy her many a precious thing before, finally, escaping with her mother.

If Vladimir was rescued, he will undoubtedly realize Flower has no money, and she, the same. In a loud argument heard all around the island, they will go their separate ways. Flower will refuse to step on board Vladimir’s ship, and ask the PCs (or another ship) for passage. If Flower was enamored with one of the PCs, this is a good opportunity for romance to bloom.



Duke Martigo

147 points

ST 12 [20] **Move/Dodge:** 6/6
DX 13 [30] **PD/DR:** 1/2
IQ 12 [20]
HT 11 [10]

Advantages: Charisma +1 [10]; Status +3 [15]; Toughness [10]; Wealth (Very Wealthy) [30].

Disadvantages: Laziness [-10]; Overconfidence [-10]; Sense of Duty (Companions) [-5].

Skills: Administration-12 [1]; Area Knowledge (Bilgetown)-13 [2]; Black Powder Weapons-16 [2]; Chess-13 [2]; Fencing-14 [8]; French-11 [1]; Gambling-11 [1]; Hobby (Lawn Games)-15 [6]; Spanish-12 [0]; Tactics (Naval)-12 [4]; Tactics-12 [4].

Quirks: Loves lawn games [-1]; Loyal to his wife [-1]; Good-humored [-1]; Likes chess [-1]

Equipment: Fine rapier (1d+1 imp, Reach 1,2), buck & balled Naval Pistol (2d-1+ [2d], Malf 14, Acc 1, SS 11, ½D 75)

Maneuvers: Retain Weapon-16 [2]

Plot Complications

A Flower Imprisoned is designed to be a short, one-night adventure. It can be lengthened in many different ways:

A Heart Changed

Despite Flower's lack of money, Vladimir may decide she is the love of his life. He will try many desperate attempts to gain his love, and will become jealous of any PCs she befriends. He may challenge one of the PCs to a duel over her.

The Russian Crew

If the PCs don't rescue Vladimir (or, by some chance, he is killed) a group of Russian crewmen will swear revenge. They may try to jump the PCs in the streets and cause riots in town. Duke Martigo may ask the PCs help in quelling the angry Russians.

The leader of the Russians will be Vladimir's first mate, a Russo-German named Waldmar. He is a bloodthirsty man, and holds the Duke accountable for Vladimir's capture and scheduled execution.

Kidnapped

When Vladimir leaves Flower, Waldmar will attempt to kidnap her for himself. He has always had an eye on her, and now that Vladimir wants nothing to do with her, he plans to grab her and take her back to Russia.

Use the Prison Guard statistics for Waldmar's crew. For Waldmar, use the following statistics, only Waldmar will be using his trusty, old-fashioned, broadsword.

Waldmar *110 points*

ST 13 [30] **Move/Dodge:** 6/6

DX 12 [20] **PD/DR:** 1/2

IQ 11 [10]

HT 12 [20]

Advantages: Combat Reflexes [15]; Toughness [10]

Disadvantages: Bad Temper [-10]; Overconfidence [-10]; Sense of Duty (Crew Mates) [-5].

Skills: Area Knowledge (Bilgetown)-11 [1]; Black Powder Weapons-13 [1]; Broadsword-15 [16]; French-9 [½]; Gambling-11 [2]; German-11 [2]; Russian-10 [1]; Spanish-9 [½]; Tactics (Naval)-11 [4]; Tactics-11 [4].

Quirks: Spits a lot [-1]; Doesn't like his teeth [-1].

Equipment: Broadsword (2d cut swing, Reach 1,2).

