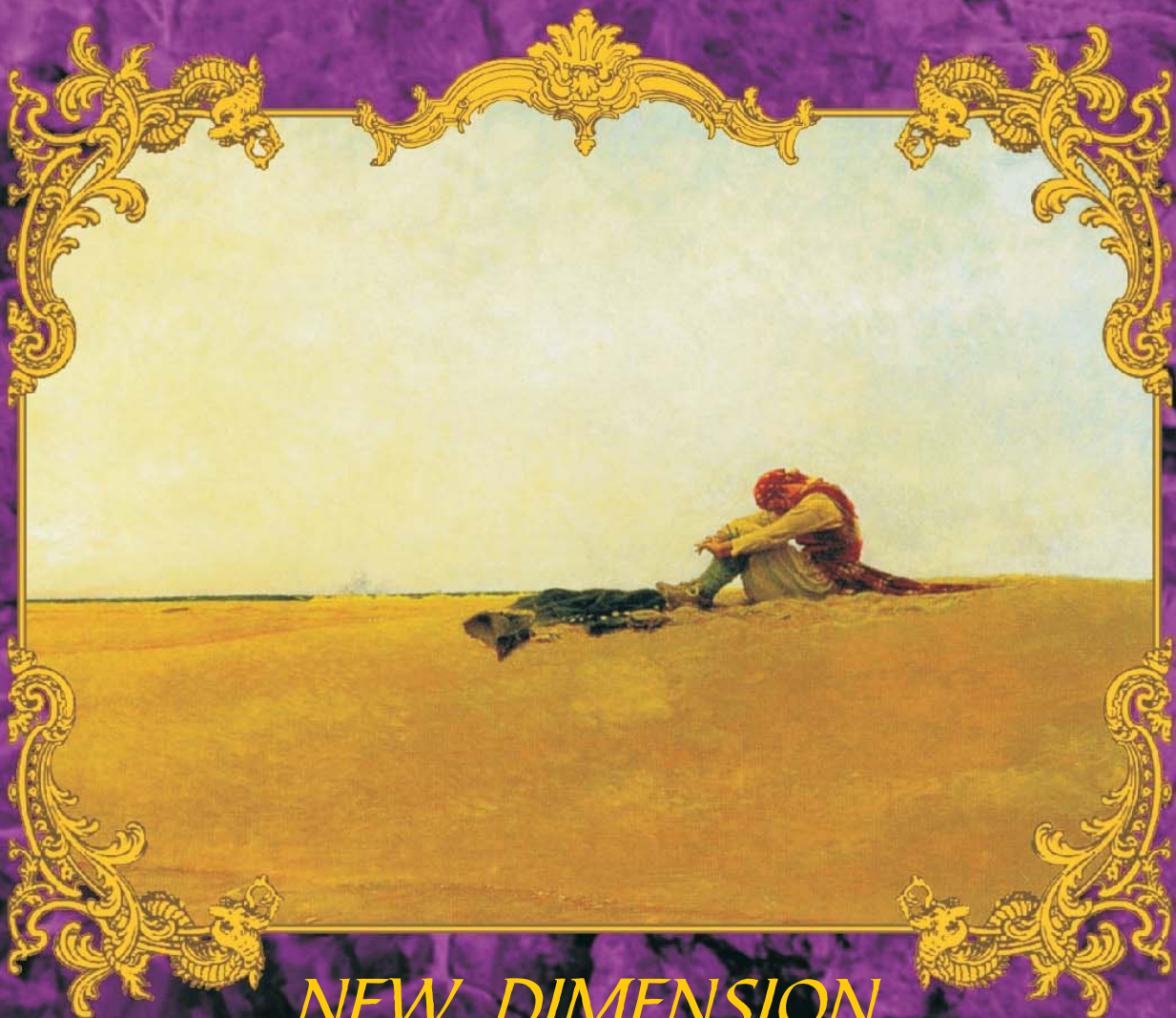


PIRATES™

*OUT FOR
BLOOD AND WAR*

BY: MATT DEMILLE



NEW DIMENSION
GAMES

FOR Basil Rathbone, the sword master...

Credits

Designer: Matthew deMille

Cover: Henry Beville (historical picture)

Editing, Graphic Design, Typography: Matthew deMille

Producer: James deMille

PLANNING THE ADVENTURE

Mother o' God! There be war brewin' in the New World, matey! Ye don't believe me? If yer so certain o' yer fate an' fortune, or if ya be only a braggin' fer the skills what God gave ya an' that war is a false fear, then I dares ya ta set sail into the Caribbean. The blue waters will be a flowin' crimson-red before long, with yer own blood...

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: About this book in particular, indeed this gamebook—what is a gamebook for a role-playing game?

What is in this book: Contained within these pages are three individual, open-ended Adventures that will take the Characters on thrilling journeys across the Caribbean! These can be played individually, or used in chronological order, building the basis for the careers of the Player Characters. Or, they may even be played in non-chronological order, assuming that the Encounters keyed to specific years are omitted.

Using this book: These Adventures are relatively short, requiring on an average one full game session (roughly 10 hours) to play through to their end. However, you may increase the length of any Adventure by adding Encounters from other game gazetteers. One must select such additions carefully however, for each of the Adventures in this book are carefully constructed and their own Encounters are carefully chosen to lead the Characters to a certain conclusion, and even one sidetrack can throw the Players' thinking off enough to change the course of the entire Adventure. Additional Encounters are welcome and even encouraged, but you should read through the new material and the entire Adventure itself before choosing what to add and where to add it.

It is important to note that, as these Adventures are not 'full-length', that they should not be played back-to-back, as Players may tend to believe them to be one entire Adventure. This would lead to problems, in that Players would associate Encounters in one Adventure with situations they face in another, and this can throw them way off track in their decision making. These Adventures should only be played one-after-another if the Players are **fully** aware when one Adventure ends and that a **new** Adventure is beginning.

Indeed, if you play these Adventures one after another, have a little 'shore leave' time in-between them, perhaps breaking the game session at that point, or in some other way clearly establishing the time elapsed between adventures.

PREPARING TO PLAY: Before you and your friends sit down to play this game, you should consider the basic elements of the Adventure, as explained throughout the following pages.

Tales to be told: The Adventures in this book are presented in their chronological order. The first Adventure, 'The Silver Squadron' takes place in 1641. The second Adventure, 'War for Profit', takes place in 1645. Finally, the third Adventure, 'The Doom of Port Royal', takes place in 1647.

Telling these tales: Each of these Adventures is about war, and everything revolves around battle and bloodshed, for both the Player Characters and all the NPCs as well. Thus, when telling these stories, maintain racial hatred, political backstabbing and religious intolerance as the driving force behind most (if not all) themes and actions. Certainly other motives and ideals such as love, patriotism and revenge can come into play, but they should never take precedence over war.

WAR AND PEACE: The three Adventures in this booklet revolve around the ever changing status of war between the major European nations. While the Encounters that tell these tales flow along with the current of blood spilled by these wars, the fluctuating politics can sometimes be confusing. In order to help the Game Captain out, the following chart provides a timetable for these wars.

PLANNING THE ADVENTURE

The Wars Of Europe

Date	Nations and their status
Apr 23, 1640	England and Holland form alliance
Oct 1, 1640	Spain and France go to war
Jun 1, 1641	Spain and England go to war
Mar 3, 1645	England and France go to war
Apr 1, 1645	Spain and France make peace
June 12, 1645	France and Holland go to war

SIDE ADVENTURES: In order to add greater interest for the Player Characters, there are provided below several 'side adventures'. These are simple, open-ended Encounters that may be used in any of the three Adventures found in this booklet. Use them sparingly, for they do not last long, and moreover, use them wisely, placing them in the story when they will be most effective.

1) Crooked cartographer

If the party has more power than you prefer, you may be a sinister Game Captain, almost as sinister as the cartographer who sells the Characters charts next time they buy them for their ship...

The cartographer gladly rolls up your new charts, and then adds, with a gleam in his eye "Might ye be wantin' jus' one more? A map o' the world **under** these 'ere world?"

If the party bites, this man, who is actually a spy for Spain or whichever nation hates the party the most, will offer to sell them a 'treasure map' for 600 gold. This map is provided as Handout 1. It should lead the Player Characters to an island off the coast of Tortuga—where pirate hunters await them! This trap can involve any number of enemy vessels you wish, though their forces should allow the party a fighting chance, the best rule of thumb being a number of ships equal to that of the party themselves, though all the same type as the party's flagship, thus ensuring no arguments about reefs or their ability to be caught there, and these warships should have the maximum normal cannons and crew, albeit all 1st Level. If ever the party returns to the cartographer who sold them this trap-map, he will long have packed up and fled, though he may reappear one day...

2) Church and State

If any of Players need incentive to forget searching for treasure all the time or need a motive to be more defiant of government, single out those particular Characters in town for this Encounter.

As you make your way through the crowded streets, the crowd suddenly parts like the Red Sea, and for a priest no less, who must be as important as Moses himself, given the elite guards that escort him.

If the Characters do not react, the priest will point to them and name them "Heathens", simply having picked them at random to fill the empty prisons and thus make the governor look better. And, that's exactly where the Characters will end up if they can't defeat these 6 guards, each with DS 10, G 7, MOVE 120', each using a longsword (cutlass in a Spanish settlement) at +3 with two pistols tucked in their belt as backup. Each guard is Level 1. The priest would be worth a ransom of 1000 gold...

3) Curse of a marooned pirate

If the party puts ashore for provisions...

You find this island to be less than a mile across, a small, lonely place with isolated palm groves. Not far up the beach, you find the skeleton of a marooned sailor, his chalky white bones bleaching in the white sand under the garish glare of the tropical sun. A black crab crawls through his ribcage.

Having put ashore on this bedeviled island, the pirates will not only find absolutely **no** provisions, but all those that they still have aboard will spoil, costing the crew twice their daily rations until this evil is purified, which can only be accomplished by marooning someone on this very island!

In addition, a successful search of the beach will find a barnacle encrusted rock with a clue to this curse carved into it, as depicted on Handout 2.

THE SILVER SQUADRON

Avast there! War be comin', matey! Aye, and when them bloody flags be raised an' the sand and sun be seen only as heaps o' gold with blood ta rain down upon 'em, will ya be there ta tell the tale, or will ya be drowned beneath it? Blood, gold an' war! Ahhh, I tell ya true, a pirate's life is a wonderful life . . .

BEGINNING THE ADVENTURE: Before running this Adventure, it is a good idea to read through it just to be familiar with the storyline and key elements. However, reading the entire Adventure beforehand is not necessary for play.

Timeline: This adventure is set in the Caribbean in the year 1641. Those Encounters that are marked with an "*" require the game to be played in this era. If your game does not adhere to timelines, do not use these Encounters.

Background: When everyone is ready to play, begin the adventure by reading the narrative below.

The blissful winds of the Caribbean paradise that carry the salty air of the sea and the smell of freedom have changed, and now the scent of blood carries over the rolling waves, even as the sun sets, glazing the sea with blood-red light, an omen of the changing times.

As you look out your window, you ponder what this may mean for you. War is coming—of that there can be do doubt. The season of peace has overstayed its welcome, and you know that in this brutal new world the changing seasons of war and peace are merely blurred by the endless sunshine and tropical weather. You know in your heart that when the seas are stained with blood rather than illusion alone, you will be out there with your hand in it. The only question is who you will be fighting for—will the noble lords of the Old World press you into serving them, or will justice allow you to dig your own grave?

You slug down another gibbar—the potent concoction of liquor, blood and gunpowder hits the spot, and you dream of an endless winter of men melting under the sun as they hack one another to pieces, while you watch from Heaven.

PART 1: THE HIDDEN COVE: All the Player Characters are in the English colony of St. Kitts. However, they must wait to be introduced before playing. Provided below are many Introduction Encounters. Play these Encounters where applicable.

1) Introduction

This Encounter will introduce to this story any Characters who are already aboard a ship. When reading the following narrative, replace 'SHIP' with the name of the party's vessel.

The sky is clear and the sparkling Caribbean waters like glass when the 'SHIP' puts into the friendly port of St. Kitts. The new governor of this English colony is welcoming all ships this spring. Some speculate that with winter ending, many Spanish ships will sail from Europe, with purposes of war rather than trade, and even pirates make good friends in such times. None-the-less, proclamations all over town clearly state the generous offer of his excellency the governor.

If anyone looks at any of the proclamations, provide for the Players Handout 3. But in any event, the Characters are free to conduct business here in port. If they follow up on the governor's offer of seeking service as a privateer, they can clear their name and gain a letter of marque for the diminished rate of their Notoriety Score multiplied by a factor of 40 rather than 100.

2) Introduction

This Encounter will offer anyone the chance to join the game who has at least 1 gold to ante up, and the guts to do so . . .

You know not how you came to be here, nearly dead, weary and delirious, sitting around a poker game aboard a derelict ship. Is it a dream? Did you die in the last broadside battle? Is this the cold Hell of the deep, the groaning wood dripping wet with blood? "Are ye in?" asks a skeleton, his bony fingers cracking as he shuffles cards. "Yer wager? Pay the devil an' live again!"

THE SILVER SQUADRON

Do not give the results of anyone's actions until all Players have made their choice to 'join the game', or to not. Then, those who did not join will have to wait until Encounter 8. However, all those who put in gold will awaken, for indeed this was but a terrible dream and nothing more. However, they will awaken in a house of ill-fame, the total amount of gold they 'offered the devil' the chance in 13 that the prostitute they slept with the previous night did not poison them . . .

3) Introduction*

This Encounter will bring into this story any and all Characters who currently have no money.

The harbor of St. Kitts is filled with guards this morning, for a Spanish ship arrived in the night from Santiago Vega, a thriving colony far to the west, in Jamaica. Tensions are already building between England and Spain, and the wealthy citizens and government officials are taking this as a peace offering—buying criminals to re-sell as slaves. Alas that some men's fortune is other men's plight—you are spared the mercifully quick death of the English noose and pushed into line for that death-ship. As the Spanish and English officers begin reading translated lists of your crimes, with the added insulting truth that your greed has left you penniless, one of the convicts breaks from the line, instantly starting a riot!

Each individual Character is on their own for now—they must each make a Fleeing Check, and all those who fail will be pummeled senseless by the guards and indeed sold into slavery, to be freed later perhaps, in Encounter 8. However, those who are successful will end up in the same back alley, far away from the docks. If they have adventured together before, then it stands to reason that they knew each other's ways and escaped as a group. Otherwise, this strange chance is what has brought them together for the first time.

Note that if anyone tries to fight all the guards, he will automatically lose, as you should warn him before he attacks. This is because the conditions of his imprisonment were so vile that he is weak and cannot fight until he rests.

4) The Dynasty

Once all the various Characters have taken care of whatever business they seek in St. Kitts, the next morning, the winds of fortune will begin to blow their way with this Encounter.

The harbor of St. Kitts is bustling with activity much more than is usual. On your way down through the zigzagging cobblestone streets, you fish the chatter between the citizens, and catch that someone of great importance is arriving. Soon you see the tall masts of a mighty ship rising above the lower rooftops of the hillside town. When you arrive at the wharf, you learn that the ship is 'The Dynasty', bringing from London the infamous financier and profiteer Count MacMahon in search of a suitor for his daughter, the Lady Bonnie.

The town guards will not let anyone near the ship, which remains anchored far away from the crowded docks, and indeed guarded by the surrounding forts. If asked why, the guards will say that the Count will remain safe with his daughter until he hears of any suitors worthy of the Lady. If any Player Character accepts this invitation and requests that the guards take word of him to the Dynasty, a Charisma Check is required. This roll is modified by many factors.

Royalty is looked upon rather favorably, adding +2 to this roll.

British men are MacMahon's preferred suitor, himself being Irish, granting any British Characters +1 to this roll.

Wealth is frowned upon as MacMahon wants his daughter to earn her fortune rather than marry into one, thus if one has possessions worth 10000 gold or more this roll will suffer a penalty of -3.

If this Charisma Check is successful, the guards will indeed take notice of the potential suitor to Count MacMahon, though this is the only such business they will report to him—MacMahon is rich and is not at all interested in anything else. However, all those Characters who indeed set themselves up as a suitor to the Lady Bonnie MacMahon will become important in the next section of this Adventure.

THE SILVER SQUADRON



PART 2: A LADY'S LOVE: Will any Character seek the love of the Lady Bonnie MacMahon? They will have several opportunities to do so, as provided in the following Encounters. Play these Encounters in the order they are presented.

5) The dance

All Characters whose name was taken to the Count's ship in Encounter 4 will receive an invitation to a dance at the governor's mansion the following night. A copy of this invitation is provided on Handout 4. As the letter says, formal attire is required, which costs 10 gold.

The governor's mansion is filled with the color of richly dressed officers, captains and suitors gliding in rhythm to the harpsichord's telling of William Byrd's 'Wolseys Wilde' with the same grace and deliberate motions that others employ upon the dance floor. Indeed, as you make your way through this sea of powder-wigged sharks, you realize you shall have to be careful of your every word and movement, and perfect the dance of politics to even get near the Lady Bonnie. She is currently surrounded by stifling crowd of half a dozen suitors—aristocrats all.

Few pirates have the skills necessary to act as a proper gentleman, and so this comes down to a matter of deception—one must make a Intuition Check to approach the Lady MacMahon, this roll aided by any Skill in Disguise. If this Check fails, a random gentleman will make a normal Intuition Check (with a Score of 8) to see through one's deception, with success indicating that 10 guards are called immediately! Their statistics are DS 8, G 7, MOVE 100', and each has a longsword and a pistol and a bonus of +2 to use both, and each guard is Level 1. However, if one approaches the Lady successfully, he must fend off the wigged sharks, who will actively be looking for any flaw in his presence, thus calling for a Wits Check, aided by any Skill he has in Skulking. If one can indeed gain some time to talk to the beautiful Bonnie, he must make a Charisma Check. If he fails, she will turn away and talk to others. If he succeeds, she will do the same . . . for now.

6) The plea

All Characters who did not attend the dance in Encounter 5, regardless of whether they sent their names to the Dynasty or not, will receive a visit.

There is a knock on the door. What compels you to answer it you do not know, but you are glad you did so. For inside staggers a serving wench, clutching a letter in one hand. She gasps "My Lady's in prison!"

If the party does not outright dismiss this young woman, she will gain her composure and say more calmly "My Lady, the Bonnie MacMahon is being forced to marry against her will. The governor wants her with some godless Spaniard, for political purposes no doubt. She sent me to find you—she wants your help!"

At this point, the party may pursue the Lady Bonnie MacMahon in any way or for whatever reason they wish. However, she will not be able to be found. Indeed, as the party investigates further, getting into as much trouble as their ideas cause during their search, they may learn some clues.

The Dynasty will be receptive to the party, and Count MacMahon will insist that he wants his daughter, with all her fiery spirit, to earn her fortune, and that is why he denied the Spaniard suitor—whom he suspects has kidnapped her.

The governor's mansion will require a Charisma Check to gain access to, this roll aided by any modifier one has from naval rank, though the governor will only confirm that the Lady was at the dance and then disappeared, and he claims that he has his men searching for her now.

The waterfront will require a successful Searching Check to find anything, rumors only, constituting one roll on the following chart, with a +1 bonus for every 5 gold they offer (rounded up).

RUMORS

Roll	What the party learns about the Lady
8-12	She was taken aboard the Spanish sloop 'Piratee Dios' which set sail in the night
4-7	She detested Catholic Spain, and the only Spanish ship, the 'Piratee Dios', has left
1-3	She was kidnapped by damned Spaniards

THE SILVER SQUADRON

PART 3: CATHOLIC LAW: No matter what the Characters may have done, the Lady Bonnie MacMahon will have been kidnapped, taken aboard the Spanish sloop 'Piratee Dios' by the Spaniard who would take her as his bride, and is now moving away from the English colonies at great speed. The following Encounters will lead the party on a chase, should they choose to make it so. Play these Encounters in the order they are presented.

7) The ransom

While still in port, perhaps trying to decide what to do, the following occurrence may help the party make up their minds.

The town guards suddenly surround you! "Come to the governor's office." they inform you in the most stiff-lipped English accent imaginable. But before you can answer one way or another, a group of sailors muscle into the crowd, and one of them says "The Count MacMahon would have words with you aboard his ship." And then, as if watching a plan unfold, a lone Spaniard approaches you and hands you a letter.

The party has just been put into a very tight place. For the English guards and MacMahon's crew both demand the Characters' presence, and now they will both demand that letter. Unless the Characters split up and thus go with both groups, a fight will break out! Roll Initiative only once for all the NPCs, but if the party loses, a random 1-6 NPCs will try to subdue them, with 'death' becoming a knockout blow only. Both the guards and the sailors have the same statistics, of DS 7, G 7, MOVE 100', and each fights in melee with a bonus of +2. Each man is Level 1. If any of the Characters can escape this brawl-for-all, they may go where they wish.

The letter is provided as Handout 5. Unless it is deliberately destroyed, the party will be able to examine it once they are done with the fighting.

Count MacMahon will offer any crew a total of 40000 doubloons to rescue his daughter, paid half up front, the second half upon delivery.

The *governor* will accuse the Characters of kidnapping and have them arrested!

8) The Golden Sparrow

If the party seeks a ship to follow the Spaniards onto great adventure, the only vessel currently in the harbor of St. Kitts that will welcome them aboard is a sloop named 'The Golden Sparrow'. However, joining that crew will prove to be an adventure in itself.

Just arrived this morning, this swift sloop, 'The Golden Sparrow', is taking full advantage of the governor's amnesty towards pirates, throwing down her gangplank under the shadow of the larger, Royal Navy vessels.

The three crewmen who guard the gangplank won't let any lone Character aboard, informing him that they don't trust loners, so one needs to "Go and get mates" if he wants to sign on. If asked why they are so cautious, the guards will simply shrug and say "In case you disappear along with any gold, we'll have someone else to keel-haul in the night." Thus, Characters are allowed aboard only in pairs. If the party is made up of an odd number, they must persuade some dock-hand or wharf-rat to join them, which will require a Charisma Check at -3 or 1-12 gold—their choice. The Golden Sparrow's statistics are provided on Handout 6. In addition to the crew listed thereon, this vessel will have only last night waylaid and sunk the slave-ship that recently left St. Kitts (hence the captain's desire to get provisions and leave port the same day), so all Player Characters that were forced aboard it in Encounter 3 will now be a part of this pirate crew.

9) Introduction

Any Characters who have not yet been introduced, including those who were sent aboard the slave-ship in Encounter 3 (assuming the Golden Sparrow was not approached), will now be able to join, as part of the crew of whatever ship the party uses to sail after the Lady MacMahon's captors. If they are new Characters, they are simply replacements for some crewmen that got drunk and killed. If they have had adventures with the party before, they've been below decks all this time—drunk.

THE SILVER SQUADRON

PART 4: BLOOD AND WATER: As there are Spanish ports in every direction, whichever course the party sets in their search for the Lady Bonnie MacMahon will coincidentally be the same one taken by Captain Augusto, though lead the Players to believe that their reasons for making this choice are important. The following Encounters will tell the tale of the chase. Play them one and all and in the order that they are presented.

10) Ship tax*

When the party attempts to sail from St. Kitts . . .

As you prepare to set sail, a small group of guards approach, led by the governor's personal accountant.

The accountant will inform the captain that they cannot leave port until they have paid a fee of 400 gold per Value of their ship, as part of the Tax Act of 1641. This will be enforced under threat of the forts guarding the harbor. However, if they declare that they are going in search of the missing Lady MacMahon, this fee will be waived, though with the warning that should they fail to return with her, they must pay double the Tax, or be hunted down by the governor's personal pirate-hunting fleet, the 'Silver Squadron'. None-the-less, if no Player Character is captain but one of them makes this point, thus saving the NPC captain money, he will be promoted to quartermaster.

11) Secrets

The ship cuts through the Caribbean with all the speed and purpose of a Knight errant of old, the sails filled with the winds of Heaven. As you stand on the deck, watching the horizon for a sign of any ship, one of the crew approaches you. Right away he claims to be a former servant of the MacMahon household. "Blood is thicker than water." he adds. "How about yours?"

If the party has a mind to talk to him, he will say that he has much to tell, but only in secret, and only for an advance payment of 10 gold. If anyone makes good on this, he will later

whisper in their ear that the Lady MacMahon has a secret dowry worth a fortune. He will then jingle his coin purse, indicating he wants to be paid more. For an additional 10-60 gold, he will say "That heathen, Captain Augusto, he used to call often in London. Once over dinner he told the Lady MacMahon, in his snake's way of attempting to persuade her to marry him, that a government is but a large galleon sailing a sea of troubles, and everyone must keep things together, or else the ship will break apart and be devoured by seas of blood, spread by war. Maybe its me, but he only wants her as a political pawn. I don't think he knows the true treasure he's overlooking."

12) Easy prey

"Sail ho!" cries the lookout. As the rest of the crew gathers on the leeward railing, you already know in your heart that the ship you see is the Spanish sloop you seek.

The other ship is indeed the 'Piratee Dios', or the 'Pirate God', under the leadership of Captain Augusto, who holds the Lady Bonnie MacMahon in his cabin. However, the Spanish captain is not there—he met up with a larger ship to plunder the nearest French port, and left his Lady-prize safely behind. With their depleted manpower, the Piratee Dios will surrender if the party's ship flies a Jolly Roger. If not, in their patriotic and religious zeal, the Spaniards will wish to fight. Their sloop runs 8 cannon and 35 3rd Level well armed men. Once the battle is over, or if anyone specifically enters the captain's cabin, move to Encounter 13.

13) Rescued

In the darkness of the stern cabin, the young, beautiful woman Bonnie MacMahon sits in quiet contemplation, almost oblivious to the commotion above decks. As you approach, she suddenly leaps to her feet and sets a hidden dagger to your throat! Seeing you are not part of her captor's crew, she then steps away. In the dim light, her jewelry stands out like the gold and silver skeleton of an aristocrat's ghost. Yet her lush, living face is seems to despise it all.

THE SILVER SQUADRON



If given the chance, now or later, the Lady will tell her tale. When reading her story, replace ‘NAME’ with the name of the Character she is most fond of. This person will be determined by his total points on the following chart.

Lady MacMahon’s Favor

Value	The Character is . . .
5	The captain of the rescuing ship
5	The first to send his name in Encounter 5
3	British
1	Royalty
-2	Spanish

The young woman of nineteen summers looks at all of you and ‘NAME’ especially with deep eyes filled with a century of knowledge and strength. She wipes back her lush, rose-colored hair, but a single strand defiantly falls down across her soft cheek. In the dim light, you can almost see her soul brimming above her flesh, like a wild spirit ready to escape the cage of its social life.

“I want to live, for the first time,” the Lady begins, “for thus far I’ve not been allowed to. Life at Court is to be in prison.” She sighs, her faint breath like the call of a Siren trapped in her chest, her slightest movement accentuated by the spell of her creamy flesh glazed with sweat.

“My tale,” she begins anew, “is here . . .” and she points between her breasts . . . where you see a golden locket. Opening it, she produces a small piece of paper. “This is my dowry. My father gave me this rather than his picture, expecting me to earn my fortune rather than marry into it. That is why I love him. That is why the world hates him. But blood is thicker than water and I don’t care what Parliament thinks. That is why I refused to marry Augusto. Moreover, that’s why I tipped him off to which French cities are vulnerable right now—my family thrives on conflict, not peace. And, in the meanwhile,” and she flashes a seductive, devilish smile, “we can use the distraction of war to take what we want. My fortune will be earned with blood, not water. I tipped off that fool Augusto to weaken the defenses of the very town that hides the treasure this note leads to. It will make it easy for us to claim it—I knew you would come for me.”

If the Character Bonnie fancies most can make a Charisma Check, she will add “I’ll not only share my body in marriage—if you’re strong enough—but I’ll share this fortune as well.” One way or the other, Bonnie wishes to join the crew and become a full-blown pirate, with statistics to match, as provided on Handout 7. The nearest French city is indeed where the treasure lies, though the note she will keep to herself as much as her virginity—both are given over only at the proper time. However, should anyone manage to look at the note (such as stealing it), it is provided as Handout 8.

PART 5: FOR LOVE OF MONEY: Once the party decides to seek the treasure of Bonnie’s dowry, they must sail to the same city that Captain Augusto did. The following Encounters will tell the tale of what they must overcome to reach this wealth. Play these Encounters one and all and in the order they are presented.

14) A town ablaze

When reading the following narrative, replace ‘CITY’ with the name of the city they come to.

In the dead of night you at last arrive in the harbor of ‘CITY’. The city has been put to the torch, the entire harbor and hill behind it ablaze, like Hellfire fed by the coals that were once the homes of French villagers. The faces of even your own crew seem changed by this nightmarish sight—many pirates may find such horror to their liking, but the blood-red light reveals the depths of the souls of your shipmates, faces sad and lamenting the evil done by the Spanish here. Most of those privateers still swarm the docks and streets like demons escaped from Hell.

The party and their crew must fight their way into town, facing Mass Melee before moving onto the next Encounter. However, most of the Spanish are either drunk or dead, leaving a mere 65 armed men of 3rd Level to fight with. If they can win, they can take the town’s plunder for themselves. However, the Characters need only fight for 3 Rounds before they can sneak further into town.

THE SILVER SQUADRON



15) Chaos in the streets

Leaving behind gibbets stuffed with newly-dead officials and admirals, you make your way through the maze of burning buildings, where you see pirates, both Spanish and otherwise, having their way with the townsfolk. Even many townspeople have turned on their own, collecting old debts and settling generations of blood-feuds amidst the chaos. Most are looking for hidden booty that exists only in rumors—the best proof of this is a fat, sweat-bellied man digging away in the gutter with a rusty dagger. Finally you come to the town square, where escaped criminals—let loose no doubt by the Spaniards to further the chaos—line up the prison guards for a firing squad of drunken men with stolen muskets, while before you, merchant captains are repeatedly lowering the governor into the well, demanding the location of the town's treasury. "Vous etes au bout de la corde!" one of them says, brandishing a double-barreled pistol.

If anyone can speak French, what the merchant captain said to the governor is "You're at the end of your rope!" And indeed, if he is not rescued immediately, the French will raise him high out of the well so that the water no longer keeps his bloated body afloat, so he will hang to death. If this happens, they will then choose the Characters by random drunken choice, and demand to know from them where the city's treasury is, these 12 men in their drunken state each of DS 5, G 8, MOVE 80', and each using a double-barrel flint-lock pistol at -1. Each man is Level 1. If the governor is rescued, however, he will say that the statue that used to be here was taken down long ago, given its English design, and cast into a shallow lake outside of town. If the party does not learn this, they will have to make a successful Searching Check to find this ruined statue. One such Check may be made each day the party spends moving freely through the town. And, if the party seeks the same 'city treasury' that the drunken merchants were asking about, the governor will tell them that the Spanish captain Augusto already took it aboard his ship—the merchant captains simply didn't believe this story.

16) Sunken statue

Once the party finds the statue in the lake...

Near to the town square is a small lake, shallow right now due to the pirates' breaking of the town's dam. Normally a fisherman's heaven, the burning town casts eerie, evil reflections upon the surface, like the crimson shadows of demons struggling to escape from Hell. And, among them is a stone hand, reaching up from the depths like the forsaken arm of a drowning angel...

The statue is indeed the one mentioned in Bonnie's letter. If stood upright, this stone angel holds a Bible in one hand. If broken open, one will find among the rubble a silver pendent, which is the symbol of ownership for the famed 'Silver Squadron', a fleet of ships commanded for the last sixty years by the bloodline of the MacMahons. The pendant itself is worth but 500 gold. Yet to Bonnie—and to anyone with a keen mind for opportunity—it is priceless!

PART 6: A STORM OF BLOOD: The climax of this Adventure will involve terrific battles aboard ship, either between individuals or entire fleets! Play the following Encounters in the order that they are presented.

17) The captain

If the party searches for Captain Augusto, they will easily find him in a cove just outside town.

Just outside of the city, you find a small cove that was once attempted to be built to be the main harbor, judging from the old docks and timbers floating and rotting in the shallows. Yet this cove none-the-less harbors a large ship right now—a Spanish galleon, which is alive with activity, as men are busy aboard decks, tying down large seachests.

This Spanish galleon has all of the treasure plundered from the French town, 200 3rd Level Spaniards aboard, and Captain Augusto himself!

THE SILVER SQUADRON



If confronted, Augusto will fight to the bitter end! He is a Spanish Coasta Guarda of 4th Level and 20 Notoriety, DS 10, G 6, MOVE 130', and he uses a cutlass with a +4 bonus, and keeps a double-barrel pistol in his belt . . . just in case.

If not confronted, Augusto will have seen the party none-the-less, and wait to confront them on his own terms, in Encounter 18.

18) The duel

Run this Encounter only if Captain Augusto was not confronted.

In the morning light, your ship falls into the sights of three Spanish galleons! They bear down on you, and their captain hails you—Captain Augusto! He demands the rest of his treasure.

The Spaniard Captain Augusto does not wish for a broadside battle, but that's what he will do if the party denies his request, that of duel with whoever the Lady Bonnie is (or was) closest to. In this duel, the cowardly but cunning Captain Augusto will, every third Turn, make an Agility Check (his Score is 10) to climb higher into the rigging, leading his opponent to perilous heights, thus calling for an Agility Check in order to follow him (as well as using Tables 14 and 18 for all Critical Attack rolls). He will fight to the bitter end. When the duel is over, one way or the other, his crew will attack the party, but then will the Silver Squadron arrive on the scene . . .

19) The fleet

In the morning light, your ship falls into the sights of an entire fleet! They bear down on you, the famed Silver Squadron of the English!

The Silver Squadron is commanded by Count MacMahon himself, who will request that his daughter join him, along with whomever has been loyal and kind to her.

If the party is unable to produce Bonnie (and he will not be fooled by any kind of impostors), MacMahon will seek retribution in blood, and attack with the entire fleet! The Silver Squadron

consists of 10 frigates, each running 20 guns and manned by 150 well armed men—100 1st Level and 50 3rd Level. MacMahon himself will indeed fight, being a British Buccaneer of 8th Level and 60 Notoriety, DS 15, G 11, MOVE 140', and using a longsword with a +6 bonus, though he also keeps 4 flint-lock pistols tucked into his belt should anyone start shooting at him, wielding these pistols with a +4 bonus.

If anyone can produce the silver pendent for ownership of the Silver Squadron, MacMahon will allow them to go free if they turn it over to him.

If the party possesses both the pendent and the Lady Bonnie, they will be welcomed aboard, but only to have their food drugged by the Count with the intention of being taken to prison for their piracy and his glory. However, Bonnie will intervene on their behalf, and they will awaken in some town, where they will begin their next adventure, along with Bonnie herself and whatever possessions they carried on their person.

CONCLUDING THE ADVENTURE: Once the party has left the bloody waters of this story behind them, there are some things to consider.

War!: No matter what, the conflict detailed in this story will be the last straw for England and Spain, and they will officially go to war as early as June.

Marriage: If someone earned Lady MacMahon's favor, she will finally open up her heart to him, and agree to marriage, if he asks. Marrying Lady Bonnie will earn one the benefit of being Royalty. If he is Royalty already, he will gain 100 points for promotion in the English Navy. Thereafter, Bonnie will remain in St. Kitts (with the pendent).

The silver pendent: The treasure of Bonnie, this pendent, by English law, gives one sole ownership of the entire Silver Squadron! However, as Count MacMahon will not wish anyone but his own kin to have it, one must marry Bonnie to take **command**, though she will wear it and thus retain **ownership** of the fleet. If Bonnie dies, the English will blame the Characters for it one way or the other, and thus the pendent will be forfeit to the crown, and the Silver Squadron will hunt them . . .

WAR FOR PROFIT

War! Aye, mateys, the clouds o' politics have broken an' the storm o' war has come to rain blood over all the Caribbean! What harbor of villainy will ya seek safety in? Or will ye be one o' the few, proud an' brave toilin' fer king an' country?

BEGINNING THE ADVENTURE: Before running this Adventure, it is a good idea to read through it just to be familiar with the storyline and key elements. However, reading the entire Adventure beforehand is not necessary for play.

Timeline: This adventure is set in the Caribbean in the year 1645. Those Encounters that are marked with an "*" require the game to be played in this era. If your game does not adhere to timelines, do not use these Encounters.

Background: When everyone is ready to play, begin the adventure by reading the narrative below.

With war staining the world's waters red with blood, it seems that God has frowned upon all creation, and your lot in it has been to land in the buccaneering port of French Tortuga.

However, this island has only a shadow of French influence. Its governor is French, and the locals are always quick to tell the tale of how they captured this island, the world 'Sea Turtle', from Catholic Spain. And yet, the open-door policy required for holding this colony against Spanish recapture has mixed the populace with so many pirates like gunpowder and sulfur, a deadly concoction that flies in the face of God and serves best the devil in all people.

With France at war with all the world, much like pirates themselves, an unholy alliance has been formed on this tiny island. England was the last to take up arms and seek to wage war for their profit, and now, no trade routs are safe any longer. Pirates and privateers are the true navy now. And the gold and titles for this duty are awarded in Tortuga—the spoils of gambling and profiteering, and the recognition of women, shipmates, and drunkards. Now at last, the Catholic Empire of Spain has sought peace with France, though this could be the beginning of the end . . . for your own profits.

PART 1: THE BUCCANEER HAVEN: This tale will begin with the Characters gathering in the pirate haven of Tortuga. Play the following Encounters in the order that they are presented.

1) Introduction

This Encounter will bring all Frenchmen into the game. If there are no French Characters, then one alone will be introduced, the one with the most personal wealth (either on him or hidden away).

You have been staying now for some time in this lodging house, its three stories perched upon a low cliff overlooking the harbor. Tonight, you sit among the other guests, gazing out the window, watching ships coming and going under the blue and black flags of piracy and the government alike. But suddenly, your musings are interrupted as the heavy door slams open, the salty outside wind snuffing all the candles in the common-room, casting the room into darkness. The only light is that of the moon, surrounding a lone figure that stands in the threshold like the grim specter of death himself. The silver hues that clutch his trembling shoulders like a ghost's clawed hands offer a glimpse of another world, of silver indeed, and profit, but the illusion is dispelled as the stranger collapses to the floor, a pathetic wretch, begging for shelter and food.

If anyone takes the trouble to help this man in any way, this Dutchman will be so thankful that he will reward his helpers with a remarkable piece of cloth—silk with gold thread woven through it, known as 'cloth of gold' (worth 50 gold).

2) Assassination attempt

Select one Character at random to be here.

The main business in town, boucan houses where meat is smoked, are run mostly by buccaneers, hence their name. Where your dinner is cooked tonight, you strike up conversation with a fat woman, who says she is going to poison the governor. You watch her spike the pork strips.

WAR FOR PROFIT



The woman will ask the Character to accompany her as she delivers this food for the governor's feast tonight. If he reveals that he is a pirate, she will say that the governor is trying to make peace, which is 'bad for business'. If he threatens the woman, makes a Charisma Check or bribes her for 4 gold or more, the woman will further reveal that she is the wife of a pirate aboard the ship of one called the 'Golden Ghost', whom the governor has tried to kill.

3) Introduction

This Encounter will introduce anyone who is in command of a ship of their own.

Word of your position has reached the governor and you are brought before his excellency on Palm Sunday. He wastes little time in offering you a mission, even as his scribe writes up the appointment at a desk beside you. It seems that one of his greatest privateers, the infamous man known only as the 'Golden Ghost' has gone rogue. Fighting the Spanish causes him enough embarrassment, but it seems that he sinks French ships as well, perpetuating the war and sinking all efforts for peace. The governor leans forward, his steely eyes cold and calculating as he asks. "Will you put this ghost back in his grave?"

The governor's offer is for 10000 gold in exchange for proof of the Golden Ghost's capture. If there are multiple Characters with ships, they will be bound into this duty together, thus forcing them to work together, though the reward will increase by 5000 gold for each additional ship that swears to find this rogue.

If any Characters compare notes well enough to learn of the assassination attempt (Encounter 2), that fat woman can be further threatened, charmed or bribed to reveal her plot about the poisoned food, which will earn her a beheading, and a reward of 5000 gold (total) for those who saved the governor's life. However, the woman cannot be forced, not even under threat of death, to reveal anything about her husband, the ship he is on, or his captain the 'Golden Ghost' other than that he "Sleeps with the devil and loves it."

PART 2: THE BUSINESS OF WAR: Before putting to sea, any other Player Characters not yet introduced may have something to add to the crew. Their tales will now be told with the following Encounters. Play these Encounters as applicable.

4) Introduction

One Character will have a shoppe in town where he lives and works. This will be the tale of a new Character, not a seasoned one. If more than one Character is starting new, this Encounter will introduce the one with the most gold.

It has been a bad year thus far, and war will only make it worse. Your shoppe is still flooded from the rain a few weeks ago, and you doubt you will ever be able to do business again. With only the diminishing gold in your pocket, you hear each day the call of ships coming and going in the harbor. War and death, it seems, is the only chance for a peaceful life. You salvage what you can amidst the buckets, boards and chests floating in the shallow salt water that was once your storefront, and head for the wharf.

This Character has the unique opportunity of selling his shoppe—if he thinks to do so—gaining 50-600 additional gold coins in the transaction.

5) Introduction

All Characters who have been on an adventure before with Characters who are already introduced (from Encounters 1 and 3) may return right now.

"Bring yer sea-legs!" Such is the common call at the wharfs. And you have brought your gear and more besides, your experience and trust bringing you back to old friends, who, it seems, have already found adventure and are preparing to sail.

Thus all experienced Characters will reunite here, whatever they may do at this point. If none of them have a ship or an idea where to set sail, then their decision shall be made for them in the next section of this Adventure.

WAR FOR PROFIT

PART 3: THE BUCCANEER HELL: If the party stays in Tortuga for more than a day, the city will be attacked! While the battle rages on, there are several things that can happen. Use the following Encounters in the order they are presented.

6) Introduction

Any Characters who have not yet been introduced or have been lost in some way (put in prison, knocked unconscious in a bar brawl, etc.) have the option of now being brought (back) into play. Ask each Player if they wish to (re)join the game, but do not say how they will be introduced until all the Players have made their choice. Then, read the following narrative . . .

You and your fellow cellmates have lingered in the dark for what feels like days. Then, a flickering red light fills a nearby stairwell. Soon thereafter, what you guessed to be thunder you realize is the blasting of cannon! The stone walls shake all around you with the repeated thunder of guns, and you can only guess that the city is under attack. Nearby, a fire breaks out, and the guards flee, leaving you trapped in your cell to face a Hellish end!

There are several ways the party can escape, though they only have 5 Rounds to do it before the fire consumes them all!

The lock may be picked using normal rules.

A successful (visual) Search will see a dog hiding in a corner, and the keys to the cell laying nearby where a guard dropped them. A successful Charisma Check can convince the dog to pick them up and bring them over. This roll will gain a bonus of +2 if the Player employs any tactic that might move a doggie, such as offering a bone, the Player himself whistling, whizzing on the wall, etc.

A daring and desperate Character might wait until the fire is so close that it warms the cheaply made bars enough to bend them. Indeed, on the last Round before the fire kills everyone in the prison, a successful Brawn Check may bend the bars and allow everyone to escape. However, one must then make a successful Endurance Check to race through the fire without collapsing.

7) Unlikely heroes

If the party has a ship and decides to fight back against the invaders . . .

The harbor is alight with cannons aboard three English ships. Their iron mercilessly pounds the forts that guard the wharf. Half the ships at anchor are already laying on the bottom. Yours, however, is battle-ready . . .

The three attacking ships are all man-o-wars, each with 24 guns operated by 100 2nd Level, well armed Englishmen. Their captain is on the aft-deck and can only be reached once boarded and by a single individual fighting through his loyalist crew, an effective 'Fleeing Check'. If confronted, the English commander, Admiral Jason Phillips, will surrender. However, the French will demand all but one of these English ships as payment for the damage that has been done. The English crew will be loyal only to another English commander.

8) Dawn's light

If the party waits for the battle to finish . . .

With the morning light, the French flag flies proudly over the island harbor, dancing amidst plumes of smoke rising from the wreckage of the English ships. All the town officials swarm to the wharf, where they make quick appointments and give hasty orders. One that spreads through the ravaged town like the morning wind is the whisper of a generous offer for command of the surviving English ship.

Indeed, one English man-o-war survived and is now captured and renamed 'Dawn's Light', and the officials are eager to appoint freelance crewmen to take her and hunt all of France's enemies. The Player Characters will get the first opportunity for this commission, should they seek it. If they do and Encounter 3 has not been played, use that scenario as well. In any event, the surviving man-o-war still has 16 cannon, 480 Hull Points, 1 good anchor, 2 longboats, and 45 2nd Level Frenchmen ready to volunteer for making war on the world!

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PART 4: PLUNDER THE WORLD: All of the Encounters provided below tell tales of reckless pirateering, providing adventure for most any situation as the party sails at will through the Caribbean, attacking and plundering at will.

9) The Golden Ghost

The first ship that the party crosses paths with will turn out to be the 'Golden Ghost', namesake of her captain, whom is hated by the government back in Tortuga.

The sunset washes the waves with amber light to match the sky, making it seem as though you sail through a golden heaven, immortal and free. Yet a black spot in the sky becomes an anchor that weighs you down to reality. For there, not but a mile out, is another well armed ship...

The Golden Ghost is aware of the party's vessel as well, but is not eager to do battle. If approached without opening fire, this ship will seek to hail the party, and ultimately her captain, Golden Ghost Roberts himself, will seek to visit the other commanders in his cabin. There, he will tell his tale, that the governor of Tortuga is a tyrant who welches on his debts, including 40000 he owes Captain Roberts personally for agreeing **not** to marry his daughter, who was in love with this French privateer. He will try to convince the Player Characters to form an alliance. If the party was commissioned by the governor of Tortuga to capture him, he will know this because of spies, and offer to match the governor's offer in gold as "A sign of good will." If the party agrees to an alliance, the statistics for the Golden Ghost are provided on Handout 9, and those of its captain on Handout 10. If there is be no alliance, Roberts will agree to go his separate way. If attacked, being an honorable man, Roberts will let them return to his ship before beginning battle.

If the assassination attempt of Encounter 2 was not exposed back in town, the governor will have died by now, and thus if the party should ever return to collect their reward for the Golden Ghost's capture, it will indeed be denied, as Roberts will have warned.

10) Angels of blood

If the party did not take command of the Silver Squadron in the first Adventure, they will now encounter it on the high seas.

Under the bright, Caribbean sun, the tall masts of three large ships emerge from over the horizon, like Angels riding on the winds of war.

These three frigates are part of the Silver Squadron, whose other seven frigates are not far away. If the party denounces any and all loyalty to all European nations or if their commander is in the English Navy, they will be let go for 20% of their total wealth aboard all their ships. However, if they are serving any Navy besides the English, they will be attacked! Each frigate runs 20 guns and is manned by 150 well armed men—100 1st Level and 50 3rd Level. The captain, the elderly Count MacMahon, is a British Buccaneer of 9th Level and 75 Notoriety, DS 15, G 11, MOVE 140', and uses a longsword with a +7 bonus, though he also keeps 4 flint-lock pistols tucked into his belt should anyone start shooting at him, wielding these pistols with a +4 bonus.

If the party defeats these three ships, the remaining seven frigates of the Silver Squadron will show up the next day and attack at once!

11) Victory in the grave

The first time that the party attacks a town and is victorious, read the following narrative, replacing 'CITY' with the name of the captured settlement.

The lovely seaside town of 'CITY' is at your mercy. What partisans survived have fled before your victorious crew. The foam upon the beach is pink with blood, though the tide is already washing away all thoughts of the carnage—as the sun shines through the clouds, you are reminded of the gold this city must keep hidden.

Unless the party approached this town with stealth, the officials will have had news of their approach, and hidden away all of their treasure. Nothing short of torture will make them reveal the

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whereabouts of the city's valuables. And, even when they do, the officials will say that their treasures were dumped into the bay, right under the noses of the pirates, so that the heathen dogs would not have it. This is only partially true, however, for those charged with disposing of the treasure did not carry out this order, but instead buried it in new graves in the city cemetery. If the party searches for the treasure on their own, no roll can be made outright, but rather you should simply ask where in town they search, and make a Searching Check for each location. In the cemetery, the three graves that hide the city's treasure have headstones with no epitaphs.

12) The price of faith

The second time that the party attacks a town and is victorious, read the following narrative, replacing 'CITY' with the name of the captured settlement.

As the rest of your crew runs amok through the streets of 'CITY', you spot the remaining town officials scrambling to load some seachests onto a funeral cart. They spot you and flee inside a Church, though you catch them easily enough, their whispers echoing like rats from behind a large altar of white plaster—large, but not large enough to hide these sniveling men!

The chests the town officials were loading are full of feathers—a decoy to fool the pirates. However, the town's real treasure is not far away. If the party makes a successful Searching Check, they will notice that the altar is not plaster at all, but whitewash, and barely dry! If the whitewash is wiped away, the entire altar will be revealed to be made of (or at least sheathed in) gold! This altar is worth the sum total of all the town's coins and jewels that are rolled. And indeed, if this Church's secret is not discovered, all the town's rolls for coins and jewels will result in more chests of mundane goods worth nothing to pirates! The town officials may be interrogated and even tortured, but all they know of their treasury is that they entrusted it to the local priest. Torturing **him** will lower any pirate crew's Morale by -20! Yet, if **he** talks, he will reveal what he did with the altar...

13) Devils in the night*

A strong wind keeps the mist high about the ship this night. The moon aloft in Heaven has the luxury of sleeping while your crew remains awake to steer the ship through the boundless realm of darkness in her absence. The horizon is lost in the void, and the smell of salt water and death is indistinguishable. You hold fast to the rigging, taugth with the strain of the ship, and you pass every second yearning for some glimpse of light. Then it comes, a fire like a devil awakened from the deep, off the leeward side...

The light is actually the flames of a ship being set ablaze by its mad captain! Unless the party is in charge and sails away immediately, their crew will sail past this light, eager more than they for a break in the storm, and come upon the inferno that was once, well, 'The Inferno', a pirate barque under the command of the ruthless 'Captain Jack Nicholas'. With only 13 guns still operable, his crew of 35 (2rd Level) men will seek to board at once, not just to join another ship, but one **they** command, hence the slaughter of **any** resistance! Captain Jack himself will sway into the fray out of sheer bloodlust—he carries a rum bottle filled with blood in one hand, and in the other a rusty cutlass bloodied with the neck of the one who he mixed with his drink. He has the end of a noose around his neck like jewelry, a sign that he shall never be captured! He will seek out the Player Characters and attack them at random. This Scourge is 6th Level with a well earned 40 Notoriety, DS 13, G 10, MOVE 90' (due to his half-drunken state), and he wields his cutlass with a bonus of +4.

If The Inferno is searched in the first 10 Rounds of its being encountered, its log book will still survive. If one later takes a few hours to study the logbook, a successful Searching Check will turn up an interesting series of entries before water damage ends them, provided on Handout 11.

If the wreck itself is successfully searched, before or after the fire, one will find a brig full of 6 dead bodies. Each of the bodies has a cumulative 1 in 6 chance of having swallowed 4 pearls (each worth 900 gold) if slit open. It takes 1 Turn to slit open each body.

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PART 5: THE TIDE IS TURNING: Once the date reaches June, the tide of war will begin to go back out, taking so much blood with it. If the date has not been kept track of or has not been important to the game, then simply assume it is June and move on to the following Encounters. These Encounters are to be played one and all and in the order that they are presented.

14) Dealing with the Dutch

“Ahoy the deck! Dutch ships off the port bow!” The lookout’s call stirs the men slowly, as they wearily join you and look away to the horizon. Two ships you can make out in the distance.

There are indeed two Dutch ships, frigates both, each privateers under the poor disguise of merchant vessels. If not attacked openly, they will hail the party’s ship and seek to talk. Having been more a bane for Holland’s enemies than themselves the Dutch will not seek to battle the party unless directly attacked. Moreover, if someone openly displays the ‘cloth of gold’ from Encounter 1, and tells any tale other than having stolen it, the Dutch captains will speak of it as that of their own cousin’s cloth, and thus offer to join the party’s fleet, should they make war on the French, as Holland has recently gone to war with France. Their two frigates each have 20 cannon and 140 armed men aboard (100 1st Level and 40 2nd Level).

15) The Rock of Brazil*

Run this Encounter once the party’s ship has encountered reefs, whether they round them or not.

The emerald green water is filled with the gray silhouettes of corals and reefs—skeletons of the deep—and the anchor for a sleek ship whose masts rise into view as you glide steadily along. It appears to be but a schooner, moored to a towering rock rising out of a hellish pit of hundreds of sharks, these shadows of devil-fish gliding over the shallow bottom. The crew of the small ship lounges carelessly on deck, enjoying the Caribbean sun.

The pinnacle is named the ‘Rock of Brazil’ and is commanded by Dutchman Roch Braziliano, his ship indeed named after himself. He also oversaw its building, a ship with but one purpose, to come to this spot, the end of a family treasure map—he is merely waiting for the tide to go out so the highest reef will be above water level, and indeed shark level. For there, wedged into the reef, is a treasure chest, filled with whatever treasure the schooner has if plundered plus 8500 ducats. If the party is not in command of their own ship, their captain will send them to the Rock of Brazil in a longboat to ‘talk’, but he truly wants to learn all he can, and if they mention the treasure, their captain will attack the Dutchmen for it. However, if the party is in command and seeks alliance, or if they are already in league with the Dutch (from Encounter 14), captain Braziliano will offer an alliance for his own part. In any event, the Dutchman commands 6 cannon, 45 armed 4th Level men, and is himself ill in his cabin, unfit to fight, but not to negotiate. If any fighting enters the water, there are hundreds of sharks here, forcing one to fight 1-12 sharks every time they win the Initiative until he flees the water.

16) The letter of doom

Use this Encounter only if no Player has command of their ship. Determine the Player Character with the highest Luck Score and replace ‘**CHARACTER**’ with his name when reading the following passage.

The ship rocks gently back and forth as ‘**CHARACTER**’ sways and staggers like a dying man, staggering away from the captain’s cabin as if he’d just seen a ghost . . .

The other Characters may make an Intuition Check to notice their friend’s demeanor, and more importantly, where he just came from. In the cabin, the captain lies dead, having shot himself. If the cabin is successfully searched in the next 3 Rounds—before the rest of the crew learn what has happened—one will find a pigeon-carried letter, provided as Handout 12, the existence of which will cause the crew to demand putting into port and immediately dividing plunder or they’ll mutiny.

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PART 6: THE LAST SUPPER: After the month of June has passed, there is a cumulative 1 in 12 chance with each passing day that one of the following Encounters will occur. Play these Encounters in the order that they are presented. Once one Encounter has occurred, the chance of the next one occurring is re-set.

17) The end is near . . .

The waves ahead are littered with the wreckage of several ships, at least five in all, maybe more. Several cutters float nearby, longboats that carried their survivors and are now captained by birds, picking at the rotting cadavers of countless men. As you sail closer, you see that these unfortunate men are all dressed in ragged clothing—they were pirates, one and all . . .

Taking any time to investigate this wreckage will clearly reveal that there were a good seven pirate ships here and that they were utterly destroyed by cannon salvos. If the longboats in particular are successfully searched (this roll made with a +3 bonus) a random Player Character will find a Bible with a defaced page, the ink and spot depicted on Handout 13 made with blood. All this is a warning to the Players that there are nearly invincible pirate hunters nearby. If they come to this same conclusion and take precautions against it, they may avoid the same fate.

Seeking a hidden cove requires a successful Searching Check, with one such Check allowed each day for each ship, though it cannot be any harbor or settlement, as they are all well known to the pirate hunters, and even a secret cove will only serve to hide the pirates until they venture forth again.

Flying a different flag will help only if it is the flag to match the pirate hunters in the next Encounter, and the party can't be sure of that until it is too late to change their mind.

Dividing the plunder and scattering to the winds is the only truly safe way to avoid the pirate hunters, and this requires leaving behind the party's ship(s) if they wish to avoid the next Encounter, though if this is done, you should move immediately to concluding this Adventure.

18) The Apostles

The lookout drops his spyglass in surprise. And yet, no such device is necessary to see clearly the doom that has come upon you! For even at this time, the horizon line is red with the sunset that has fallen on your piracy—blood-red clouds of Spanish flags flying from the masts of twelve war galleons!

The entire fleet of Spanish pirate hunters is here—the Apostles, and they intend to crucify the captain of each pirate ship on their mainmasts. None shall be spared! Each ship of the Apostles is a Spanish galleon with 20 guns, 300 armed men (200 1st Level and 100 4th Level), captained by an officer named with the Spanish equivalent of one of Christ's Disciples. Each such captain is Coasta Guarda of 4th Level and 50 Notoriety, DS 10, G 8, MOVE 110', and uses a cutlass with a +3 bonus. There are a few special circumstances to be considered in this battle.

Not all of the enemy vessels will attack at once. For due to both overconfidence and Spanish naval tactics, a number of ships will attack the Player Characters' fleet equal to their own number of ships plus two, with the rest of the Apostles remaining behind to catch any who attempt to escape.

Flying a Spanish flag will buy time, allowing the party 3 Rounds to act and prepare before the inevitable battle, as the Spaniards will see even their own as pirates, given the history of the party's ship(s)—even loyal Spanish privateers will be set up as scapegoats to help usher in the new 'world peace'.

Surrender is not going to be allowed by these Spanish, and as all the pirates will realize it, there is no chance of them surrendering, no matter what the odds are!

Religious pirate captains may inspire their crews to fight more feverishly against the Spanish, given their name flying in the face of God, in that any Player Character captain who has clearly been portrayed as a God-fearing man will double his normal bonus' from Morale and Leadership for all those aboard his ship.

WAR FOR PROFIT



CONCLUDING THE ADVENTURE: Once the party has left the bloody waters of the Spanish Main behind, there are some things to consider.

On account of the Apostles: Given the vast number of ships involved in the final conflict, the battle may go on for some time, as ships are destroyed, ships are captured, and new (Spanish) ships enter the fray. In the end, however, the victor will remain defeated nonetheless—defeated by politics.

If the Spanish are victorious, they will take prisoner any surviving Player Characters. These pirates will be taken to their nearest Spanish city and tried for piracy and blasphemy, among other things. Such is court for those whom the crown wishes to make an example out of, all rolls on Tables 114, 115 and 116 will suffer a -1 penalty where such laws hold (if such rules are used).

If the pirates are victorious, this battle will be seen by all the crew simply as too much, and they will wish to disband. For it is not a question of ‘if’, but ‘when’ more pirate hunters will come—the Spanish will return in larger numbers seeking revenge, and thus forcing peace, other governments will send similar fleets. The crew under the Player Characters will demand putting ashore at the nearest friendly harbor and dividing up all the plunder, and they **cannot** be dissuaded.

His Excellency the Governor: If ever the party returns to Tortuga, they will find the office of the governor vacant, having either having been murdered or having fled out of fear of the same. As a result, the office is open for anyone worthy to take it. If a Player Character is of high enough status, he may ask for the office or he will be offered it by local officials. One is worthy if he totals 10 or more points on the following chart.

Worthiness

Points	The Character is . . .
+4	A Buccaneer and/or a native of Tortuga
+3	The rank of Admiral or higher in France
+3	French
+2	Royalty
+1	Every thousand gold given to the office
-2	Spanish
-4	English or Dutch

The Golden Ghost: If the party accepted the mission of ridding the seas of the ‘Golden Ghost’, as they will not collect their reward from the departed governor, they may enforce this claim if they had the presence of mind to keep a copy of their appointment (papers). This can be used either to buy one’s way into office as noted on the chart above, or put forth towards any trial under French law, or be put towards the purchase of a ship in any French settlement. Note that all such uses already account for the threefold value of French currency—the value of the promised reward will match the numbers given in the gamebooks.

Politics as usual: Despite all the efforts of the pirate Characters, the powers that be in Europe will continue to make war, peace, alliances, and more war. However, as the focus of this Adventure is war with the party as pawns in it, they may be able to change things for their own profit. For all the damage they wrought during this critical war may have a lasting impact on Europe’s view of pirates. The total Notoriety Points (before normal reductions) gained from all conflict with France and Spain, divided by 10 (rounded down) is the chance in 12 that all the English colonies in the Caribbean will be ‘welcome’ to the flag of the Player Characters, overriding their Pirate Status listed in the Caribbean Sourcebook. That is, until the party gives them reason to be wary, suspicious, or even hostile again . . .

THE DOOM OF PORT ROYAL



Arrrrr . . . ye ready? Aye, mateys! War has stained many a flag an' wave crimson red, but as the sun sets on them ships an' their greedy politicians, them sails be black fer all, an' no matter what flag they fly, it be black too, fer in the end, we're all dead men . . . will ya be able to accept that, or be ye one who'll sail with Davy Jones?

BEGINNING THE ADVENTURE: Before running this Adventure, it is a good idea to read through it just to be familiar with the storyline and key elements. However, reading the entire Adventure beforehand is not necessary for play.

Timeline: This adventure is set in the Caribbean in the year 1647. Those Encounters that are marked with an "*" require the game to be played in this era. If your game does not adhere to timelines, do not use these Encounters.

Background: When everyone is ready to play, begin the adventure by reading the narrative below.

The world is on fire! So much as it looks from where you stand—the entire city is ablaze, and hordes of pirates swarm the streets like demons from your darkest nightmare. Naught but an hour ago you were taking your ease with friends and watching the townsfolk prosper and go on with their lives—they were ripe for the taking, only that someone else beat you to it.

Blood-red and amber light stain the black walls of the dead city, wherein the silhouettes of dying men duel in the hellish glow, their sudden movements a heartbeat ahead of the screams and steel clashing against steel that echoes all around. These pirates are leaving none alive—not even one another, as they slay themselves in their greed and madness. And you are in the midst of it, like a pilgrim in the Pit.

The empty husks of the burned out buildings and the silence that fills them is all that this war has left you with; paradise lost, whose living citizens are vultures picking at the golden bones that can buy only a short respite from God's wrath. How will you be judged, in the end? It is a haunting thought as you walk amongst the ruins. You feel the Lord is not far away now . . .

PART 1: A TOWN IN RUINS: The party could have been in any town, and now that town is all but destroyed. If no town was specified, the party now skulks through the burned out ruins of Gastonville, a struggling French settlement on the eastern end of the island of Jamaica, which will hereafter be no more. The following Encounters will both introduce the various Characters to this tale and give them some places of interest to sift through in the rubble, looking for adventure. Play them in the order they are presented.

1) Introduction

This Encounter will introduce all of the Characters save for one, the one with, in order of priority, the most Experience Points, the highest Luck Score and then at last the highest Wits Score.

In the wake of the pirate attack, many of the citizens are leaving, perhaps for a day, perhaps forever. You and several others find yourself this morning amidst the rubble of the town square, listening to pirates, both of the raiders themselves and friends from your own past voyages, telling tall tales about all the great riches to be won. "There's gold!" they often say. "Let us plunder the world!" Men compete for crowds to hear where the next great prize is to be found.

The Characters can be anywhere in this crowd, and may even know each other already. Let them mingle as they will. If they linger here and listen to the tales told by others, one legend will continue to outgun all others, that of the 'Fortress of Santo Diablo'. Each Character will hear one story about it, rolled on the following chart. If one hears a story someone else has heard, let it stand.

Legends

Roll	Legend of Santo Diablo
10-12	The fortress is lost in the jungle and only a Bible can be used to find it again
7-9	Its dungeon hid a secret tunnel to a mine
4-6	Its guns fired gold when balls were low
2-3	It once guarded a harbor, now a swamp
1	The old fort is somewhere near Belize

THE DOOM OF PORT ROYAL



2) The governor's house

If anyone seeks the wreckage of the governor's house, this is what they will find.

The governor's mansion lies in ruins. The once tall, gleaming walls of whitewashed stone now stand as but thin, smoldering timbers, like the charred bones of a demon. Anything that was of any value was certainly looted before the fire.

Maybe, maybe not. A successful Searching Check will discover a scroll case that survived the flames. Careful study will reveal that this brass tube is very old, perhaps 50 years or more. Inside of it is an old letter, provided as Handout 14.

3) Skeletons of ships

If anyone goes to buy a ship, they will find that they are all being sold very cheap, indeed at half their listed price on Table 33, as described below.

The harbor is filled with a graveyard of ships, all damaged or destroyed utterly by the raiders. A forest of masts rises from the gray surf. A few men aimlessly wander the docks like zombies searching for their displaced graves. One of them approaches you, more sober than the rest. He turns out to be the harbormaster, now in charge of all these ships and willing to sell the good ones for a bargain.

The first ship that any Character actually buys will be one with quite a history. Clearly it has seen a lot of battle, but as the logbook reveals, it once was captained by Bartholomew Portuguese, a famous French buccaneer who used it to raid, operating out of Tortuga in the early days of that 'Sea Turtle' settlement, and as a result, the Spanish know and despise this ship—this much the party can learn easily. But what they do not know is that the ship itself evokes blind rage in the Spanish, causing them to attack this ship no matter what flag it flies or who captains it, with a bonus of +2 to their Attack Rolls with cannon salvos, and no chance of surrendering. No one in town will buy this ship back from the party. However,

they can buy legends of this ship, constituting one roll on the following chart for every 10 gold they offer. If one hears a story that they have already heard before, the roll must stand.

Legends

Roll	Legend of this ship
10-12	Long ago it struck a reef, and many men were trapped in the bow and drowned before the ship could be floated and fixed
7-9	There is a friar's heart hidden in the bow sculpture, beating in the captain's dreams
1-5	The captain once scuttled an enemy and left its crew to drown, and their screams and desperate curses still echo below deck

If the party does not buy this one ship, the harbormaster will give it to them (just to be rid of it), claiming this sloop is theirs by a law oversight.

Each successive ship the party wants will be free of such a history, but **will** have a cumulative -30 to its Hull Points, and given the state of the town, cannot be repaired here.

4) A good deed

Any one person who is already been introduced to this urgent tale will be in for this twist of fate, indeed the next person who goes to a tavern.

Another night, another seedy tavern—your gold is melted down into the bottomless well of rum that fills your heart and mind. As you drown away your memories, several patrons glance at you, their faces reflecting the pity they feel for you. The innkeeper calmly brings you another bottle—but it's empty! Well, perhaps not empty, but filled with a rolled-up paper. What could it be? Surely the innkeeper is unaware of it, as if this bottle ended up in his cellar by accident. An accident, or fate? You wonder, and wonder...

The paper is a note from a kidnapped youth, provided as Handout 15. It indeed ended up in the innkeeper's stock by accident. Now, the Character has the chance to seek out this poor girl, as the winds of fate make no mistakes, and will be taking him in her direction anyway.

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PART 2: SAIL INTO THE NIGHT: Eventually the party will leave this dead-end town, preferably to search for Santo Diablo, the Desperado in the ‘Harbor of Jamayca’, or treasure of any sort, in which case the winds of fortune will lead them to all aforementioned adventures. In any event, whichever direction the party sails, the following Encounters will tell of their voyage. Play them one and all and in the order they are presented, one Encounter each day.

5) Scuttled ship

The lookout reports plumes of smoke on the horizon. Not long thereafter, pieces of singed wreckage drift past your bow. In the distance you see the black wreckage of a scuttled ship.

If the party bought a ship in Encounter 4, and they do anything here to pay respects to the dead, their crew will gain +4 to their Morale, as they will be feeling a little better about the history of their own ship and its new command.

If the Player Characters investigate the wreck, a successful Searching Check will discover a coffin in the bow’s cargo hold, with a noise coming from inside it, as if the dead are awake! If the coffin is opened, they will find a living woman, a stowaway indeed. She will quickly introduce herself as ‘Erica Davenport’, and claim she stowed away as a corpse and stole food at night, pretending to be a ‘ghost’, but did not count on the ship being attacked by pirates. She has waited for a good day to be rescued, and so she knows that the Player Characters did not attack her ship, though she will only tell the rest of her tale if they are friendly to her. As she will then inform them in private, she is searching for her cousin, a young girl named ‘Mary Celeste’, whose ‘family is rich’. If she must, she will use this to buy passage on the party’s ship, the promise of gold good enough for their crew at the least. She will add after that fact that “It is God’s will that I find her.”

If the party accepts Erica aboard their ship, she will keep to herself and not share in their adventures, and her cooking will be good enough to placate any of the crew’s misgivings about her being a woman.

6) Madness and mutiny*

The wreckage of war is spread across the sea. For as the sunset slashes the sky, the blood-red light that spills from Heaven paints a picture of great interest to the north; you have come across yet another ship swathed in flames, but this one has only begun to burn! Even as you watch, its mutinous crew dance like devils as they hang their skinned captain from the yardarm. The fire seems more ceremonial and is well under control.

The ship’s name has been burned off, and the crew are out of food and half mad with starvation. If the party sails up to them, they will offer to trade their cargo for enough food to get them to a safe port. Their ‘cargo’ is actually five chests of personal belongings stolen from the governor of Santiago Vega, each one worth 6000 gold there!

7) Introduction

This Encounter will introduce the one Character who was not introduced in Encounter 1. If anyone has died since then, they must wait a while longer.

Just as any captain must choose his crew, his winds and his timing, so must a sailor choose his captain, and indeed with good timing. Here you find yourself in the harbor of Jamaica, taking your ease, waiting for friends or fortune to find you. But in the meanwhile, the stories being spread around the taverns about buried treasure provide a fine amusement...

This Character is in the Spanish city of Santiago Vega, where the adventure will catch up with him. Indeed, resume the normal storyline after the Character has looked into these rumors about buried treasure (if he does at all). If he does, the locals will brag about how “Yet another ship new in port has fled from Honduras, sped on by the Devil’s Cannon, the old fortress of Santo Diablo.” This is not the Player Characters’ ship—not yet. If the Player Character gets the Spanish locals drunk (cost of but 1 gold), they will add that “Santo Diablo lies at the mouth of the Salt Swamp.” He can learn nothing more from them.

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PART 3: PIRATE TOWN: When the party eventually goes to Santiago Vega, they will find their adventure to continue, using the various Encounters provided on this page where applicable.

Dwindling Spanish power: Having been attacked so many times, this Spanish port can do little now to resist pirates, and thus does not even try to prevent them from entering their harbor.

Guards*: In 1647, Spanish guards are everywhere in Santiago Vega, warily enforcing the church's laws and the wishes of the Pope. If ever conflict arises, it will attract 1-6 guards, which have DS 7, G 5, MOVE 90', cutlasses and a bonus of +2 to use it. Each man is Level 1.

8) The Jolly Rogue

If the party seeks crew, rumors or entertainment, all the locals direct them here.

The large spit of land that makes up the harbor ends in a huge tavern that dominates the wharf. Yet it appears more like a fortress, guarded by ragged men and flying a flag of its own, a Jolly Roger depicting a half-skull and crossed swords, mocking the guns of the harbor forts that cannot turn on their own town, even when pirates have conquered their dock and best brothel. The 'Jolly Rogue Tavern', as the locals name it.

This is indeed a huge pirate tavern, once the harbor offices, now converted to a house of gambling, prostitution, and trading tales of all kinds. Here is where all Player Characters may be introduced and join the game, including the one clever Character from Encounter 7.

9) Dead men tell good tales

The 'owner' (and indeed the captain) of the Jolly Rogue is one Admiral Jeffrey Connors of Belfast, whom will invite the party to visit him their first night in port, whether they come to his tavern on other business or not. Dock-hands will inform them they have been invited in rumor, and when (and if) they arrive, read them the following narrative.

The guards lead you into a back room, where the old, cadaverous face of your aged host looks back at you from the shadows, his deeply set eyes reflecting the dim, flickering light of the candles on his desk. "Come in." he says in a dry, raspy voice, like crackling parchment. "Have a drink." He nods to a wine rack to your left.

The old man is indeed Jeffrey Connors, and the party must pass his test of trust by drinking from his wine before he will say anything to them. He also has a four-barreled pistol at the ready under his desk, with a +5 bonus to hit, should they try anything rash. The wine tastes bitter, but is safe to drink.

Once the party sits down to talk business, Jeffrey will inform them that he has heard, rightly or wrongly, that they are seeking the treasure of 'Santo Diablo'. If they want to hear more, he will tell them a "Most profitable tale", for either 10000 gold up front, or 10% of the take when and if they get it. His tale is as follows:

"Ahhh, the glory o' sacking Spanish cities. Me Irish blood could never get enough o' it. Alas, me blood is old, cold, and thin. Wine gets better with age, and stories too, but not those who tell 'em. I can remember every town I sacked. How the fire's red light reminds me ever o' a pirate's magic, turning the arches, bridges and palms of paradise and civilization into the tombs and prisons and hearths of Hell! But one town, hear me, was cursed. The whole town! Bless me! We took that treasure, every last doubloon, but took the curse upon ourselves as well. Were we unwitting heroes, then? The town prospered, until we returned. We killed every man, woman and child. We even flooded the graveyard. Now, that town is drowned in a swamp. But the fort, ahhh, the fort that guarded the harbor! Santo Diablo they called it, and for good reason. It's the Devil's Cannon we feared, and though we left the gold to the ghosts, hoping their curse died with them, we were haunted for many a year. Were we heroes? To the King, yes. But to the Almighty? He judged us. We never found a good fortune again, until we came here. This town is fit for sinners only, I believe. But Santo Diablo, ahhh, that waits for anyone..."

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10) The Desperado

Following Handout 15 (Encounter 3), the party may seek the 'Desperado', this frigate anchored in the harbor of Santiago Vega.

Of the many ships that make up the floating city of the harbor, this one seems the most bedeviled, with its black hull and old, gray sails that stretch across its masts like cobwebs across a long-dead skeleton. The 'Desperado' is the fitting name of this corpse. Yet its windows are aglow, and the drunken songs echoing from below decks offer a hint that dead men yet have tales to tell . . .

The young girl, 8 year-old Mary Celeste, is indeed aboard, but what course of action the party will take towards approaching this ship and this situation is uncertain, so all possible scenarios are explained below.

If they sneak aboard, a Searching Check may find the young girl locked away in the captain's cabin, but entering there is a crime of trespass that will raise the ire of the rest of the crew, should everyone fail their Stealth Check to leave.

If they attack the ship, they will face 23 guns but a mere 40 1st Level men, as the captain and the remaining crew are in town.

If they openly seek to negotiate, the crew will wait for their captain, who will give up the girl for a mere 400 gold, pretending that he wishes to be rid of "That cursed child."

In any event, once Mary Celeste is in the party's care, she will tell her tale at the first opportunity, as follows:

"Please forgive me. I am a stubborn and unclean girl. But I can only hope that the Lord of Heaven has delivered me to better fortune and not into the hands of devils. You see, I have no mother, and I am cursed by it. The priests told me so. The sailors told me so. I could only cook for them until I was married, to cleanse my soul of all the bad luck I got to them. I bring bad luck to everybody. But that ship, the Desperado, was a bad ship to begin with. Perhaps I deserve to still be aboard. It was—the sailors said—a "Hell above the waves."

If the Characters ask her what more she knows, it will take kindness and the careful ways of speaking with a frightened child to learn more. If one can make a Charisma Check, Mary will tell the rest of what she knows. This roll is modified by many factors, and can be attempted once a day.

If the speaker has Mary's letter (Handout 14), he will gain a bonus of +2.

If the speaker is a woman (and not in disguise as a man) she will gain a bonus of +2.

If the speaker has a child of their own, they will gain a bonus of +3.

If the speaker is Mary's cousin Erica, she will gain a bonus of +4.

"That evil ship, the Desperado, once was the ship of an English captain, Richard Boone. He got to Honduras and a Spanish fort. Santo Diablo, it is called. But he was got, he and his men. The crew he buyed in Belize didn't want to go there, so they told on him. They took his ship and made it into the Desperado. They were, they say, desperate to get away from the evil jungle. But now the new crew, also desperate to find gold—I guess the fear of ghosts loses in time—they want it. But I wouldn't tell them. I wouldn't tell them that Santo Diablo was my father's duty. He said it was in the Salt Swamp, on the north coast of Honduras, 42 leagues east by southeast of the town of Belize—ooops, I did just say that . . ."

PART 4: RETURN TO THE SEA: By now, whether the party seeks the treasures of Santo Diablo or not, it seems to be their fate to learn more about it, as the following Encounters will tell. Play them at your discretion, using them to guide the Players' ideas and motivations towards Honduras, a lost Spanish town, and a dangerous adventure. Ultimately, it will prove to be a voyage of 224 leagues from Santiago Vega west to Belize.

The Bible: Each day at sea, each Player Character may make an Intuition Check until successful, to notice that the rest of the crew has taken to muttering the same passage of the Bible. "Matthew 4:1 — Then Jesus was led up by the Spirit into the wilderness to be tempted by the devil." If asked, they say they simply feel compelled to say this.

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Captain's curse: Whoever is captain will at this point begin having nightmares. Each night he will see clearer and clearer the fortress of Santo Diablo. Every 1-12 days, he must **fail** an Endurance Check or stay awake in fits of disturbing visions and cold sweat, and lose 1 Wits Point indefinitely, indeed until he either reaches 0 Wits and goes mad, or he comes to Santo Diablo itself...

11) The circle of death

If the party puts ashore on an uninhabited island for any reason, ask them how many of the crew goes ashore and who stays aboard, as the men are anxious for some time to relax on the beach and get some fresh food while the more industrious of them seek to clean the ship and themselves.

As the rest of the crew busies themselves with provisions, cleaning and cooking, you walk the white sands of the beach, fighting a disturbing feeling that something is wrong.

The party must make the decision to sail away immediately, lest the tide go out, revealing an impassable reef that rings the entire island, trapping them there for six hours—six hours in which they must fight the natives, currently waiting in the trees for this opportunity. These headhunters will quickly assault the beach. Their chief will single out the tallest Player Character, and while they fight, each time that Initiative is determined, the incalculable, overwhelming odds of the natives will kill 1-6 crew in the background. Do not use Mass Melee rules, as the natives far outnumber the crew and could slaughter them all in a single Round, and as it is, they are enjoying a more ritualistic slaughter. This will continue until the chief is killed, even if the crew returns to their ship(s), as the natives follow in canoes. The chief is 3rd Level, with DS 12, G 9, MOVE 160', and uses a spear with a +4 bonus. Once he is killed, the rest of the natives will flee into the jungle.

If the jungle is searched thereafter, the most that the pirates will find is a large stone capped with the skull and rotting captain's hat of a long-dead English Admiral, and a message written in his own blood, which is provided as Handout 16.

12) Faith and fear

The next port the party visits, even if that is Belize near the end of their voyage, will have recently been plundered by privateers continuing the agenda of war in Europe.

This town has been sacked and burned, the few ash covered villagers that dare wander the streets appear as black ghosts that just crawled out of the Devil's fireplace.

The town is paralyzed from the raid, and as such no goods, supplies or services of any kind will be available until the church is cleaned, a job nobody wants to do. For indeed, the town officials were all locked in the church while the pirates plundered at will, and eventually those trapped in the House of God died from thirst. Eight skeletons lay in there amongst the pews. If the party dares go inside and remove the skeletons for proper burial, the townsfolk will be grateful, and believe in living again, thus restoring the normal economy after 2-24 days. However, before removing the bodies, a Searching Check in the church may find a paper of some value to them, provided as Handout 17.

PART 5: GHOST TOWN: If the party ever sails to Belize before seeking Santo Diablo, they may find some things to their advantage.

Malaria: Malaria has recently struck Belize and so there will be no able-bodied sailors to recruit.

Legends of Santo Diablo: The old Spanish fortress and its treasure is an oft told tale known in Belize, thus offering the party one story from the following chart, should they make inquiries into it.

Legends

Roll	Legend of Santo Diablo
9-12	The ghosts of the Spaniards still guard it
4-8	The treasure was left behind to appease the heathen gods it was stolen from
1-3	The fort began as an entrance to a mine, a guarded gate that became a tollbooth

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PART 6: SANTO DIABLO: The fortress of Santo Diablo awaits. Each day that the party explores the northern coast of Honduras, they will make a Searching Check at a +3 bonus (+5 if they have a Coasta Guarda amongst them, for he would know Spanish military strategy better). When at last they are successful, they will spot this fortress, rising out of a swamp that is actually the swelled mouth of a river. The Player Characters and prominent NPCs alone will go in—none of their crew will dare. To relate the adventure of exploring the old fortress, play the following Encounters one and all and in the order that they are presented.

13) Gate

Built long ago to guard the secret treasure trail through the jungles, this fortress has been raided by pirates again and again, and is now but an abandoned ruin. The river that the fort was built to guard has swelled into a sticky quagmire, the incoming sea poisoning what life was left in the silt to create the Salt Swamp, which now guards the fortress itself. Tall reeds and twisted trees rise out of the quiet, gray slime like bones of the earth in the bubbling bog. The old walls themselves stand solid, untouched by the passing of years. An old, rotting walkway rises just above the water, zigzagging through the reeds until it enters the fort's only gate, like the wooden tongue of a stone demon rising out of a green and gray Hell. Santo Diablo awaits.

A visual Search of the area (this roll made with a -2 penalty as one cannot get their hands on everything and so must search by sight alone) will see real bones piled up at the base of the walls, the Spanish defenders having jumped to their deaths rather than face the bloodthirsty invaders. These skeletons have nothing of value on them.

The bridge, 50' long and 10' wide, is old and rotten, and cannot support much weight. There is a 1 in 12 chance for every 40 total Weight crossing the bridge at any one time that it breaks, sending all upon it into the foul water, where 4 alligators are lurking. The distance from the nearest point of land to the fort is 50'.

14) Guardpost

Just inside the gate you enter a wide room. There are several slits on the walls, obviously viewports for guards. As you pass them by, you can't help but feel that eyes still watch you from the darkness on the other side. At the far end of the room, a door stands slightly ajar. A skeleton lies in a heap before it.

If the skeleton is examined, one will find (no roll necessary) some remnants of his clothes, indeed several waistcoat buttons carved of bone, and singed as if by fire. This is because the door is trapped, and anyone who moves it inward or outward will release a gust of flames! This poor fool the party now stands over was burned for the same 8 Base Damage they will suffer, and all his carried equipment, clothes and flesh were utterly destroyed—as they will be for anyone else killed by this trap—leaving only his bones and indeed his carved-bone buttons behind as his telltale epitaph.

15) Old cannons

After exploring many passages, you come to an old cannon turret. Several old iron guns look out small holes in the walls. One of them has some writing scratched into it, made clearer by the red and orange rust.

The old writing on the cannon is in English, and simply reads *'Rusty Rugged Robbie was here'*.

If this area is successfully searched, one will find a skull stuffed into one of the cannon barrels, the skull of a monkey, which is actually a magical 'charm', thus giving whoever keeps it +3 to his Save Checks against magic.

16) Chapel doors

The maze-like passages of the old fortress are growing wider, but more narrow as well, as the moisture of the swamp is left behind and thick cobwebs gather along the walls and ceiling, limiting your vision. Up ahead, the passage turns a corner by the wooden doors of the old chapel.

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The doors are locked. If they are picked or broken open, the chapel will prove empty, without anything of value or interest to the party. It is the doors themselves that they might find useful, for a careful inspection of them (no roll necessary) will discover writing painted on them, this English reading *'Rusty Rugged Robbie was here'*.

17) Planning room

An old door groans like the waking dead as you open it. Inside, you see a small, featureless room whose floor is covered with the burned cadavers of a dozen men. This silent, motionless orgy of ash and bone is clothed in the remains of wigs and coats indicating high government rank, all locked in here and burned alive. Their sabers and swords are one and all resting in their hands, telling the tale that their last thoughts were to choose between steel and the fire, and yet, as no blade rests within any bones, it seems that the inferno made up their minds for them.

Each Character needs to make an Endurance Check (this roll made with a +2 bonus) or vomit, effectively suffering a wound of -1.

A successful Searching Check (this roll made with a +1 bonus) will discover a jeweled cutlass, heirloom of the Aragone family in Panama, as the writing on its brass scabbard will clearly indicate to anyone who can read Spanish. It is worth 1000 gold to any merchant captain, but the Aragone family themselves will pay 1500 pieces of eight for it. But given the Aragone family's history of plundering ships, merchants in Santiago Vega will pay even more for it—3600 pieces of eight!

18) Cursed treasure

The intersecting passages and dark empty rooms continue to tell the harsh tale of a fort attacked from within as well as without, as skeletons clutching pistols, blood stains on the walls and keys hanging in open doors indicate that the Spanish turned on each other. And yet for what? This thought explodes in your mind as you enter a room filled with chests stacked floor-to-ceiling, all locked and bound as only treasure chests are.

A successful Searching Check will discover writing on the wall, written in English, and in blood; *'Rusty Rugged Robbie died here'*. Unless a Player specifically states otherwise, it is assumed that one reads this aloud, which will cause the blood to moisten and ooze down the wall, dribbling along the flagstones to spell out a new message; *'Rusty Rugged Robbie is still here'*.

The chests contain a total of 31000 doubloons and 76000 pieces of eight, plus a good 110 jewels worth an average of 600 gold apiece! However, anyone examining the treasure should make an Intuition Check to notice that any part of his shadow that falls over the treasure is different and demonic, such as a hand appearing as a claw or a head having horns!

Every piece of this treasure is cursed! The ghost of the last man to die in battle here, a pirate named Rusty Rugged Robbie, watches over the treasure still. If anything is taken, he will appear, himself but a shadow on the wall, saying:

"Me shadow ye see. That be all that's left o' me, matey. So will be it be with ye, if ye be set in takin' this 'ere plunder. The other side is a dark place, says I, and I've sailed many a sea all the blood in the world could not fill. That sea lies below ye! The dungeons o' the devil, o' this fort o' Santo Diablo are filled with blood an' curses o' all who met their end down there. Hell, it is. It is they who cursed this treasure, an' only they can give it up. So take it, matey. Take it and we'll see ye return here soon enough. But see them first, and sue fer their clemency, an' maybe ye'll be the first to defeat the devil what lives here...'

The ghost speaks true. Indeed, if any treasure is taken, one will be afflicted by a curse of 8 Magnitude! Every 100 total gold value taken (rounded up) will be the total damage done to the party in one form and then another, as their point value of one thing and then another runs out. First their fleet will lose 1 Hull Point for every 100 gold until all their ships sink, and then 1 Level of crewman for every 100 gold until they are all dead, and finally 1 Brawn Point from a random Player Character for every 100 gold taken until they are all dead (one dies if his Brawn hits 0).

THE DOOM OF PORT ROYAL



19) Flooded dungeon

The maze of hallways ends at last at the bottom of a narrow stairwell. Here must have once been the entrance to the fort's dungeons, however the swamp has flooded them, and now you look out upon an underground lake of black, oily water, with the green algae forming ghostly shapes just under the surface. The wreckage of many torture devices rise from the depths, like a graveyard of ships in a mock, model world of all sin trapped in this hell of darkness beneath the daylight world.

A visual Search of the area (this roll made with a -3 penalty as one cannot get their hands on everything and so must search by their limited sight alone) will see an old tunnel away in the distance, like the beginning of a mine. There is indeed a mine shaft, but the water is too deep for anyone to explore it. The party may fashion a boat out of the old torture devices, such as using a coffin or making an impromptu raft. Only if they can manage such a crude boat can they explore the rest of this mine, detailed in Encounters 20-24.

20) The warning

Drifting lazily along in the darkness, the tunnel rounds a gradual corner, where the flagstones are illuminated by a dim, golden light flickering in a hooded lantern hanging from an iron hook. As you complete the turn, you see a wide, brick archway supporting a ceiling lost in the shadows. The crest of the arch is commanded by a rotting, old Jolly Roger, a sign to prisoners taken here long ago that all piracy leads to Hell. As you drift closer, a whisper slashes the silence, and draws your attention upward—the pale, vaporous apparition of a skull rises from within the flag, bringing the symbol of death to life. It begins speaking to you, warning you that to Hell indeed you are going . . .

The party has 1 Round to act. If they turn back, they will be safe. If they speak to the ghostly skull and crossbones, it will answer one question truthfully. However, after 1 Round, the party will drift down a waterfall . . .

21) Waterfall

Drifting beneath the ghostly skull and crossbones, you are suddenly immersed in utter darkness, though the skull's grim words still echo behind you. Suddenly, the disturbing sound of rushing water drowns out the voice and the quickening beat of your own heart. Before you can think, your raft drops down into the abyss!

The party has plunged down a steep though not sheer waterfall. Each Character must make an Agility Check to hold onto their raft. Those who fail will fall overboard and suffer 4 Base Damage from tumbling down the rocky slope, though they can climb back aboard after the fall.

22) Cavern

Your raft drifts through a dark cave. Waterfalls spill down from the ceiling and conjure up clouds of spray in every nook and cranny, the bubbling foam illuminated from below by pale, ghostly lights—the spirits of pirates drowned in their cells directly below you. The cave grows greater in size and depth the further you go, as if the old dungeon was not made by men, but by devils of the deep.

The party must be absolutely silent for the next 3 Rounds as they drift through this area, lest they make themselves noticed by the ghosts below them! If they can manage to pass unnoticed, they can each make an Intuition Check. If successful, they will hear echoing voices say “Cursed be the spirit of Matthew Thompson.” If one fails, he will simply hear “Dead men tell no tales . . .”

If the party does indeed awake these ghostly souls, they will rise up all around the party's raft, climbing aboard and slashing at them with rusty swords, attacking anyone and everyone, regardless. There will number 3 ghosts to each Character, and they will each have DS 13, G 4, MOVE 60', and each will wield an intangible cutlass composed of moonlight that strikes like steel nonetheless, with a +3 bonus to Attack Rolls. Each ghost is essentially Level 9. When 'slain', these ghosts simply scream and curse and vanish in a cloud of spectral smoke.

THE DOOM OF PORT ROYAL



23) Darkness

The flooded cave widens into an underground river. The rough, rock walls darken until they are but indistinguishable shapes that seem a mile distant. You drift past a stalagmite rising out of the bottomless depths, and then pass into a tunnel filled with utter blackness. Your every light fails at once, snuffed by the evil spirits that haunt the awesome darkness ahead. You can almost hear their voices echoing in the depths . . .

One would do well to listen, and listen carefully, and to make an Intuition Check, for if successful one will hear many voices indeed, the disembodied voices of pirates from long ago. "Only the voices of the dead can be heard here, matey . . ." This taunting voice will not return. Instead, if the party says or asks anything, their own voice will echo with one additional word of the following phrase, until once they have spoken a total of six times, their voices will echo with the entire message "Stab yer friend . . . save yer skin." And, each time someone speaks, the entire party gains a cumulative -1 penalty to the following roll for avoiding the curse that they are bringing on themselves . . .

Passing through this area will indeed curse each trespasser here. Make a separate roll on a single dice for each Character, modified by the following factors. If one's total is 7 or more, he will pass in safety. However, if the total is 6 or less, when the rest of the party emerges in Encounter 24, their now cursed companion will be gone, a ghost like the others in Encounter 22, only waiting for the party when they return, that is, unless they can lift the curse before then.

If someone presents a religious symbol his roll will gain a bonus of +3.

If someone jumps overboard his roll will suffer a penalty of -4.

The total number of words from the above sentence is the penalty to this roll.

If someone stabs another Player Character he will be free to pass and free from the curse of the treasure itself!

If nobody stabs anyone they will **all** pass in safety . . .

24) The Teeth of Hell

The flooded tunnel is blocked ahead by a rusted gate of thick, iron bars, sinking into the dark water like the teeth of a demon. And indeed, as you come closer, the pale light reveals writing scrawled in every language on the surrounding rocks, reading over and over 'the Teeth of Hell'. The rocky gums that anchor these teeth are moist with water, and with blood, dribbling down from Hell's eyes—two small caves suddenly revealed high above as a collection of crimson candles flare to life within each one.

The party can lift the gate or at least bend the bars enough to pass through with a Brawn Check made with a -4 penalty. Any blow from a weapon will shatter the bars easily, though if the ghosts in Encounter 22 were not awakened earlier, they will be now, as will any Characters lost in Encounter 23! The lock of the gate is beneath the water and has rusted through, and is unopenable.

If one scales the slippery wall, he will notice that the 'blood' is actually wax from the candles, and that both of the 'eyes' are holes through the wall, leading into the same cave beyond as the sunken gate. However, these candles were kindled by evil spirits, something one should take note of.

In any event, once one passes beyond the 'Teeth of Hell', they will enter Encounter area 25.

25) Whirlpool

The flooded tunnel opens into a sizable cavern. The dark waters hasten towards the center, where they form a large whirlpool, its voice resounding throughout the cave, calling out in all languages to every seaman, calling them to Hell. The edges of the cavern are lined with broken boulders, forming a thin shoreline . . . which is drifting away at a quickening pace as you speed towards the cold throat of the bottomless pit . . .

The party must disembark from their raft immediately, and leap for the broken shore with an Agility Check, lest they be sucked into the whirlpool and lost forever! Along the shore, a tunnel leads deeper into the earth.

THE DOOM OF PORT ROYAL



26) Heart of the curse

The tunnel opens into a dank cave, illuminated by ghostly green lights glowing in shallow holes in the rough hewn walls. The uneven floor is dotted with pools of slime, the drool of the devil's teeth, stalactites that leer down from the shadows above. In one corner stands a pile of wreckage, of broken boards and twisted, rusting metal that was once half a dozen seachests.

If the broken chests are searched, the party will find (no roll necessary) that they are clearly empty, save for a golden box about half a foot square. If opened, one will find a human heart, still beating! Whoever holds the box (and thus the heart) will begin speak with a voice not his own, which will say the following:

“Know me. Hear me. Pirates we are, all of us. No matter what papers we mask ourselves with, the Angels can see through them. No matter what words we use to redefine ourselves, the Angels can read such riddles and follow their clues to the treasure of the truth. Kings plunder the world. Holy men are martyred. Children deceive their parents and parents use their children to quicken themselves and clutch at the days greedily counted by the tax collector of Death.

We are pirates, one and all. We are cursed, one and all. In life, I was a captain, honored and respected at court, but as beautiful and blessed as was that house, it was equally despised by others, simply because papers and jewels, the same tokens that named me a hero in one land, were written differently in another.

I was Captain Matthew Thompson. I was a privateer. I had a family. Celeste, Davenport, and Thompson. We were rich. But greed did me in. And now you have stained your shadow by coming here. You are now part of my family of shadow. We are all dead.

This tax will be collected. Only as long as my family still lives will the Reaper be kept at bay, before closing the doors on all pirates. Indeed, as long as he can still harvest fear from our legacy will he wait, before burning the fields and taking our souls, one and all.

This tax can be paid for your share, however. Take the treasure to my house. Take it to the city of Santiago Vega. Bring the spoils of all my war on God's children back to the home of piracy . . .”

Each Character who pledges to return the treasure of Santo Diablo to the city of Santiago Vega will indeed be freed from the curse of it, free to leave and sail to Jamaica. However, if he strays from this course, indeed if he does not go straight towards that city, the curse will return, and what's more, ghosts the same as those faced in Encounter 22 will come upon him at once! These ghastly pirates will step from the shadows of the streets, from the trees, or climb out of the depths of the sea if needs be, their numbers equaling however many crew (including all Characters) that have perished since the ghost of Captain Thompson spoke unto the party. This number will return each night that the party is off course, increased by those lost since then, including those lost in battle against these restless dead men!

27) Leaving Santo Diablo

Hopefully, the party will set sail for Jamaica, and come there at last. If Mary Celeste or Erica Davenport is with them, these will insist on returning all the treasure to the city, though they care not who it is given to—the governor, the church—it is all the same to them. None of the crew will steal nor even touch any of this treasure, save to load it and unload it, fearing for their very souls. If any is kept by the party and thus brings misfortune upon the ship, as explained in Encounter 18, every 10 points of damage done is a loss of -1 to the crew's Morale, and if they should mutiny, they will include **all** the Player Characters in those they wish to dispose of.

CONCLUDING THE ADVENTURE: Once the party has left the jungle and the fortress of Santo Diablo behind at last, there are some things to consider, now and in the years to come.

Mary and Erica: If the young girl Mary Celeste and/or the woman Erica Davenport are still with the party at the end of their adventure, they will

THE DOOM OF PORT ROYAL



wish to disembark at the first port they come to, and they will never hear from them again, except, perchance, many years later . . .

The hidden family: The last member of Captain Thompson's family will die years from now, be it Mary, Erica, or someone else if both those NPCs were killed in the adventure. The last family member will perish in 1692 and the curse will be released to harvest all the souls of pirates and other evil men and women that it can. This is their family legacy, sin and redemption, and the doom of an entire city . . .

The Aragon family: If the jeweled cutlass of the Aragon family is returned to their estate in Panama, the current head of their household, an artist by the name of Sergio, will be most friendly and thank them for returning it, saying that it is a cursed blade, and only in the family's care can it do no harm. And indeed, if it is not returned, it will add to the doom of Port Royal later on . . .

Jeffrey's share: If the party needed to offer 10% of their take from Santo Diablo to Admiral Jeffrey in Santiago Vega, when they return with it, they will find that he has passed away, and so they can keep the gold. However, if they spend it in that city, it will go 4 times as far rather than 3 times as far as the rules normally state. Moreover, this will add to the doom of Port Royal later on . . .

Port Royal: Santiago Vega is captured by the English in 1655 and turned into one of their largest colonies in the New World. However, their need to maintain a foothold in the Spanish Main turns their governors increasingly towards hiring one privateer after another, turning the newly named 'Port Royal' thus into a booming pirate town! This city will earn a reputation as the Sodom of the New World, a city of sin and evil, a potent pot spiced with the treasure of Santo Diablo, brought there long ago. Indeed, all of the cursed treasure brought to Port Royal will catch up with it in the end. On the seventh day of June, in the year 1692, the last member of the cursed Thompson family will die, and all of Port Royal will be consumed by an earthquake!

CONTINUING THE ADVENTURE: Though Port Royale may be doomed, the party may have a hand in it, if you choose to play out this terrible and perilous ordeal. There are several Encounters that can build to this epic conclusion. Use what Encounters you will, but play them in the order that they are presented.

28) Family matters

If Mary Celeste or Erica Davenport survived this adventure, and the Campaign plays out so long, in 1692 each Player Character with whom they shared this adventure—or the descendants thereof—will receive a letter, provided on Handout 18, inviting them to Port Royal. The Handout will be good enough to pass any town guards, regardless of one's reputation or any current laws. The 'Trustees of Celeste and Davenport' named in the Handout will see the Characters on June 6th . . .

The Trustees of Celeste and Davenport have a large, plush office overlooking the sugarcane fields, where the sweltering heat kills men by the hour, while you sit with a cool, refreshing drink, ready to discuss matters of money, no doubt, with the the esteemed gentlemen seated before you. They adjust their glass and offer a smug, delighted smile. In so many complicated words, disguising many hidden fees and services, they say that their client passed away recently, and named you, one and all, as heirs to their estate. They cannot, however, tell you the amount until you sign, as are the terms of the Will.

The party faces a simple choice—to take on the legacy of the cursed family and their treasure, or to refuse it. If even one Character signs, he will be entitled to an equal share of the estate, which is but a simple black velvet bag containing 30 silver—pieces of eight. However, if nobody signs, this will be the end of that family, and thus the final nail in the coffin of Port Royal. Indeed, by signing, the Characters will have prevented Port Royal from being destroyed by the aforementioned earthquake, at least so long as they remain alive, or their own heirs do, thus drastically altering the Caribbean as a Campaign setting.

THE DOOM OF PORT ROYAL



29) Sin begets salvation

If the party decides to exhume the bodies of any Thompson family members (including Mary Celeste or Erica Davenport), they will find it to be a relatively simple matter, as the family has their own private cemetery in Port Royal. However, they should do this before sunrise . . .

The graveyard is a quiet place. The bustle of the city and even the rolling of the distant waves is subdued here in this grassy field. A crow perches atop a lonely grave, and seems to watch you—or is it looking at the coffin just unearthed, judging between sin and salvation?

The crow is an ominous sight, an omen indeed, but nothing more. If **all** of the treasure found within Santo Diablo is reburied with the family it belongs to, the Characters will have prevented Port Royal from being destroyed by the aforementioned earthquake, that is until someone else digs it up, which will indeed happen soon after they leave town . . .

30) The wrath of God!

If the party did not take any successful measures to ward off the doom of Port Royal, they shall endure it that day, indeed that very morning . . .

Port Royal is bustling with activity. The crowded streets are filled with merchants, women and sailors. It is a town with two sides, like the coin that governs it. For on the flip side, one can see streets filled with politicians, prostitutes, and with pirates. You happen to glance up at a church steeple just as birds fly out of the tower, like a cloud of Angels ascending to Heaven. All is suddenly quiet . . .

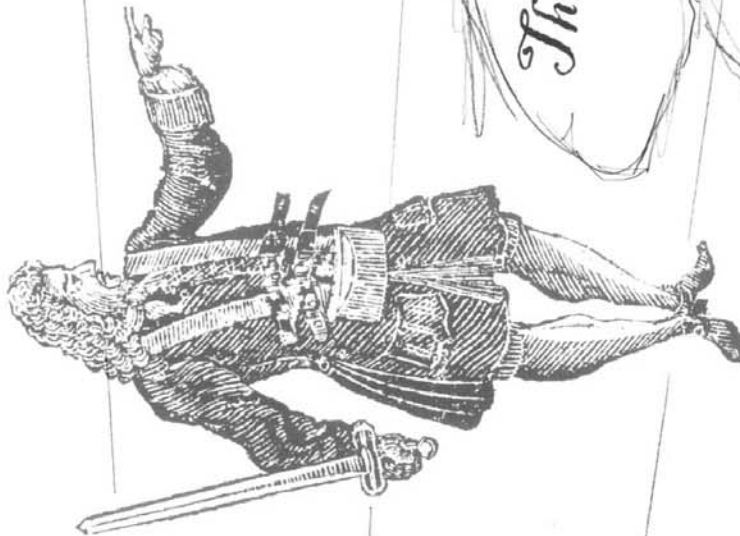
Each Character has 1 Round to act, though they almost certainly have no idea what is coming. If they climb up off the street, into any structure, they will gain +3 to their following Ability Checks. For after 1 Round, an earthquake will strike, shaking the town to its faulty foundations, and demanding several Ability Checks to survive!

The first Round of the earthquake, the entire town will rock back and forth, demanding an Agility Check to avoid falling to the ground, where collapsing walls and debris will strike all who are on the ground, hitting automatically for 9 Base Damage!

The second Round of the earthquake, a tidal wave will sweep through the streets, demanding an Endurance Check by all on the ground to avoid being sucked down for a time of 2-13 Rounds (rolled once for the entire party), after which time the waters will recede.

The final Round of the earthquake, the seawater will mix with the sand spit upon which Port Royal is built, turning the very ground into quicksand, demanding a Strength Check for those on the ground to avoid being sucked down into a grave from which there is no escape.

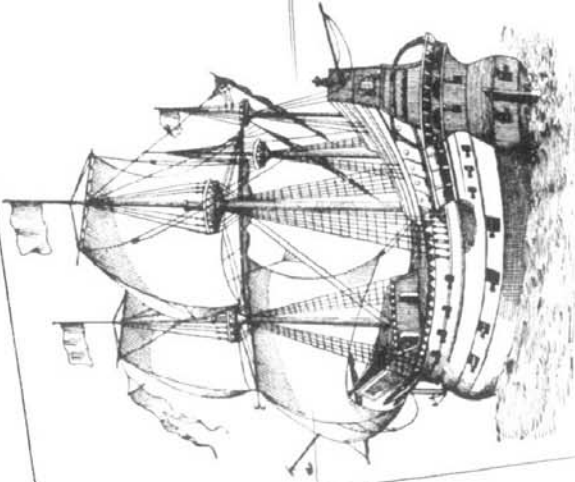
Note that all ships in the harbor will suffer as if enduring a storm of 6 Magnitude. And, after the earthquake, a Searching Check can be made once each Round until one fails, with success finding 'something', this object selected by the successful searcher, but then a single dice is rolled by the Game Captain to determine its gold value, and if the result is enough to equal to listed value for buying such an item, the item is indeed found, but if not, one finds only human remains.



'Twas this island named

The Hamlet of King's Bane

Scene 24, Line 73



*The old crew flies west
for three and seven days
The old crew spots the
turtle down below
The turtle lives on
for three and seven years
The turtle keeps the
treasure of Algiers*

The Sea Turtle

N^o 23



THE ONLY HUNGER GREATER THAN
MEN'S GREED IS THAT OF EVIL.

THIS ISLAND IS BEDEVILED BY THE
GREED OF ALL WHO HAVE LANDED
HERE BEFORE.

THAT HUNGER MUST BE SATIED
WITH ONE OR IT WILL CLAIM ALL,
NOT IN BLOOD, BUT IN WHAT WE
SHOULD TRULY TREASURE THAT GIVES
US BLOOD...

OFFICIAL NOTICE

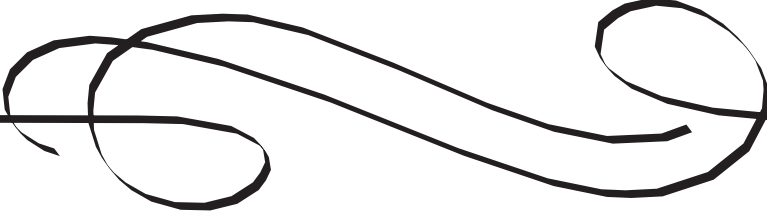


POSTED JANUARY 12

With open war declared between France and Spain on the last October 1st, and the alliance between our Queen and the novelties of Holland on April 23rd prior, Count MacMahon of our great city of London has brought his greatest treasure here to Her Majesty's Colonies in the West Indies.

The Lady Bonnie MacMahon is receiving names of those suitors who would win her hand and the silver legacy of the MacMahon bloodline.

All ships of all flags are hereby welcomed to the harbor of St. Kitts in order for the Count MacMahon to see the widest variety of good Christian men that our Colony has to offer, or to receive the Governor William's generous offer of service into his Navy.



Dear Sir,

You are cordially invited to attend the gala this evening at the mansion of his Excellency, the Governor Williams of St. Kitts.

This formal affair will provide the best dancing, music and company that the Colonies of the Americas have to offer in this uncertain political times.

Given the generosity of the Count MacMahon and the presence of his daughter, courtship of the highest and most respected form will be proper, and with God's blessing see the Old Strength renewed in these times.

His Excellency's accountant



Your treasure is now mine, Captain Augusto of his Majesty's Majesty, the King of Spain. It does not matter how many laws the English dogs, in all their arrogance, write. The Holy Bible of the Catholic Church states that it is my right to wed with the woman who pledged to me her truth. The Protestant dogs on their tiny island cannot deny my Holy Right.

Your Bonnie lass is mine by the will of God Almighty. This was her choice, nor is it yours. If you follow me, I will right home on account of your sin to my King and the Pope as nothing less than an act of war.

Captain Augusto

The Golden Sparrow

Captain: John Drake Thatcher	Design: Sloop Hull Points: 110 Mounted cannon: 08 Reserve cannon: 12 Men per cannon: 5	Crew: 60 Levels: 120 Morale: 26 Hold: 3000 Cargo: 1850
Flag: Pirate		
Speed: 20		
Notes and Changes:	_____	

The Golden Sparrow was one of many sloops built in Spanish Santo Domingo to try and match the speed and maneuverability of English vessels, but ironically ended up being seen as an ideal pirate ship, and so was taken as one, and turned against the Spanish, its speed and very shallow draft best used for striking against slower-moving Spanish galleons. It earned its name by the Governor of Barbados, for its speed and belly full of gold. Its crew is a motley band that changes almost by the day.

The Golden Sparrow is a tense ship, its 60 men (all 2nd Level) always eager for both battle and blood, ready to crowd the cannons for a +2 bonus, plus an additional +1 to all Attack Rolls from their captain's leadership.

The Golden Sparrow is always kept ready for combat, with a hold full of weapons, a total of 20 cannons, 30 cannon salvos, an extra anchor, and food and water for 100 days for its crew of 60 men. This fine ship keeps a hold full of treasure as well, its bounty kept openly with other provisions, secure by the crew's penalties for thieves.

Bonnie Anne MacMahon

Brawn:	02	Nationality:	Irish	Age:	19
Agility:	07	Class:	Swashbuckler	Born:	1622
Endurance:	06	Experience Level:	0	Height:	5'7"
Girth:	07	Notoriety Level:	0	Weight:	110
Wits:	09	Defense Score:	10	Handed:	R
Intuition:	04	Carried Weight:	044	Move:	120'
Charisma:	08	Notes and Changes:	_____		
Luck:	07	_____			

Spending her life in Ireland, this fair lady is the only daughter of a Count, but ever yearns for another life.

Bonnie Anne is a highly educated woman, raised with all the study and resentment for it that British university can stuff into one's mind and heart. Expected to be the crown jewel in her father Count MacMahon's legacy, this feisty young woman has had her own designs, oftentimes involving meeting with sailors in secret and learning their trade, including the use of longswords, cutlass' and pistols all at +2, disguise at +2, and applying the languages all learned at university to the secret slang of pirates; French at Level 1, Spanish at Level 2, and English at Level 3.

Bonnie Anne is both worldly yet idealistic, and thus if she knows the better way to sail and fight, she prefers a more dramatic and flamboyant appearance, such as using weapons too heavy for her, including a longsword, and a group of 3 double-barreled pistols stuffed into her flowing sash. She also keeps a dagger hidden in her bodice, her boot, and in her beltbuckle. She keeps all jewels 'hidden'.

To my dearest and nearest of kin, my niece Bonnie MacMahon, know that your father will respect the end of this letter more than any seal of marriage from any Royal suitor. Our family and our bloodline is chronicled in the blood of a goodly number of heathens, at sea, at war. The Silver Squadron is our family, the first and only independent fleet in the Royal Navy. Or so the Squadron was once, and can be again, should a blessing of good fortune bring you to the seal of our heritage. The city you know in song. Only the seal itself you need, kept within the Bible a woman holds in the town square.

Admiral Sean MacMahon
1632

The Golden Ghost

Captain: The Golden Ghost	Design: Brigantine	Crew: 100
Erik Roberts	Hull Points: 140	Levels: 200
Flag: Pirate	Mounted cannon: 10	Morale: 30
Speed: 19	Reserve cannon: 00	Hold: 4500
Notes and Changes:	Men per cannon: 5	Cargo: 4060

The Golden Ghost was once named 'The Golden Angel' but was captured less than a year at sea, and this once highly prized merchanting vessel was modified into a sleek pirateering vessel, and its captain, Erik Roberts (who then claimed to be a descendant of the Scottish king and hero Robert the Bruce) changed both his name and his ship's.

The Golden Ghost is always filled with strong, rugged pirates trusting to the fame of her captain; 100 men, of all nationalities, selected for their level of skill all up and down the established chain of command (60 1st Level, 30 3rd Level, and 10 5th Level). The crew is always heavily armed and eager to do battle. By the command of their captain, the Golden Ghost himself, they gain +1 to their Initiative Rolls and Attack Rolls alike.

The Golden Ghost is equipped for speed, stealth, and swift strikes; she has aboard 30 cannon salvos, one long-boat, and her anchor is designed to resemble a devil's all unholy Cross, a link to hell, while her flag flies a Holy Cross. She has but 30 days worth of provisions aboard.

ROBERTS the Ghost

Brawn:	08	Nationality:	English	Age:	32
Agility:	04	Class:	Buccaneer	Born:	1613
Endurance:	06	Experience Level:	4	Height:	6'1"
Girth:	08	Notoriety Level:	7	Weight:	180
Wits:	06	Defense Score:	09	Handed:	R
Intuition:	06	Carried Weight:	067	Move:	070'
Charisma:	04	Notes and Changes:	_____		
Luck:	06	_____			

Very little is known about 'the Golden Ghost', apart from what he tells. He makes a habit of burning every written account of himself, maintains a surreal, 'ghostly' presence by dress and speech, and seeks a woman to be the 'heart' of his ship, indeed his Golden Angel.

Captain Roberts instills fear in his enemies and allies alike, partially by charade, by mostly by his deadly skill as a pirate; he uses the cutlass at +5, longswords at +2, pistols at +3, brawls with a +2, and gains a +1 bonus to his Attack Rolls overall, and has Leadership Level 3.

Captain Roberts carries a good deal of weapons with him at all times, if only to maintain his somewhat eerie presence as a 'ghost'; he keeps a cutlass on his belt, but maintains discipline with a 10' length of chain, which he calls the 'chain of command'. He also keeps 2 pistols on his frog (chest strap), with extra balls hanging from all over his clothes, his hat, and even his hair. He keeps an ornamented spyglass with him at all times, and lockpicks built into his false, golden teeth (themselves worth 500).

and the provisions are low. Let them starve.

March 16th, 1645.

8 dog-men pressed from the privateering sloop "The Dauntless". Treasure accumulated (minus cannon and fodder) totals, according to Mr. Blair; 65 chickens, 32 pigs, 26 yards of canvas (already used to patch sails from battle with The Dauntless), 4504 pieces of eight, 650 doubloons, two casks of rum, and 3 coffins (already used for Mr. Brown, Mr. Rossman, and Mr. Umthun).

The 8 said survivors put their marks in the book and swore on The Good Book of King James to replace our own lost three.

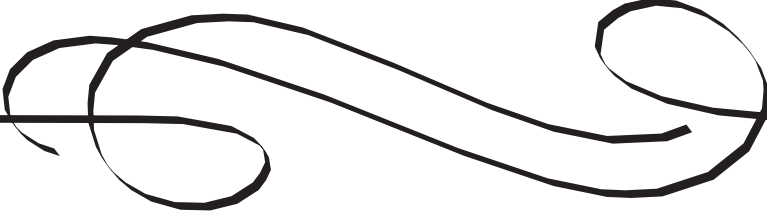
My personal suspicion is that they kept from their own crew and now ourselves 4 pearls accounted for in the log of their old ship, The Dauntless, but were unaccounted for by our prize-crew. Said prisoners have been placed in the brig without food or water until they choke on lies or vomit words of truth. Let them cough up the damn pearls themselves, if it is the devil's will.

March 29th, 1645.

Passed the island of Santa Morte. Careened ship on the south beach and reprovisioned. The sea-turtles became a crew favorite.

April 1st, 1645.

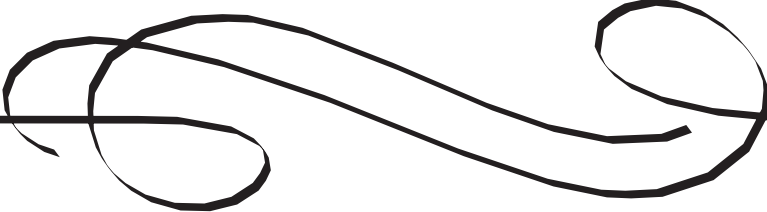
The crew is getting anxious concerning the low treasury. I will



By this formal notice, the amnesty and rights attained thereby for all pirate captains and crews are hereby revoked in the West Indies by right of Catholic Spain's Prince Carlos in his treaty with Princess Daphine of the good Kingdom of France.

This letter is sped to you by royal script and the skill of good men and faith in the English that they might seek peace by acting accordingly.

Should any pirate not surrender his ship, himself and his crew to the law and judgment of Catholic Spain by the last day of June, his flag will be seen as a declaration of war by the newly commissioned twenty ship armada, The Apostles.



MATTHEW 10

¹ And when he had called unto him his twelve disciples, he gave them power against unclean spirits, to cast them out, and to heal all manner of sickness and all manner of disease. ² Now the names of the twelve apostles are these; The first, Simon, who is called Peter, and Andrew his brother; James the son of Zebedee, and John his brother; ³ Philip, and Bartholomew; Thomas, and Matthew the publican; James the son of Alphaeus, and Lebbaeus, whose surname was Thaddeus, Simon the Cananite, and Judas Iscariot, who also betrayed him. These twelve Jesus sent forth, and commanded them, saying, Go not into the way of the Gentiles, and into any city of the Samaritans enter ye not: ⁶ But go rather to the lost sheep of the house of Israel. And as ye go, preach, saying, The Kingdom of Heaven is at hand. ⁸ Heal the sick, cleanse the lepers, raise the dead, cast out devils: freely ye have received, freely give. ⁹ Provide neither gold, nor silver, nor brass in your purses, ¹⁰ Nor scrip for your journey, neither two coats, neither shoes, nor yet staves; for the workmen are worthy of their meat. ¹¹ And into no city or town ye shall enter, enquire who in it is worthy; and there abide till ye go thence. ¹² And when ye come into an house, salute it. ¹³ And if the house be worthy, let your peace come upon it: but if it be not worthy, let your peace return to you. ¹⁴ And whosoever shall not receive you, nor hear your words, when ye depart out of that house or city, shake off the dust of your feet. ¹⁵ Verily I say unto you, It shall be more tolerable for the land of Sodom and Gomorrha in the day of judgment, than for that city. ¹⁶ Behold, I send you forth as sheep in the midst of wolves: be ye therefore as serpents, and harmless as doves. ¹⁷ But beware of men: for they will deliver you up to councils, and they will scourge you in their synagogues; ¹⁸ And ye shall be hated of all men for my sake, for a testimony against them and you. ¹⁹ And when they deliver you up, take no thought how or what ye shall say: for that hour shall give you in that same hour what ye shall speak. ²⁰ For it is not ye that speak, but the Spirit of your Father which speaketh in you. ²¹ And the brother shall deliver up the brother to death, and the father the child: and the children shall rise up against their parents, and cause them to be put to death. ²² And ye shall be hated of all men for my name's sake: but he that endureth to the end shall be saved. ²³ But when they persecute you in this city, flee ye into another: for verily I say unto you, Ye shall not have gone over the cities of Israel, till the Son of man be come. ²⁴ The disciple is not above his master, nor the servant above his lord.

**The Apostles came
twelve ships unto us,
there is no freedom
curse the Pope...**



Your Excellency,

The reports are true! In service of the Lord our God and his Majesty the King Edward, I submit to you that the Heathen Scout told us true! The old fort of Santo Diablo guards the gold trail over the highlands of Honduras, in the Spanish Main.

Aboard my own sterling ship (bless you for your commission), my officers have poured over documents on account of three days and four nights in all, and the city did once the Devil's Guns guard is now long given back to the jungle. Yet there is no account of any of the treasures of Santo Diablo having been taken back to the Catholic Empire.

It is my recommendation that you with all speed prepare a commission for my return, so that I may in Belize acquire what men I need to explore this ruin.

Captain Richard Boone

Please help me.

I know I have sinned. I know I've wronged the Lord. But I can do well. Please, if any true man of God hears me, I am held captive aboard the 'Desperado'. She moors three months now at the Harbor of Jamayca. I don't feel I will ever be able to leave.

Mary Celeste.



There is no God.

These barbarians told us that the Circle would take us. No Circle of

Life. Only Death. Our ship was captured and we were killed. Even now I hear their drums.

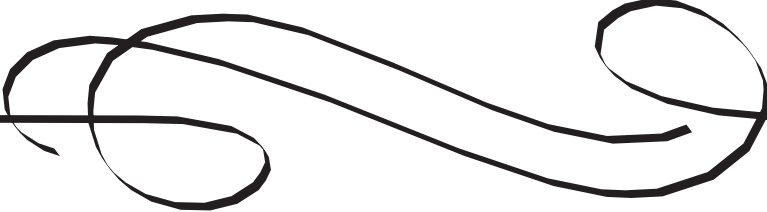
They are coming for me.

God rest Admiral John Williams.

First Mate

Phillip Drake

Hell has arisen again from the Salt Swamp. The old fortress of Santo Diablo still chokes the life growing in the west of the New World. These men were seeking no less than the gold of that old and cursed fortress. The Devil's Cannon it should still be called. And a curse upon those who seek it! May God's wrath be visited upon every single coin minted in that man made hell.



Dear Sir,

You are hereby summoned to the King's colony of Port Royal at the behest of our late client, to attend the reading of her Will.

We, the Trustees of Celeste and Davenport will respect your station, and provide full protection of the law upon your arrival. Feel free to visit our fair city with the blessing of the Governor, his Lordship naught with but the highest favor of the family and friends of Captain Thompson.

We await your timely arrival on the 6th Day of June, in the year of our Lord, 1692.

Trustees of Celeste and Davenport

