

PIRATES™

OUT FOR
LOVE AND DUTY

BY: MATT DEMILLE



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GAMES

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The Dark Lady: Based on the song by Ek Ong Kaar Kaur Khalsa

Editing, Graphic Design, Typography: Matthew deMille

Producer: James deMille

PLANNING THE ADVENTURE

Ahhh, the scent of fresh blood, I smells, minglin' with the foam o' the sea! White caps be peaceful an' so mean peace, but I tell ya true, red caps o' them waves are not from any poet's sunset, but a sure sign that war is burning just over the horizon. Love an' duty are a callin' ye fer sure. Afraid, are ye? Just give a good yo-ho ta God an' set sail fer a venture most rewardin', in ways more than gold!

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 the 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, 'Lady Jane's Quest' is set in 1681. The second Adventure, 'The Endless Voyage', occurs within the year 1684. Finally, the third Adventure, 'Long Live The Queen', takes place in 1687.

Telling these tales: Each of these Adventures is about heroism, and everything revolves around that idea, for both the Player Characters and all the NPCs as well. Thus, when telling these stories, maintain valor, honor and 'doing what must be done' as the driving force behind most (if not all) themes and actions. Certainly other motives and ideals such as greed, patriotism, politics or revenge can come into play, but they should never take precedence over courage.

SIDE ADVENTURES: In order to add greater interest and fun 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.

PLANNING THE ADVENTURE



1) First blood

This Encounter is best used if there is at least one Player Character present who is either beginning his first adventure, or is still Level 0, or is 16 years of age or younger.

A ruckus in the alley outside the tavern draws a large gathering, yourself mingled amongst them. But as soon as you arrive, the crowd is already beginning to disperse, the excitement passed. As people drift by you, silent and empty-eyed, you see the aftermath of the commotion—a Spaniard laying murdered in the alley, his fresh blood mixing with the filth of a hog trough.

Any Player Character who is either young or inexperienced as described earlier must make a Wits Check to stomach the sight of fresh blood, with failure indicating that he begins to retch and cannot take part in looting the body, nor witness what anybody does with it. For the body is indeed worth looting, having on him a pistol and a purse (filled with 30 silver doubloons) that the slayer missed in his haste to flee, but can yet be found with a successful Search.

2) Goldtooth

This night, as you watch the waves slush by, you feel a warm wind roll down your back—the breath of one of your crewmates. Turning around, you're confronted by 'Goldtooth', and now you know why he has that name—one of his teeth is made of solid gold! And he wants more—he wants your purse so he can buy you a coffin . . . as he says between drunken gasps.

Goldtooth is one of the crew of the lowest Level, and in his drunken state, he has a -1 to attack with his flint-lock pistol, and a mere DS 4, G 4, and move 60'. As Goldtooth has picked his spot to attack a fellow crewmate at night, nobody will notice if he dies either, though it will require a Brawn Check to pry that gold tooth loose, which is so pure as to be worth 5 gold coins!

3) A whale of a tale

Tonight, with the moon above, the crew gathers in the calm air amidstships, where one of them begins to sing, quickly drawing in the others for a welcome distraction from the slow speed of the night's voyage. Master gunner Douglas sings of all the women he's loved in ports around the world, and how each one ended so badly that now there's no sea-monster that could frighten him. A whale of a tale he tells, and getting even the off-duty crew to join in.

The songs have distracted everyone from a real 'sea monster' not far away, indeed a reef that is not being seen—only the Player Characters have a chance of spotting it before the ship they're on hits it, and then only if at least one of them can make a successful Intuition Check. If they spot it in time, they will raise Morale by +2. However, if the ship runs aground, Morale will lower by -3, and the crew will subsequently embellish the tale in later tellings of how the song awoke a sea monster that speared their ship.

4) The seachest

Amongst the rest of your haul, you find an old seachest. Its leather skin is so weathered that it is almost black, yet its thick straps still hold true and keep it sealed. Who knows what secrets lie asleep inside of it?

The chest's locks are rusted through and so it must be broken open, requiring a single blow of 9 Damage or more. No Attack Roll is necessary, but failure to do this much damage with one hit will either blunt the weapon or cause the gunshot to ricochet, the former permanently lowering the Base Damage of the weapon by -1, the latter making an unmodified Attack Roll upon a random target! If opened, the chest will contain only a skull, which will curse the pirates, saying aloud and only once "You have until the sunset . . ." It speaks true, for those who hear this and do not get blessed by a priest by sunset will perish.

LADY JAYE'S QUEST

Pssst! Avast there! Be ye aware o' what lies just ahead there, mateys? Treasure indeed, says I, but no treasure o' gold or jewels. I'm telling ya true, there be treasures greater than silver an' gold, mate. An' mark well me words, that while some riches send ya on adventure an' wait fer ya at the end, some others send ya seekin' adventure but are there fer ya when ya first raise anchor...

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 1681. 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 shifting tradewinds of this day and age have seen business bad for pirates, on either side of the political line and of all blood, no matter how much or how little they spill of any king's enemies. Truth to tell, it seems even God has a mind for business, forgiving the Caribbean its centuries of sin and blessing it with times of relative peace, a time when more churches and missions are being built than ever before. Yet while others have blind faith, you see with open eyes of wisdom, and know that peace is but the calm sea before a storm.

Yet even as you look out across the horizon, wondering when the sun shall set on this peace and turn the whitecaps into ripples of red blood, you wonder most what the sea-fates have planned for you. Indeed, how is the gathering storm of stories of other men going to draw you into the eye of the hurricane?

Thar she blows! As if in answer to your own thoughts, you feel the unmistakable breeze of a storm gathering its strength. Armadas of winds to serve the Queen—of the fates. Her great eye is seeking you even now, but for what purpose?

PART 1: MONSTERS IN MONTSERRAT: A short sail from the military and economic anchor of English power in the Colonies that is St. Kitts, this small town is governed mostly by merchants whose general refusal to use slavery, whose wealth in architecture and whose simple lives hold great meaning for the future. Here shall the adventure begin here for all of the Player Characters. Just how their story shall begin will be determined by using the following Encounters in the order that they are presented.

1) Introduction

This Encounter will introduce any and all Player Characters of British heritage.

Your tale began in England, at the Jamaica Inn, a pirate haven in Bristol. Indentured or invited aboard the Royal Arms, one cannot tell, not on a military man-o-war such as that ship is. A slave ship in its earlier days no doubt, and your cabin was no better than a slave's seat at the oars. Yet when you finally put ashore, you feel not only free, but reborn. Looking around the towering steeples and lavish mausoleums of this island colony, you feel that you have indeed arrived in a new world altogether.

The Characters are free to do as they will here in Montserrat, while the ship they came on, the Royal Arms, is going to be based here.

2) Dead men swimming

This small city is a marvel of sculpture and fine architecture. Yet today this heaven of stone turns to a hell of bone. Being sea-level, graves flood easily and so mausoleums are the general burial practice, with the old bones broomed into secret pits every few years. But last night's rain has, as it often does, flooded the wells of the dead and a storm of chaos is now overtaking the streets; dogs carry away bones, you hear the tailor say "Look, there's goes grandma's ol' bones floatin' down the lane" and an entire corpse has drawn an alligator from the swamp to the marketplace!

LADY JAYE'S QUEST

During the next hour or so as chaos reigns, all Pilfering and Stealth Checks will gain a bonus of +3. However, should anyone be a hero and slay the alligator, the town will offer a total reward of 100 gold to the slayer(s). In any event, one other person will be taking advantage of the chaos too, running around to each Player Character, seeking them out in fact, and literally whispering in their ear "If Diablo is your devil and Jahova your God, is Santana your goddess?" before using that same +3 bonus to vanish into the crowd again.

3) Introduction

This Encounter will introduce any and all Player Characters of non-British heritage who have no rank or title of any nation.

"I'm afraid your tale is a sad one . . ." so says the old man. "I've been here in these shackles for years I can no longer count. But you, well, I don't know what you've done, but it doesn't matter. You might have gotten away with a good old fashioned hanging, but not after the merchant guild took over. Now, you get to look forward to slavery. Fortunately for me, my arms are too old and frail, for the fields or the mines. Ahhh, but not to worry—the sun or the salt will kill you long before the work does." The old man shuts up quickly as the guards arrive, who then proceed to haul you out in shackles, to be auctioned off before a meager crowd.

Any Player Characters already introduced may bid on the new PCs for whatever reason they wish, but doing so will make them slaves to the purchasers under English Common Law. The high bid for any PC will be the total of all his Skill Levels, Wits Score and Girth Score. However, if any new PC is not bought by the other Player Characters, they will instead be bought by a rather exotic-looking woman, clearly of English heritage but with tanned skin as if she has been at sea on the Caribbean for years. This woman is a pirate captain in disguise, and as thus will not speak to her new 'slaves', but instead have her servants (other pirates in disguise) quickly take them to her ship, as accounted later on in Encounter 5.

4) The haunted mansion*

The Governor's mansion lies far back at the end of a crooked alleyway, the cobblestone street always alight with colorful lanterns. Passing by many shoppes overflowing with exotic trinkets and even voodoo charms, you come to the end and stand before the wrought-iron gates of a converted plantation estate. Rising atop a low hill surrounded by dark elm trees, this two-story house looks brand new, though its grounds are dominated by gravestones charred black by fire.

The original plantation was burned down by a slave revolt in 1640. This resulted in the founding of the multi-cultured town of Montserrat and the general disdain for slavery here. This new mansion was built only a few years ago, though on the same grounds, and so it is cursed. It is said to be haunted by nearly a thousand spirits, both slaves and their slaughtered masters, and others as well. The Governor is currently not on the island, seeing to business in another colony, though which one nobody knows. No guards patrol the grounds, for none need to—should anyone break in, they will have to deal with the appropriate Ghost forms of any and all PCs and key NPCs that have died in this Campaign thus far . . .

5) Introduction

This Encounter will introduce any and all Player Characters who have not yet joined the story.

Fate has found you at a gala evening held at the plantation of a wealthy storyteller. However, tales of ghosts and galleys that sail against the wind are all quickly sunk by salvos of merchants' comparing figures. You soon find yourself on the verandah, overlooking the simple town below. In an instant, you and several others behold the apparition of an angel and hear her cold words: "Your salvation lies with the Santana . . ." and then the heavenly body is gone!

Only the Player Characters who are present were witness to this, and no one shall believe their tale if they try to tell it.

LADY JAYE'S QUEST

6) The piratess

Run this Encounter only once everybody has, for one reason or another, gone aboard the 'Santana'.

The Santana is a dirty galleon flying all pirate colors. Once aboard, you join a crowd amidships, all looking up at an angel incarnate on the aft-deck—your gaze is drawn up her black knee-high boots to her bare, sweaty thighs strapped with two pistols . . . each. Her breasts, like her attitude, are barely contained by her tight captain's coat, girt with gold thread and a gilded cutlass. Her raven hair flies wildly in the wind, worsted only by the darkness of her eyes.

"I have brought you here by the grace of God—our God!" she says in a voice that could cause angels to cower. "Like the legend of my home in Nottinghamshire, I too intend to plunder the rich, of England and everybody else! But not for myself. This ship, know now, is cursed, and now that you're aboard it, you are too. Leave my command and you will fall as I draw my last breath. Only once we've restored the balance of wealth in this world shall the balance of our lives be returned. Thus have I brought you here, one way or another. That ogre, King Charles II, encourages the merchants and commerce that bleeds the people dry. Know this—when a count of two hundred thousand has been given to the poor and unfortunate, we will be free."

The crew seems surprisingly glad to be on board the Santana. From their murmurs, you can tell that they see Lady Jaye as a rebel with the right cause, but more than that, they believe she is quite capable of achieving freedom by a great degree, and at a great profit to you all.

Any and all who agree to join Lady Jaye's cause and crew will set sail with her on the tide. Lady Jaye's statistics are provided as Handout 1, and those of her ship, the Santana, on Handout 2. Her boast about the curse is a bluff—neither she nor the ship are cursed, and she does not believe in curses nor fear them, but the tale has always been enough to keep her crew in line, for as long as they believe it, nobody ever commits mutiny—if they get that upset, they slay themselves in despair.

PART 2: SEEKING THE SEA KING: Whether the Player Characters sail aboard the Santana and under Lady Jaye's command or not, the winds of fate shall blow them towards a famous ship. This they shall encounter after venturing only 60 leagues in any direction. If Lady Jaye is in command, she will sail due north, passing all towns unless there is given good reason to stop. During this voyage, use the following Encounters at your discretion.

7) Dinner with Lady Jaye

On your first night at sea, you and a few others are invited to have dinner in the captain's cabin. Lady Jaye sits quietly at a table as candleflames slowly sway back and forth to tell the silent tale of the ship caressing the Caribbean waves. After eating an entire meal without uttering a single word, the piratess explains at length how she is seeking the Sea King, a famous slave ship that anchors on the Amazon coast and holds the secret to a fabulous treasure hidden there.

Lady Jaye will tell no more, at least not out of charity. This saucy piratess will tempt the various Player Characters to figure out how to get more information out of her, as detailed below.

Kissing her lips will concoct poison (Level 1) she has smeared her lips with and quietly supped the antidote to in her wine glass—she will inform the victim of the poison, but not the antidote, thus encouraging her little game.

Toasting her will have her switch glasses, and so provide the antedote and tale thereof to all.

Singing her a song will amuse her enough to stroke her thighs in a seductive manner.

Kissing her thighs will encourage her to tell the tale that the treasure is guarded by 'ghosts'.

Telling her a tale will garner the response "I don't believe in the ghost stories that frighten so many others away, but you should believe at least in legends, as they will prove real enough."

Threatening her in any way will have her calmly remind everyone of the curse, that if she is no longer in command, they all die. Of course, this being a bluff, if called, she will fight, but after only 3 Rounds the rest of the crew will come to her rescue, firmly believing in the curse.

LADY JAYE'S QUEST



8) Seeking rumors

Should anyone seek legends of the 'Sea King' or any potential plunder, only one person will have information, and at the first port they visit.

Locals redirect you to the home of a retired pirate outside of town. A weather-beaten shanty on the barnacle encrusted headland, you cross a maze of planks over shallow coves to his door, which is the lid of the coffin that stories say he was prematurely buried in. The man who invites you inside is visibly aging but still hale, and as your eyes scan the trinkets and treasures that clutter his home, you feel his every possession has a tale to tell. He sits down on an overturned barrel and looks at you with foggy eyes.

The old man calls himself 'Scally', short for 'scalawag' and surname to his dead wife, 'Scully'. For the price of 3 gold (2 if the coins are those of England or Holland) he will recount one tale from the following chart. However, he is prone to lapses of memory, and thus duplicate rolls result in duplicate tales, with no refund.

RUMORS

Roll	Rumor about the Sea King
11-12	The anchorage of the Sea King is an isle that lies beyond time and space
8-10	The captain of the Sea King is a wealthy man whose treasure is hidden inside him
4-7	The name of the Sea King curses all men who utter it aloud and alone
1-3	The crew of the Sea King are all ghosts

9) Curse of the Sea King

Should anyone utter aloud 'The Sea King' with no adjoining words before or after it, this will indeed awaken a curse. This curse is of a 5 Magnitude, causing whomever spoke it to always have ghostly voices uttering 'The Sea King' at the same time he speaks any other name to anyone, thus penalizing all Charisma Checks by -6 until the curse is lifted. To do this, one must be given leave by the captain of that vessel, as he still commands the spirits of men lost long ago.

10) Services at sea

Dawn's light finds the entire crew holding a Mass amidstships. As you watch and listen, you can tell that they are trying to ward off their growing fear of these waters. One of them leads from the forecandle, Bible in hand. "Let us now hear of Psalm sixty-six . . ." he says in a voice as calm as the ocean waves surrounding the ship, indeed leading the crew along as surely as the currents themselves are leading your ship.

Should the Player Characters do nothing to interfere with this Mass, they may gain a clue that is to their advantage. Indeed, the crew will follow the lead of their preacher and sing the first six lines of Psalm 66, which you should read aloud to the Players. What is sung is also reproduced on Handout 3, but do not give this to the Players unless they have a Bible amongst their Characters' equipment, or if they join in the singing (that is, the Characters singing, not the Players), and so learn the lines well enough.

*Make a joyful noise unto God,
all ye lands:*

*Sing forth the honour of his name;
make his praise glorious.*

*Say unto God, How terrible art
thou in thy works! though the
greatness of thy power shall
thine enemies submit themselves
unto thee.*

*All the earth shall worship thee,
and shall sing unto thee; they
shall sing to thy name. Selah.*

*Come and see the works of God:
he is terrible in his doing
toward the children of men.*

*He turned the sea into dry land:
they went through the flood
on foot: there did we rejoice
in him.*

LADY JAYE'S QUEST

PART 3: GUNS AND GHOSTS: No matter where the Player Characters sail, they are destined to cross sails and perhaps swords as well with the crew of the Sea King. Indeed, at this point, that legendary ship is not too far away. Tell the tale of this confrontation with the following Encounters, to be played one and all and in the order that they are presented.

11) Evil omen

This morning you find your vessel mired in a most unnatural fog. The ghostly mists slay all sounds, save for the waves gently lapping against the side of your ship, reminding you that mere wood and the craft of slaves is all that now lies between you and plunging into the dark oblivion of the ocean depths. Even as you try to reassure yourself that your ship is sound, looking down at the keel, you see a few planks and scraps of charred cloth floating by . . .

The wreckage is coming not from the ship of the Player Characters, but a merchant vessel not but a mile away, recently destroyed by the Sea King. If they follow the debris, they will come upon the smoldering wreck. Only those who climb aboard this slowly sinking wreck can find anything. To do so requires an Agility Check, lest one fall and suffer a Base Damage of 2. Yet whether one gets hurt or not, he may make a Searching Check to discover aboard the flaming wreck a small chest of gold, equaling 250 crowns, 235 doubloons, and 392 pieces of eight. To take any of this gold will awaken a spirit, unseen but whose voice will echo from within the chest, saying "Take not the price our crew pays for passage to Hell. All else was taken by the Sea King. Take not our souls . . ."

12) To battle the King

"The glass! The glass!" comes to lookout's cry. The crew scrambles to their stations, knowing well the call of an hourglass—the symbol of a pirate's flag and the legendary center of the Sea King's jolly roger—your time has run out! For indeed, another ship is making straight for you!

The other ship is indeed the Sea King, and it is intent on capturing the ship(s) that all the Player Characters sail upon. Though outnumbered, the Sea King is driven by greed, for it is a slave ship looking for new 'cargo'. Indeed, anyone amongst the Player Characters that does not duel with the captain in this battle will, if defeated, be knocked out instead of slain, to become a slave unless the Sea King is defeated. And to defeat the Sea King will be difficult, for it is a square-rigger with a crew of 100 bloodthirsty 1st Level men and 30 wicked 2nd Level men, and running 20 guns. The captain is a standard pirate captain, save that he wields a cutlass instead of a longsword, thus setting his Base Damage at 11*. If he is 'slain', he will not die, but hold onto life like a ghost . . .

13) The captain's bargain

Use this Encounter as soon as the battle is over.

As the storm of battle dies down and the winds of war falter into the fading whispers of thought, the captain of the Sea King comes forward. He walks with a limp, yet none-the-less approaches you boldly and honorably. "If you grant me my leave, good sirs, I would offer you in turn a bounty far greater than the pleasure of running me through. Let me go, and set me adrift with food, water and a compass, and I will give up to you information that leads to a most fabulous treasure. Indeed, I will give you the coordinates to my secret of which so many tales tell."

As the nameless captain finishes his speech, have each Character make an Intuition Check to notice that he has a diamond tooth (worth 1300 gold). He will further instruct, if needs be, that his bargain involves him shouting the coordinates back to the ship once he is safely in his longboat. He will honor his bargain, but once the coordinates of '3 and 6 from 66' are given, he will dematerialize, indeed like the sounds of battle themselves. If 'killed' under any circumstances, the pirate captain will then dematerialize all the same, yet without giving the coordinates, thus leaving the Characters and their fellow pirates with one less clue to escape the dark waters that they are already in . . .

LADY JAYE'S QUEST



PART 4: THE DEVIL'S SEA: The Sea King was a slave ship . . . long ago, but got trapped in an area of the Caribbean known as the Devil's Sea. And now, the Player Characters have ventured there, for one reason or another, and they must escape it. Indeed, no matter in which direction they sail nor how far they go, they shall find nothing but open sea, that is until they break the heart of the curse in Encounter 22. But to get there, they will have to face many trials and perils, including the following Encounters, which are to be played in the order that they are presented.

Coordinates to Hell's Gate: The coordinates that may have been given by the captain of the Sea King will, once applied to any charts, make no sense, for 36N and 66W lie outside the Caribbean, and thus they are useless to the Characters.

Morale: Being lost in a cursed sea, the crew will consider this as 'going nowhere', and thus lose -3 Morale each day, for making minimal speed.

14) Despair

If Lady Jaye is not with the Player Characters, do not read the second paragraph of the narrative below. However, if she is indeed still with them, read this description in its entirety.

"We be caught in the Devil's Sea." is a common comment among the crew today. Many of them lean on the railing for hours, watching the waves go by, whispering words of ill omen. As you pass them by, you hear other comments far more disheartening; "I says we be trapped here." and "This 'ere sea, she'll never let us go . . ."

Lady Jaye herself stands undeterred upon the aft-deck. "I've been caught in many traps." she says coldly. "To seek safety we have to find the eye of the storm."

The crew has lost -10 to their Morale out of sheer despair. However, before considering the ramifications of this loss, the Player Characters can do a number of things to counter it—those things that will matter to the crew right now are listed on the following chart (nothing else will).

Boosting Morale

Action	Morale
Marry Lady Jaye (Charisma Check -4)	+6
Female PC whores for the crew	+4
Good preaching (Religion Skill Check)	+2
Every 1000 gold given to the crew	+1

15) Coordinates of Heaven

The crew's fears seem to have become real, as if their dread is warping time and space; the sky is an eerie green hue, the waves but a reflection of the clouds, the horizon line altogether lost, and the ship's compass is spinning wildly, as if trying to escape its own wooden prison. "We are slaves now to this accursed sea." says one of the crew. "I cannot look to Heaven above nor Hell below for want or love of life. Where can we look now? Has God forsaken us?"

The ship(s) the Player Characters sail will now find no new shores nor any change in the weather for 1-12 days, and each night thus will the count of days claim an equal number of NPC crewmen. For example, on the 3rd day, 3 **more** crewmen will die. However, this unnatural fog can be passed at any time by any one person singing aloud lines 3 and 6 of Psalm 66, thus speaking: "Say unto God, How terrible art thou in thy works! through the greatness of thy power shall thine enemies submit themselves unto thee. He turned the sea into dry land: they went through the flood on foot: there did we rejoice in him." If this is done, the ship(s) will come to the island at the center of the Devil's Sea, bypassing Encounter 16.

16) Cursed storm

If the Players did not solve the puzzle in the last Encounter, they will be taken to the cursed island by a horrendous storm. This storm will be of a Magnitude of 13, and will be upon them at once, and thus it cannot be rounded. Once it has passed, move on to the next section of this Adventure, the sea fates having drawn their new slaves to their island. If this storm sinks the ship(s) of the Player Characters, they and Lady Jaye alone will survive, floating with the wreckage just off shore . . .

LADY JAYE'S QUEST

PART 5: HELL'S THROAT: The center of the Devil's Sea is an island known as 'Hell's Throat'. Now that the Player Characters have arrived there, they must go inside, indeed to seek the eye of the storm, as Lady Jaye says, if they are ever to be free again. Lady Jaye herself, alone of all her crew will go in with the Player Characters. To tell the tale of this journey through these haunted caves, use the following Encounters one and all and in the order that they are presented.

17) Approaching the island

From a distance, it looks like any other island, though dark and shrouded in mist. Up close, you see that it is barren of all living things. No gulls use its sharp headlands. No trees can be seen high or low. This island, if indeed an island it is, appears more to you like a heap of slag that bubbled up from the furnaces of Hell and cooled upon the ocean waves.

To reach the island, one will have to take a longboat, as no ship can safely move through the maze of sharp reefs that surround it. However, all those in any longboat, on any raft, or swimming in the water will be close enough to see ghostly faces in the deep, thus calling for a Wits Check at a -2 penalty. Those that fail will be stricken with fear and will thus suffer a penalty of -1 to **all** rolls until they leave the island behind.

18) Tunnels of terror

The surface of the island is barren and featureless. However, one can make a Searching Check once with every tide (thus every 6 hours) to find a cave leading **inside** the island...

"Dead men tell no tales..." The ghostly voice resounds throughout the deep, dark cave that opens before you. Moving inside, you find the tunnel illuminated by strange, almost supernatural lights, like the green and blue torches of spirits still haunting this place, indeed still seeking to find a way out. As you venture on, you swear you can almost hear the poor devils—broken words bantering about division of treasure.

Up ahead, the tunnel splits into three separate passages. However, it does not matter which way the Characters choose to go, though certainly allow them to banter about it on their own account, only to confuse themselves further.

A successful Searching Check made at this junction will discover a message scrawled on the wall in English, reading '*Ten times round, five fathoms down, our ship went south into Hell's mouth, slew seven men and one monkey when the Devil came to judge our blame*'. This writing is reproduced on Handout 4.

19) Shadows and swords

The tunnels soon begin to twist and turn, making for a regular maze under the island. The further you go, the more flooded the passages become, until you are wading thigh-deep through black waters. What you would give to hear the sound of gulls again, or the ocean waves—you hear instead the clash of swords! Looking around, you see the shadows of pirates fighting on the cavern walls, locked in an epic battle for all eternity, dueling for the pleasure of the silent audience of their own mortal remains laying nearby, skulls sunken in hills of sand or skeletons pinned to the stalagmites with rusted swords, thus telling how the battle will end, indeed with everybody a prisoner of this island...

The skulls, skeletons and swords are useless to the living. However, a successful search of this cave will discover a monkey-head wrapped around a glass bobble, thus serving as a gruesome potion container that pours through its mouth, which is currently sealed by having once been burned and subsequently stitched shut. If opened, a hideous laughter will fill the cavern, drawing the attention of the otherwise oblivious dueling shadows, who will disappear, to reappear as the Ghost shadows of all who are present here, seeking to slay their living counterpart. If all these shadows are defeated the monkey-head will vomit blood, staining the sand, though the little bit still dribbling from its crooked teeth will, if supped by a single person, prove potent enough to permanently increase his Girth Score by +1.

LADY JAYE'S QUEST

20) Rope bridge

Making your way through the maze of tunnels, you come at last to a chasm spanned by a frail rope bridge. Steam rises from this rent in the earth, sculpting the stalactites throughout time untold into the jaws of death, ready to close on any who venture deeper into Hell's Throat.

The bridge is frail and can only support so much weight. Every 50 Weight total (rounded up) is the cumulative chance in 12 that the bridge breaks. Anyone on the bridge when it snaps must make an Agility Check at a -3 penalty to ride either side of the bridge as it slams against either cliff. All those who fail fall 100' to Encounter 22.

21) Lady Jaye's love

Use this Encounter only if Lady Jaye is still with the group. She will at this point have become convinced that curses are real, and will seek love from one of the Player Characters for confidence. The following event will happen to, in order of priority, the PC that is male, English, British, the one with the highest Charisma Score, the one with the highest Brawn Score, and finally the one with the highest Experience Point total.

In a part of the tunnel so still and silent, and so infernally dark that you wonder if you died and wandered into Hell without realizing it, you hear a voice saying "I want you . . ." A moment's reflection brings no new wisdom. Then you hear one of you being grabbed! Then, the confusion passes, and all is silent again.

Let the Players (over)react however they will. However, in that moment of blind confusion, Lady Jaye simply grabbed the Character she desires and kissed him. When the group continues on, she will be holding his hand. After this, she will not leave his sight and will die to protect him. If she was already married to another (from Encounter 14), she will insist that her 'true love' duel the other to the death in order to break the marriage. If either refuses, she will duel her husband for her own freedom, and thereafter vow to love no one!

22) The Eye of the Storm

The tunnels converge in a steam cavern, the well of a dormant volcano. A lake of boiling water surrounds a small island half buried with golden ash, the treasure of those who never came back, or indeed, who never left. In the center rises a short pedestal fashioned from human skulls, and, set atop it, a diamond so large it could easily be the single most valuable object in the world.

The treasure here totals 26500 ducats, 15600 doubloons, 8100 guineas, 82900 pieces of eight, and a chest filled with all kinds of jewels to equal a thousand count totaling 104000 gold value. If Lady Jaye is present, she will confess how her tale of being cursed was a ruse, thus she and the PCs can keep all this wealth unto themselves.

The diamond is worth 13000 in gold, but it is also the 'Eye of the Storm', the key to the curse of the island and surrounding sea. If smashed, thus making its shards worth considerably less in gold (666 to be exact), the curse will be lifted. If this idea is suggested Lady Jaye will agree to it, saying that freedom is the true treasure to be had.

However, if anyone took **any** treasure **before** the Eye was shattered, he will **remain** cursed, that when he leaves the shores of this island, he will lose 1 random Ability Point each sunset; the roll of '1' being Brawn and so on down one's Ability Scores, with '9-12' resulting in no loss that night. When any Score reaches 0, that person dies, to be a Ghost to haunt the island forever. The only way to break the curse at this point is to get married.

CONCLUDING THE ADVENTURE: Once the party has left the Devil's Sea behind, there are some things to consider.

Marooned on the island: If the Characters have no ship with which to leave this accursed island, there is a 1 in 12 chance each month that another ship will be drawn here, though each person will have to buy passage off at the price of 1000 gold.

Lady Jaye's love: If anyone should marry Lady Jaye, she will adventure with him forever, loyal unto the death (and perhaps beyond).

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Ever hear of the Dark Lady, mate? Ahhh, perhaps not. 'Tis a sad tale, ye see. Many who know it don't speak o' it, lestaways not unless they feel safe by the fireside a tellin' other ghost stories. Fer many have crossed this ghost ship—crossed, says I, not crossed paths, this ship with a will o' its own, born o' heartbreak. Will her heart break yours, or will ye be the first ta set the dead ta rest an' take her treasure fer yer own?

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 1684. 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.

You awaken in Hell, or at least, so it seems. As your eyes slowly fill with the dim light of hope, you find yourself surrounded by the majestic stalactites and stalagmites of a cave. Curtains of flowstone glisten with dripping water, filling a tidal pool which only now do you realize you are laying in, shallow and as cold as dead blood. Sitting upright, you look out the way you must have come in, a narrow throat of stone leading into a blinding light.

Are you dead? Your mind and memories are assaulted by feverish visions, plaguing your waking thoughts with images of men being hung or walking the plank. And now, within this oasis of darkness, away from the stark light of life, you come to remember that all this occurred in lives you once lived, and of hearts you have broken, by your will or not.

Even as your mortal life slips away like the tide in this cave, you can only marvel at the plan of God—if He loves you, why has he brought you to such an end? Indeed, is this an end, or are you to suffer in Hell for all time?

PART 1: CAVE OF GLOWING SKULLS: This lonely location may be the horrible end for the tales of many, but it is only the beginning of this story for the Player Characters. To tell their tale, play the following Encounters one and all and in the order that they are presented.

1) Introduction

This Encounter will introduce all Characters who wish to play this Adventure...

You soon discover that you are not alone, and that others were also washed into this tidal pool, though as they lay motionless in the shallow water you wonder if they even alive, nor rather how they could be anything but dead, corpses to decorate this flooded grave to which you have been banished. As you fight off your fever, you begin to remember what occurred; Your ship was caught in a terrible gale and wrecked, and half-drowned you were washed upon these uncharted shores by a storm so fierce that a cave appearing as no better than the mouth of Hell itself offered better odds than turning back into those waves. Even now, as a storm rages outside the end of the tunnel, you look upon the headlands which claimed so many others, as well as your only hope of escape. Timbers are still being smashed upon the cruel rocks, the ship's skeleton pounded by the angry sea, whose rancor fills the sky, yet it is dulled to but a whisper within this cave, a soft voice that begins to awaken the dead...

The Player Characters are all here and alive, as will be any key NPCs that followed them from other Adventures to this doom—they are the others that are stirring now, everyone having the same visions and slow awakening as each other. Each person will still have all their carried equipment.

The tunnel leads onto the stormswept headland that is impassable at this time. However, each and every Character who makes a successful Searching Check out there (or everyone that is involved in a successful Group Searching Check) will discover from the wreckage of their ship enough goods to constitute one roll from the following chart. There are no modifiers to any of the rolls on this chart.

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Recovered Goods

Roll	Recovered from the shallows
9-12	Barrel of water (10 days worth)
6-8	1 day worth of food
4-5	Body of crew to be looted (Table 81)
3	30' of good rope
1-2	Nothing more to be found by this person

Should any Player argue the loss of the ship, particularly if he had any ownership in it, remind him that no Adventure can take that away—he will get a chance to get his ship back and more, but he must go through some difficulties to get it. In the meanwhile, they have little choice but to wait out the storm, or explore further back into the cave. Either way, they are soon to have their first difficulty . . .

2) Old as dirt

Thunder and lightning now pounds inside the cave! Yet it is not—you see the weak lightning of a very feeble torch drawing near, followed by the equally weak thunder of a haggard old voice that grunts and chokes as it draws closer. Soon the dim light reveals its master, an old man who seems older than the cave itself, stepping out of the shadows like a ghost.

The old man was marooned here when he was a boy, so long ago he cannot remember. He barely even remembers his own name, 'Ric', which he is able to recall only because how often he makes a similar sound, choking and hiccuping, eating naught but fish for most of a century. He'll wish to talk to the party, and be kind for the most part, even joking about himself as being 'old as dirt', but he has a serious side as well—he will inform the new occupants of this cave that there is no hope of a rescue, for no ships sail here, save one, 'the Dark Lady', as this cave lies on the edge of the feared 'Circle of Blood', the route that evil ship sails and has done so for years now. He knows no more, but will say that there is greater wisdom to be found further back in the cave. Ric will accompany the party as they delve into the depths of the cave, skewering a dead fish on the end of a driftwood stick and lighting it to use as a torch.

3) Sunken skulls

Venturing deeper into the cave, the tunnel climbs a steep slope, which is revealed as the rim of a natural pool, the beginning of a large cavern a good hundred feet long, its entire floor flooded. As your eyes adjust to the deceptive, pale light glinting off the cave walls, you see dead faces in the water. Skulls they are, hundreds of them forming the entire bottom of the sunken floor, in water so shallow that some of them peer above the surface . . . a snake swims through one eye socket as though it were one of you leaving your own cave under the watchful eyes of the storm gods and sea fates that brought you here.

Ric will not venture beyond this point, as he fears the skulls and the heathen gods very much. Have each Character make an Intuition Check to notice the old man muttering about how the skulls 'were buried almost a thousand years before Christ' and how 'God has no power over them'.

If anyone speaks directly to the skulls, ghostly voices will seem answer him—no matter what one says, his own voice will echo back with different words. They will also speak of their own accord if disturbed. What they speak will be determined at random on the following chart. If the words are "Dead men tell no tales . . ." then the speaker must make a Luck Check or perish instantly!

Legends

Roll	Legend of the Dark Lady
10-12	"No ships can see us or withstand us . . ."
8-9	"The headlands are the bones of gods . . ."
6-7	"Dead ships shall rot even as we do . . ."
3-5	"Beyond our sight lies a graveyard . . ."
1-2	"Dead men tell no tales . . ."

4) Escape!

Use this Encounter only if the party moves through the pool in Encounter 3 and explores beyond it.

Miles beyond the sunken skulls, the tunnel opens into the sweltering outside air of the deep jungle.

The party is now along the coast of Honduras.

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PART 2: ESCAPE FROM HONDURAS: Lost in a cave along an uncharted coast, the party has but three options. Each of the following Encounters accounts for each way they might leave the cave and Honduras behind. Use only the Encounter(s) that surmise what the party does in trying their various methods of escape.

Rescue: The one Encounter that will not happen is being rescued, no matter how long the party waits here. Ric will in this event remind the party that no ships come here anymore, not just to avoid the perilous headlands, but also the Dark Lady herself.

Ric: A crazy old man, Ric will not wish to leave this cave, no matter how plausible the party's plan of escape may seem. Though he has not left the cave in nearly a century it is true, he will claim to know well enough that he will be doomed if he tries to leave—"Nothing escapes those rocks!" he will add with such finality that his heart gives out and he dies at that moment!

5) Lost village

Use this Encounter if the party explored the cave to its end and sets out into the jungle.

Through the shredded canopy of palm leaves you see the unmistakable glint of metal on a barren mountain, about half a mile distant.

If the party follows the light to its source, it will turn out to be a Spanish helmet on a pike, marking the head of a trail that leads 6 miles on to the remnants of an old native village. There are materials enough here to build a raft after 10 total man-days are spent working on it, thus taking the group out to sea and to Encounter 7.

If the village is successfully searched, one will find a skull mingled with slag in the bottom of a huge, cracked cauldron—it seems as if the natives were melting the Spaniards along with their own weapons and armor. This one surviving skull has writing scratched upon it in Spanish, translating to '*The Dark Lady is alive*'. If nobody can translate this writing, the Players themselves may attempt to decipher it by studying Handout 5.

6) Tides and tentacles

Use this Encounter if the party tries to travel along the treacherous headlands outside the cave.

These headlands seem impassable. This maze of rocks changes with the tide, often imprisoning you upon sun-baked boulders for hours at a time while you wait for the water to recede. Finally, you find your way blocked by a narrow chasm cutting into the sheer cliff face as if a giant hand scooped a piece of the earth away, leaving the shallows filled with the writhing tentacles of at least one octopus, maybe more, spawned in the deep and awaiting anyone that should fall in.

There is actually only one octopus below, but it is large and menacing to behold. It is a full 20' jump to the other side of the chasm, and anyone who falls into the water below, which is itself 9' deep, will have to do battle with the octopus. Yet only 4 miles beyond this point a longboat from the party's own wrecked vessel will be floating in a cove, swamped but intact, which can lead them out to sea and thus to Encounter 7.

If the party ventures along the coast, 108 leagues north will take them to Trujillo, and 96 leagues south will bring them to Puerto Bello.

7) Daring the sea

Use this Encounter if the party sets out to sea in any kind of makeshift raft or boat.

The journey out to sea is difficult at first, as the waves roll against you like armies of the ocean spirits trying to keep you back. Eventually you push through them, drenched and with the salty taste of the tide but also of victory on your lips. You glide over the reefs just below the surface, and then you look ahead to sea—and indeed see a ship heading your way!

The ship is a derelict French sloop, plundered by the Dark Lady but 12 days ago, as the logbook will indicate if read. This ship is now sinking and cannot be saved, however its longboat certainly can be. There are 20 days of food and water aboard.

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PART 3: THE CIRCLE OF BLOOD: One way or another, the fates will drive the Player party to Jamaica and into the Circle of Blood, the route endlessly traveled by the Dark Lady. Once they have reached this point, a good 180 leagues from the Cave of Glowing Skulls, they can encounter the Dark Lady at any time. Run the following Encounters whenever they are applicable, but in the order that they are presented.

The Circle of Blood: The Circle of Blood forms a ring from Port Royal, 30 leagues to Petit Goave, then 70 leagues to Tortuga, and then 80 leagues back to Port Royal. However, the normal bonus of +3 to speed in this route is lost for the party, as the winds blow ill, suffering them a -1 penalty to speed, as the Dark Lady is coming for them . . .

Summoning the Dark Lady: It is possible that the Players have read the Caribbean Sourcebook, or rather that their Characters know the legend of the Dark Lady—should anyone drink a toast in their own blood, nothing will happen any sooner than it would otherwise, for the ghost ship has already been summoned by fate, and is on her way . . .

8) Lonely hearts

Use this Encounter if there are any NPCs among the party that are the opposite gender of any PCs themselves. The PC thus with the lowest total Ability Points will win the affection of the NPC, regardless of any past relationships with anyone. When reading the narrative below, replace 'NPC' with the name of the now lovestruck NPC and 'CHARACTER' with the namesake of his or her new admirer.

The journey seems as endless as the sea itself. Staring away across the horizon of this desert of water, 'NPC' then turns and gazes longingly into your eyes, 'CHARACTER'. "I will not die alone, nor unwed. 'Tis no trick of the maddening heat nor of despair . . . I love you!"

The NPC does indeed love the Character, and will continue to love him, regardless of whatever happens after this, for it is true love unbreakable.

9) Shark attack

The rolling sea ahead kicks up a spray. Soon you see why—the waves crash against the high rocks of a reef and spew through its blow-holes. As you glide over this undersea island, the water turns ghostly green . . . and beautiful. Ripples from your own oars cast emerald hues over the rocks naught but five feet below. However, your oars, raft and even yourselves leave a wake of shadow that draws your attention to others—the living shadows of dark sharks gliding over the reef like devils of the deep. They are surrounding you!

There are 7-12 reef sharks here, and will after 2 Rounds begin to bump against the party's boat, capsizing it after 2 more Rounds pass unless they are all killed. Each person who enters the water will divert 1 shark from the raft, which like all reef sharks will fight him for 1 Turn and then let him be, that is until he tries to get away, whether by swimming away or getting back onto the raft.

A successful search of the reef (this roll made with a -1 penalty) will find a marker-barrel, its old rope dropping down 10' to a chest of 810 daadlers.

10) The ghost ship's approach

The moon is out tonight, washing all color from the sky and the sea. Dark clouds roll menacingly above like the tide of Hell encroaching on the shores of Heaven, staining the silvery seas below them with shadows that creep past your boat like the wakes of unseen ghost ships. Your heart is soon to stop, for one ship you can indeed see with living eyes—a ship whose sails fly against the wind and whose hull is so damaged as to be a skeleton of wood, yet float she does, and is making straight for you . . .

The ship is the Dark Lady herself. She will be upon the party in 8 Rounds, though anything they may do (such as hide beneath their raft or lie down to play dead) will be seen and known after the 3rd Round. Once the party has carried out what plans they will, the ghost ship will stop to take aboard anybody that is willing. At this point, move on to the next section of this Adventure . . .

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PART 4: ABOARD THE DARK LADY: The ship spoken of only in whispers and ghost stories, the 'Dark Lady', is quite real. She continually sails the passage known as the Circle of Blood, and now that the Characters are aboard her, they must try to solve the mystery of this ship, if they are ever to be free. Each of the following Encounters offer a clue to solving this mystery, so use them as the party evokes them, but only at the maximum rate of 1 Encounter occurring every 1-4 nights.

The spirit of the Dark Lady: The Dark Lady is a ship kept afloat by ghostly spirits. And thus while she appears badly damaged, she, like a corpse, will not sink, no matter how much damage she endures, nor will she prove able to run aground. Reefs and shoals of the physical world break apart at her passing, much like the hearts of all those that have passed beyond this world due to her, and indeed whose spirits hold her together.

The curse of the Dark Lady: The entire crew of this ghost ship, indeed all those who stayed aboard and eventually died on this vessel, are now part of the ghost crew. All 36 of them are intangible to the living and will seldom interact with them, save when someone joins them. This may very well be the party's fate, for there is no food or water aboard. Furthermore, anyone who tries to physically leave the ship will become cursed, and so begin to lose 1 Brawn Point a day, until he inevitably dies. Thusly, the more investigating the party does, the more they may learn of this curse, but the longer they will delay getting to the next section of this Adventure, where food and freedom await them.

The blood: Though the party was doomed to come across the Dark Lady despite the legends in the Caribbean (Sourcebook), and thus drinking a toast in their own blood would have neither helped nor hindered them before, it will now. The next section of this Adventure will begin once any Character does indeed drink a toast to the ship in his own blood. To get enough blood, he must effectively wound himself for 0 Base Damage, and make a normal roll against his Girth Score to survive this. However, if he does, his wound will miraculously close before his eyes.

11) Welcome aboard the Dark Lady

Use this Encounter when the party first climbs on board this haunted vessel.

You climb aboard to find this ghost ship to be quite real. Still, there is something strange about these pirates. They mull about the deck without a care in the world. They hardly even glance in your direction, save for one, the quartermaster by his appearance, tall and brawny, who awaits you amidships. He opens the door to the captain's cabin and leads you inside. Therein, it is as Hell must be. Dark and dimly lit with candles only, their pale light illuminating skulls and ill-begotten treasures that look back at you from the depths of the shadows. The captain himself sits behind a desk whereupon rests a book and a quill, the ferocious look on his twisted, gaunt face telling you true that to put your mark in his book is to sign your very soul away.

The captain, one Baron LaBonne, is giving the party a chance to join him as they would aboard any pirate ship, save that if they refuse, being already aboard, the curse will effect them so that their Brawn will begin to wane as if they jumped overboard, though not noticeably, so each Player will make their choice with no hint as to whether it is good or ill. Those who do refuse can lift the curse by signing the book, but will not regain any Brawn Points already lost. Any NPCs with the party will sign unless given good reason not to, such as the PC they love refusing to sign on, and will still make their choices only after all of the Player Characters have made theirs.

12) Talking to the crew

To engage one the crew in conversation requires first getting their attention. The only way this can be done is to treat him as the ghost he is, either by reaching through them, holding up a cross or crossing one's self. The crewman's illusionary flesh will then melt away to reveal the Ghost Skeleton beneath, who will then attack the one who did this to him. If defeated, his skull will utter one thing from the following chart.

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Ghost Stories

Roll	Last words of the crew member
10-12	"We are bound to the Dark Lady..."
6-9	"LaBonne is not in command..."
3-5	"I tried to leave the ship once..."
1-2	"We are cursed..."

13) Reading the logbook

To read the logbook one must sneak into captain LaBonne's cabin—he will not show it to them for any reason. He only leaves once each night, when he goes to the helm to drink a toast, seemingly to himself, but in truth is to the Dark Lady. This will offer a mere 5 Rounds total for would-be thieves to approach the cabin, enter, search and slip away, and both the door and rear windows are locked. If the party waits until any night when a storm fills the sky (rolled upon Table 40), LaBonne will spend a long time gazing out into it, giving them 12 Rounds instead of 5 to complete their task.

This time you find the cabin to be not Hell, but Heaven—once the devil had conquered it. Within the shadows, lanterns sway back and forth with the rocking of the ship, but appear as if they are being carried by angels coming to lead you away from this place. As their light fills the room, or rather as your eyes adjust to the gloom, you see that the cabin is dominated by a pipe-organ, its gilded tubes fanning out in the shape of a shell, its keys of ivory stained red with blood. Naught else is to be seen, not even those items that one would expect in a captain's cabin—you see no charts, weapons or logbook.

A Searching Check can be made only once as normal, and each place one specifically looks at or into takes another full Turn. The logbook can be found hidden in an unlocked seachest, buried under what looks like a Spanish bridal gown (which was to be for the Lady Carlotta, whom was the reason the Dark Lady cursed her captain and crew). It will take far longer than a mere few Rounds to read the logbook for anything of import, but if one looks at the last entry, he will find an interesting passage, provided as Handout 6.

14) Waking the dead

Use this Encounter if the party simply isn't getting enough answers, preferably after they have at least tried whatever actions would lead to the previous Encounters (12 and 13).

Tonight you are caught in the heart of a gale. The spray of the sea, your savior during the hot day, is poison to you now, stinging your skin as your cold hands clutch the rigging of the Dark Lady. Thunder rumbles overhead, as if the storm is reaching all the way to Heaven. A stark flash of lightning reveals a woman standing by the railing, oblivious to the fury of the sky and sea, yet somehow at one with it—the waves splash over the deck, passing right through her!

This is the ghost of a Spanish lady who was a victim of this ghost ship. She will remain for 4 Rounds. On each Character's Turn he may try one action with her, but only specific actions will get her attention, and then only with specific results. After 4 Rounds the ghost lady will disappear, and the storm will subside shortly thereafter, whether one was rolled on Table 40 for this day or not.

Offering to help her will get no response.

Asking her name will encourage her to merely whisper it, fearful that the ship itself will hear her, requiring an Intuition Check to hear "Carlotta."

Offering to kiss her will merit a cryptic reply, spoken in the asking Character's own voice, "Give your love to the ship or she will take your life."

Asking how she died will receive a response that "The captain betrayed his lover. Be warned. Hell hath no fury like a lady scorned."

Mentioning Baron LaBonne by name will get this ghost to weep, with tears of blood, and she will curse his name before flying into a rage in which she will attack the asking Character for a single Round, before returning to her place beside the ship's railing to stare out into the storm again.

Asking how to end the curse will see her turn and raise a glass of red 'wine', then proceed to have a toast, the 'wine' filling her pale apparition with living color for a moment, but soon to fade, even as the winds die down, their last breaths blowing away this apparition like a mist...

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PART 5: AN UNFAITHFUL LOVER: Begin this part of the Adventure only once one of the living Characters aboard the Dark Lady has drunk a toast in his own blood. At this point, both the captain and the ship herself will become aware of the true potential of the party and seek to exploit them. Run the following Encounters one and all and in the order that they are presented.

15) So close and yet so far*

“Food! Water!” cries the lookout, mocking you. Yet he speaks true, for he sighted a ship, where the crew is alive . . . at least for now, for as the Dark Lady raises her colors, the other ship is quick to show theirs—white.

The other ship is a French merchantman that has indeed surrendered. Baron LaBonne will run up alongside her, all guns at the ready, and tell the Player Characters that they are free to go aboard and get what treasure they can carry in a single trip, though they alone shall go. He will now fully explain how the crew are bound to never leave the ship. Once they have taken what they will, he will scuttle the French ship, leaving none alive.

16) Dinner with the devil

The Characters will be asked to dine together with the captain. Run this Encounter for all who accept. If nobody accepts, move on to Encounter 17.

Upon entering the cabin, you are drowned in a flood of sad yet majestic music flowing from the organ that dominates the room. The captain has his back to you, though a table has been made ready, with places for each of you, and food that the courtiers of France would die to dine upon. As you make yourselves comfortable, the Baron, who has no setting, begins a tale that is drowned under his music even as you are, a song with as strained a marriage to his organ as he has with his ship. For each night, as he sings it, he must drink a toast, and this night he will share it with you, a toast, he goes on, to his lovely lady host, the ship you sail upon. You feel that his tale, and yours, is only beginning, as is your feast.

The food and drink is real, and will provide sustenance for anyone who has it, though each of the different items also have adverse effects as a result of the ghost ship’s curse. Provide the Players with Handout 7 to list what they have to dine on. What these different foods and drinks do to the living are explained below. Each time someone has all of his share of anything on this ‘menu’, Baron LaBonne will sing one more line of his tale. Thus, in order to hear the full story, the party will have to eat and/or drink a total of 6 different things.

*The Lady Carlotta was a beauty quite fair
My loneliness I could no longer bear
And I vowed she would be my wife
The Lady of darkness I never believed
Until my bride she forced me to grieve
On this ship alone have I life*

The roast chicken is sweet and savory, giving the living a permanent increase of +1 to his Prime Requisite Score (to a maximum of 12).

The bread is bitter and brittle, old as the ship itself, the cost and the loss to the living -1 to his Endurance Score (to a minimum of 3).

The smoked salmon tastes like powder from a cannon, requiring an Endurance Check to down but will permanently raise one’s Defense Score by +1.

The boucaned swine still twitches at times, but if eaten it will sweeten one’s taste for other things, giving him the (additional) Trademark of ‘lustful’.

The wine is the antidote for the poison that has been applied to the apples, and having tasted the former will make one immune to the later.

The apples are lush and polished—with poison, concocted of a Skill Level 3, though they have an antidote in the wine that is plentiful on the table.

17) Lost love

Use this Encounter only if a Player Character has an NPC lover. When reading this narrative, replace ‘NPC’ with the loving NPC’s name.

The crew has gathered amidsthips for roll-call, a formality at best, and something that has not happened until now. Then, Baron LaBonne looks at you. ‘NPC’ seems to be missing by his count, and his only response is to smile.

THE ENDLESS VOYAGE

The NPC committed suicide, diving overboard in despair. LaBonne knows this, and will freely tell the party if asked. If there is any uncertainty as to the Dark Lady being a ghost ship with her own will, the Baron will now speak clearly of it, while adding that the lost love NPC felt the Dark Lady's despair, as have many others, and rid herself of the curse. He will finish by saying that the NPC is free—the Player Characters are not!

PART 6: THE END OF THE VOYAGE: There is only way to end this endless voyage, and that is to take command of the Dark Lady and sail her back to the Cave of Skulls, and wreck her on the accursed headland there. But to take command, one must defeat Baron LaBonne in a duel. Only so long as it remains one-on-one will this Ghost Hero prove a tangible enemy to the party's own hero. Once the party takes command, the Dark Lady will try to destroy them. Negate all rolls on Table 40 as they will encounter only storms, of a different Magnitude each day, determined by rolling a single dice. Once the ghost ship reaches the same stretch of headland where the party began this Adventure, run the following Encounters, and in the order that they are presented.

18) Shipwrecked sailors*

Steering straight through the heart of the gale, the night is suddenly broken by wreckage, with floating timbers, rope and barrels defining where the waves end and the skies begin. Amongst the wreckage you see several sailors clinging to a swamped raft. They spot you and struggle against the storm to reach your ship, but clearly cannot. The choice lies with you to rescue them.

There are three sailors, one of them a woman. If rescued, she will be so grateful as to give the Player Characters a title deed to her home back in Europe, which is worth 5500 gold. The name that she goes by in the Caribbean is 'Ek Ong Kaar Kaur Khalsa', and that is the name on the deed as well. However, only 3 people maximum can sign it and thus claim legal ownership. In order to avoid disputes, only those who can write English can write their name, and must do so on Handout 8.

19) Return to the beginning

The Circle of Blood is broken with the ship, as the Dark Lady crashes against the headlands that began this adventure of yours, and now end it. The ship breaks apart in an instant, as surely as her heart is broken forever, and she splinters into a storm of wood and canvas. As the ghost ship feels mortal agony, she groans for the first time in countless years. Then as she enters her death-throws, you are hurled into the relentless ocean, who cares not for sinner or savior—in her death, the Dark Lady may yet claim you as well.

Each Character must make a Luck Check to get free of the wreckage before it goes down, and then must swim 180' to reach the land. Those who reach land must make an Intuition Check. Those who are successful will swear they can see the Dark Lady sailing away, a spectral vessel riding against the wind, now a true ghost ship...

CONCLUDING THE ADVENTURE: Once the party has left the Dark Lady behind, in any way, shape or form, there are some things to consider.

Death of the Dark Lady: If the ship was wrecked outside the Cave of Glowing Skulls, dawn's light will reveal all the treasure she had, gathered over the years by a crew that could not be killed—13 rolls on Table 81. However, the party will still be trapped in the same place that they began.

Legend of the Dark Lady: The legend of the Dark Lady will take shape in the shadows of legends. Whether she was rescued or even lived or not, the woman who goes by the name 'Ek Ong Kaar Kaur Khalsa' will write a song of all of this. In time, this song will circulate back to the Player party. The complete lyrics are provided on Handout 9.

The voyage of the Dark Lady: The endless voyage will indeed continue, whether wrecked or not, as a real ship or a phantom ship. Thusly, if one sails the Circle of Blood and drinks a toast in his own blood, this ghost ship will return, but now as an intangible wraith that cannot be interacted with, but merely sighting it will lower crew Morale by -20.

LONG LIVE THE QUEEN

Duty? Fer pirates? Aye, I be not jestin', matey. Fer pirates know well what duty be. They knew it once, and they knows it now. Aye, they be dutiful ta themselves! Yet freedom also bees a trap says I, fer as surely as a pirate would spit in the face o' authority or keel-haul a king, he'd also be just as quick ta serve him . . . if the price were right. I'm tellin' ya true, that the winds are shiftin', an' those pirates who sail in this 'ere game are about ta be caught up in a storm the likes o' which they've never known, sending their ship an' their fates alike into the service o' Europe, as the governments be a seekin' the same thing as they be . . .

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 1687. 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 Caribbean, a sea of blood, and of rumor. Of late, a tale has come and gone as often as the tide itself, a tale of two nobles, and of a throne.

As the story is most oft-told, a Duchess and a Duke, both with claim to the throne of France, were engaged to be married, indeed to unite the now dividing country. Yet then, somehow, their love turned to duty, and they are now actively hiring pirates to seek out the others' head. As it is, they have both become a rich prize, not just to each other, but to the other nations of Europe as well, perhaps because either head would be far more valuable as a decoration for London Gate than it would be wearing any crown.

As the tide flows back out into the sunset, leaving a bloody flotsam of crimson red and odd wreckage on the beach as the telltale sign of yet another battle waged beyond the horizon, you wonder—what are the Duke and Duchess worth?

PART 1: SPY HOUSE: This tale can begin in any port town within the Caribbean. Overlooking the harbor is what looks like a tavern, where behind closed doors government officials and some pirates conduct secret business. Just what sort of business will be done today will be told through the following Encounters, to be played one and all and in the order that they are presented.

1) Introduction

This Encounter will introduce one Character to the game—the one with the most Notoriety Points. If there is a draw, or nobody has any Notoriety yet, this opportunity shall be given to the one who can roll highest on a single dice. When reading the passage below, replace 'CHARACTER' with the name of the Player Character being approached . . .

The wharf is bustling with activity. You are in a crowd of onlookers watching pirates being hung, and for crimes even you find offensive, when a tall, steely man approaches you. "Correct me if I am mistaken, sir," he whispers, "but you are one 'CHARACTER', am I not right? I was seeking a brave soul such as yourself. May we talk, away from the floggings and dizzying heat? Perhaps to a tavern. Why, I am so withered by this New World sun that I could have mistaken you for a pirate yourself . . ."

The man is the personal servant of the town's governor. If not followed, he will cry out that the Player Character is a pirate, leading to the swift arrival of 10 guards. After the fight, he will move to the next most notorious Player Character and, as you repeat the boxed text in its entirety, repeat his offer, with greater emphasis on the last line. Once a Player Character joins him at a 'tavern' the one chosen will be 'Spy House'. There he will say that the Governor offers a commission to find the Duke that hunts the Duchess, a payment of either 3000 crowns and a 'letter of marque', or 8000 gold if the Character is already a part of the king's Navy (whatever king or country that may be). To receive this payment, one needs only do this duty and bring the Duke, William, back to Spy House. A Charisma Check can get half payment now.

LONG LIVE THE QUEEN



2) Introduction

This Encounter will introduce any Player Characters who have a total value of 200 gold or less in equipment, coins or jewels with them.

As you make your way through town, you have chanced to enter a street teeming with prostitutes. Some wave while others glare at you only. From among their customers you hear a salty old sailor say “It ain’t my **compass** that’s a pointin’ north.” A moment’s reflection almost costs you what he says next; “Aye, I know where ta find the Duke that’s a huntin’ the Duchess . . .”

If approached, the crude sailor will not deny his tale. Quite the contrary—he will offer to sell the information of the Duke’s whereabouts for the price of either 100 gold. If there is a female PC amongst the group, he will knock of 10 gold for each Point of Charisma she has, if she gives him a roll in bed. In the end, when this fellow is at last satisfied and takes his leave of the party, he will say that the Duke is in the French town of Martinique. If asked how he knows this to be true, he will scratch himself and say “I get around. I’ve a mast in me lions, an’ all the rigging I need. The way ta wealth is through the Royal back door. I speaks o’ Spy House.” He will tell the party what and where Spy House is for free, where the same commission from Encounter 1 awaits any who agree to seek out the Duke and bring him back.

3) Introduction

This Encounter will introduce any and all Player Characters who are aboard a ship that any of the Player Characters is in command of. When reading the following narrative, replace ‘**TOWN**’ with the name of whatever town the other Player Characters (who have already been introduced) are in.

They come into port like the Grim Reaper with his cartload of the dead—pirate ships, ominous but unstoppable—and now yours has come in. The sleepy port of ‘**TOWN**’ awaits your fellow crewmates to disembark, almost as if they have a want for blood and debauchery.

The town is under orders to welcome pirate captains, as the Governor’s officials wish to make their acquaintance and lead them to Spy House, indeed to make the same offer presented originally in Encounter 1.

4) The Pirate Queen*

If the party needs further incentive to go to Spy House or to accept the offer there . . .

The tavern is dimly lit by flickering lanterns, hanging in the darkness like glass ghosts trapped in wrought-iron cages. Through the crowd of the dead, damned and drunk comes an angel, boldly striding right up to you and the others who share your table. There is an amorous pallor about her, betraying an aura of hidden desires, should one overlook her mortal form—she wears black knee-high boots, and her bare, sweaty thighs are each strapped with a gilded pistol. Her bosom, like her smile, is barely contained by a tight captain’s coat, girt with gold thread and a gilded cutlass. Her raven hair cascades down her shoulders like the locks on an angel indeed, stained by the soot of a Hell she has just vanquished, a Hell whose fires are still reflected in her deep, dark eyes.

The woman is known as ‘The Pirate Queen’. If Lady Jay did not die in the first adventure in this booklet, it will be her, with updated statistics provided as Handout 10. However, if Lady Jay did indeed die at any point, this woman will be her cousin, continuing her legacy of fighting against the oppression of the crown. “James II is a worse king than Charles was,” this woman will say in either event, “a King who makes slaves of people without them realizing it.” If any of the Player Characters agree to talk to her, she will say that she believes the Duke to be a good man who should be rescued, before less honorable pirates find him. Moreover, she knows of the commission at Spy House (she already has hers, but will not reveal that to any of the Player Characters), and will urge the group to go there so that they might be motivated to go on this venture—she has no ship and needs a captain to follow . . . to the town of Martinique, where she knows the Duke awaits.

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PART 2: BOUND FOR MARTINIQUE: Once the party of Player Characters is ready to seek out the Duke (or the Duchess) in Martinique, use the following Encounters at your discretion to tell the tale of their voyage.

Buying passage: If the Player Characters have no ship, there will be several ships going to the town of Martinique that they can easily secure passage on. The cost is 5 gold. Or, they can simply work for their passage, paying and being paid nothing. Ships leave for that French port every few days. If they inquire as to why this is, anybody will tell them that many are going there in search of the Duke, either to see him, or to capture him.

Buying loyalty: If the Players (and thus their Characters) have shown little interest in seeking for the Duke, or even if they haven't, you might want to 'buy their loyalty' to the plotline by having an NPC buy their Characters' loyalty to the Governor's plans. In this scenario, have an official approach them with a document bound with a Royal seal. When broken, it names any Characters with Royal blood as heirs to the throne of France! After a lot of words, the paper makes it clear that the only thing standing in the way of the Characters is the Duchess. This, however, is a ruse, concocted by government officials to use the PCs as pawns.

5) The Bloody Cannon

"Ahoy! Warship off the larboard quarter!" The crew answers the call and scrambles to see what they have come across. It turns out to be a vessel of doom, 'The Bloody Cannon', a feared pirate ship, and its heading straight for you!

The Bloody Cannon is galleon, manned by 160 1st Level pirates and 100 3rd Level ones, ready to use the full 20 guns they are running! They are bent on capturing the ship(s) that all of the Player Characters sail, no matter the odds! If victorious, the captain of 'the Cannon', as he refers to it, will offer all Player Characters and key NPCs a chance to join his crew, which will be to their advantage, indeed not hindering their journey, for he is also bound for Martinique in search of the Duke.

6) Hurricane

Sometime during the voyage, no matter what is rolled on Table 40 that day, the party's ship(s) will encounter a hurricane! This is a storm of a Magnitude of 11. If they dare venture into it, they will come to Encounter 7 immediately. However, if they round this storm, they will come upon reefs instead. Yet if these reefs are sailed through, they will come to Encounter 7 after all.

7) Mountain of silver*

Use this Encounter only if the party sailed into the storm or the reefs thereafter in Encounter 6.

The sea becomes enchanted with the green hues of shallow water as you navigate through a maze of reefs. The mirages of untouched beaches and pools of plentiful fish are betrayed by how often you spot the wreckage of old ships rotting in the shallows, like the wooden bones of the sailors that drowned with them, lulled by the promises that now beckon to your eyes. The latest of these illusions is a small mountain of silver coins glittering under the brain-burning tropical sun...

The mountain of silver is real! A successful Searching Check (this roll made with a -3 penalty, but only a -1 if made by men scouting the reefs in a longboat) will discover a total of 870 silver coins within arm's reach, be it on the reefs or in tidal pools. This reef is where a Spanish treasure galleon, the 'Concepcion', sank back in 1641. The few survivors then piled all the silver they could recover in a specific place—where it may be found again, but where no ship can reach it. Any vessel that tries will automatically wreck, and the shallow waters surrounding it have become a feeding zone for hundreds of sharks. One would have to swim 200' to reach the silver, fighting an additional great white shark each Round! Still, there does await the brave a total of 151652 silver coins! However, any silver that is recovered will be seen by those who watch from the ship nearby, and demanded to be placed either in the ship's common fund (for pirate ships) or into the captain's care to be returned to the Navy later (for non-pirate ships).

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PART 3: FIRES OF MARTINIQUE: When the Player Characters eventually arrive in Martinique, they will find the town already sacked by pirates. These buccaneers took over five days prior to the party's arrival, having come in search of the Duke themselves, and still enjoying the spoils of their successful venture. They will do nothing to stop the arrival of any ships except those of any Royal Navy. As the Player Characters move about the town, they will find nothing of interest or value, save in a few specific locations, detailed in the following Encounters, to be used where applicable.

8) Wild goose chase

If the party goes to a tavern . . .

The barkeep listens with interest to every word you say. Then he displays quite a trick—an old sea-dog himself, he learned your personal slang and word choice in this short span of time, and is thus able to speak to you with eerie similarity, even going so far as to mimic your own voice. As you maneuver through the guile of his words like a ship through deceptive reefs, you find a treasure within them—he has a tale to tell, for your profit and his—he knows of a treasure and he'll tell you of it, for a price.

The price for the tale is 80 gold, to be raised to 120 if there is any threat or complaint made to the man. Once paid, he will tell the following tale:

“I'm not the first man to man this tavern. Years ago, a man of many years spent years here. A lone sailor, he sat alone, writing cryptic notes by the fire. He told tales of crypts burning with fire. We called him a liar. But he made friends of the barkeep, my father. My father said this man said that if he did not return after ten years, he was to open a box he left. He never returned. And that was **twenty** years ago. I am too old now to go chasing gold. The box is yours, for a price . . .”

The box is hidden and cannot be found, but the barkeeper will make good on his promise, for the same fee as before. The sole content of the box is a paper, provided as Handout 11.

The cryptic clues of the paper can mean many things. Let the Players interpret it as they will, for they will doubtless make something out of them. Ultimately, wherever they decide that the paper says a treasure is hidden, it will be so. There they will find a hidden chest, containing nothing but potatoes, and a paper, provided as Handout 12.

9) The haunted bed

If the party goes to a brothel . . .

The whores at this brothel seem to prefer time in the foyer—you even see some conducting their business in the parlor. Now that you think about it, you hear no sound at all from the bedrooms at the top of the stairs.

The whores no longer go upstairs, as they believe one of the bedrooms is haunted. All of the rooms upstairs are empty. Should any man sleep alone in any of them, he will be visited in his dreams by a woman floating above him, who will kiss him, and then the room will catch fire, his bed suddenly floating above a pit into Hell, his headboard now a headstone, and she now an angel reaching down to hold him aloft—if he refuses, he will awaken in a cold sweat and nothing more, but if he accepts her hand, this Ghost lover will haunt him forever, appearing whenever any other woman tries to touch him, attacking her until dead. She will not appear in churches or cemeteries, however.

10) Question of loyalty

If the party goes to the Governor's manor . . .

This house once enjoyed the shade of lush palms and trimmed hedges, all of which are now black ghosts, charred shadows of their former beauty. The manor itself is relatively unscathed. As you approach, you see several lean Negroes busy plastering the outside to cover up the damage.

The Negro slaves were spared by the pirates, but have no love for them. If questioned, these slaves will say that the Governor fled during the attack, and a reward is being offered inside.

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Inside the house there is even more restoration taking place, but so far only one room has been finished, and now serves as the office for one of the Governor's surviving officials. He is now a surrogate Governor, but does nothing to question the authority of the pirates that currently rule this settlement. He will be pleasant enough, but he can offer no real aid to the party. However, if anyone asks what they can do for him, he will say:

“You have a tongue tempered with courteous speech the betrays deeply hidden honor. Thus shall I say this much: Recently, the colony of Leogane was captured by the Spanish, the garrison sent to the galleys or the gallows, or God knows where. But the Governor, he is currently en-route to Spain to stand trial. A mockery at best! If you would find our Lord Dupree, and deliver him safely to any French port save this one, I will draw up for you an appointment that will ensure a reward. Yet I must inform you that to accept would be to give service to the French crown, and in these times of war, this would be seen as treachery to any other country to which you have given service.”

The offer is genuine. The reward will be for a total of 20000 Louis d'ors upon the Lord Dupree's safe delivery to any other French Governor. Still, the danger is real as well—if this appointment is accepted, whether the Governor is even encountered or not, it is treason to any other country to which the Player Characters already have any rank, title or other appointment, and so the party must work hard to keep this paper a secret, just as you as Game Captain should work hard to expose it. If the group declines this offer for the stated reason of being loyal to another country, the surrogate Governor will be impressed by their loyalty, which is “Not commonly seen in pirates” as he will say, and will offer them a different deal, a handshake only, that if they carry out the mission nonetheless and can return to him with proof of their success, he will pay them the 20000 Louis d'ors himself, and no papers will be made.

In any event, do not give the results for any Character's decision until **all** the Player Characters have made up their minds.

11) The pirate priest

If the party goes to a church . . .

The church has been taken over and converted to the command room of the pirate captain who now governs Martinique. Seated in a throne right affront the altar itself, his guards lounge about in the pews and vomit into the holy water basins. Your presence evokes a contemptuous glare from under the wide brim of his hat, studded with so many pistol balls that it looks like it rained lead. “Ye be too late,” he sneers, “the best prize, the Duke, is already gone. He escaped us all.”

This pirate captain has renamed himself ‘Saint Christopher’, and fancies himself both a priest and a philosopher. He is exceptionally long-winded, and in his ranting and preaching uses a lot of crude jargon to mock religion while talking about any subject. Ultimately, all the Player Characters can learn from him is what he already said, that the Duke is not to be found in Martinique as far as he knows. And while he may be disrespectful of everything, even his own god, he is always telling what he believes to be the truth.

12) Duke of the dead

If the party goes to a graveyard or stays behind on their ship, the Duke William will approach them on his own. Filthy and hardly looking like a Duke, he has evaded detection and wishes a parley with these pirates. Play out this conversation as much as you like, with the Duke ever calm, cool and collected, a man in control.

The Duke will freely explain that he was to be named Governor of the town that the party began this adventure in, and that what happened between him and the Duchess was that she was deceived by the English king (James II) into thinking he (the Duke) was in league with the Spanish. To prove he is not, and to acquire the services of the PCs as a means of seeking the Duchess, he will, though bluffing, claim to know where a pirate treasure is hidden, one worth far more to the Characters than any offer they may have been given to find him . . .

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PART 4: TRIALS OF VIRTUE: Whether the Player Characters now set sail to deliver the Duke to anyone or to trust his guidance in seeking out a hidden treasure, they will have many adventures on their voyage. Use the following Encounters at your discretion, but try to use them all before the party puts into port again.

13) Dolphin sport

On this crisp, clear day, the waves glisten like magic. The ship's bow conjures up a refreshing white spray and jumping dolphins, rising and diving, keeping pace with your vessel. Many of the crew have gathered in the forecastle, and are enjoying a game of pistols, using the dolphins in their sport to determine who is the best shot.

Each character who takes offense at this game and does anything to stop it gets a bonus of +1 to his future roll in Encounter 20.

14) Fishing Mermaid

As you glide along through the Caribbean, you enjoy the song that the crew is singing—until you realize that none of them **are** singing! Many of them gather portside, gazing out at a beautiful woman sitting on a choral reef not far away, a Mermaid indeed! She has a comb in one hand which she uses to stroke her long, golden hair, and a glass in her other hand, which she raises as if to offer to anyone who would come to her. Her song goes on to say that your ship will sink if nobody comes over to love her . . .

The Mermaid is real, as is her prediction. She is a mere 150' away from the ship. Most of the crew will not dare to venture any closer, so if any of the Player Characters go, they will have to take a longboat. She will not attack unless threatened, as she is only fishing . . . for mortals. The total men who kiss her will be the cumulative chance in 12 that their ship does not become enchanted so as to suffer a penalty of -4 to **all** future rolls on Table 40 and for rounding storms. Moreover, each Character who kisses her will get a bonus of +2 to his future roll in Encounter 20.

15) For the Queen!

Have each Player Character with a spyglass make an Intuition Check. If nobody is successful, do not read the second paragraph of the narrative below. However, if even one Character is observant, read this narrative in its entirety.

Your route has taken you to greener waters. The horizon is dotted with small islands . . . and one of them is moving. "Sail ho!" cries the lookout. It is a short time before another pirate ship is upon you.

Their Jolly Roger looks more like a map, but you haven't time to tell.

This ship just set out from their secret island refuge not but 3 leagues away from here in the direction they came from, which the Duke William, guessing this much, will jump at the chance to say is where the treasure he knows of is hidden. Still, the party must defeat these bloodthirsty pirates, who sail a barque filled with 90 2nd Level men and run 20 cannons (the ship modified to its limit). Work into your impromptu narrative the battle-cry of these pirates "For the Queen!", as they were once loyal to the crown of England until James II used them as scapegoats in a rebellion, and they wish they could serve the Queen instead. Each character who is in the service of England in any way and openly desires to allow the surviving enemies live on this account gets a bonus of +2 to his future roll in Encounter 20.

When the captain, one 'Marcus Bloodbeard Knave' emerges, he will prove to be a ferocious opponent. Each time he is hit, he will take his next Turn to dig his blade into his own wound to madden himself, so that next time **he** hits, he will penalize his victim's Girth roll by -1, as well as share any poison that may have been dealt to him.

After the battle, if these pirates' flag is looked at, it will prove interesting, much like a map, as is provided on Handout 13. If they use this to find their island anchorage, move on to Encounter 16. However, without knowing the shape of the island, one cannot find it at all, so if the party does not look carefully at their enemies' Jolly Roger, do not play Encounter 16 at all.

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16) Skull Rock

Use this Encounter only if the party compared the Jolly Roger map of the pirates in Encounter 15 to the islands nearby, with the swords as reefs, and inside them the sea is only 6' deep, preventing ships from entering there. A Searching Check must be made of the island to discover the pirates' cave.

Pushing through the jungle, you come to a most amazing place: A high cliff is bathed in a great waterfall, splashing down over three caves whose size and shape gives them the appearance of a huge skull carved from the jagged rocks. Adding to the illusion is the setting sun, which washes the falls in crimson light, so that they appear as blood cascading down over the eyes of the great skull, pooling in the lower jaw and then bleeding between the teeth, falling to fill the crystal clear pool over a hundred feet below.

One must make an Agility Check to reach the cave mouth, lest he fall into the pool, requiring a Luck Check to land safely and avoid the rocks! The two eye-caves are dead-ends, filled only with shadows. However, the main cave leads back to the pirates' secret cache, equaling 16 rolls on the 'others' column of Table 81. A Searching Check in this cave may discover writing scratched on the cave wall, reading *'For the Queen, for those who have suffered, and for those who should not. May this be given back to those who truly deserve it. May the blood of sinners stain the falls as they plunge all the way to Hell unseen'*. This writing is reproduced on Handout 14. Each character who chooses to eventually give his share of this plunder to charity gets a bonus of +3 to his future roll in Encounter 20.

If any blood should fall in this cavern, it will awaken the Ghost of Sir Francis Drake! The famed hero of England will stand at the cave mouth, an obstacle to any who would seek to enter or leave the cave. This spirit may be fought normally, but if someone tosses his share of the treasure into the pool far below, indeed down the waterfall where it will be forever lost, or if he says "Long live the Queen" (or something to that effect), the Ghost Hero will allow him alone to pass.

PART 5: SEEKING THE DUCHESS: Nobody knows where the Duchess is. Anyone who seeks her has only one way to find her, and that is to wait for pirates she has hired to find the Duke William to succeed while they are with him. The Duke is willing to make himself such bait, indeed to openly declare in towns and to passing ships where he is, but only on behalf of the Player Characters, whom he has gained respect for, which is indeed the truth. Provided below are Encounters detailing attacks by several pirate ships that are actively seeking him.

A flawless plan: All these pirates know where to find the Duke, for he is actually in league with the Duchess, and has been sending messages to her by pigeon. Thus, these Encounters can occur at any time, but they will always allow the Player party 1-12 days to recover from the previous one, as they are being tested only—the pirates the PCs fight are the true pawns. The pirates themselves do not know that the Duke and Duchess are in league and thus cannot divulge that information.

Loyalty to the Queen: If any Characters openly declare themselves loyal servants of the Queen of England at any time during these Encounters, the pirates will share that loyalty, and at once cease to fight, saying that their employer, the Duchess, is in Martinique. They will add that in fact she has always been there, simply disguised as a whore.

17) Surprise attack

Broken planks and scraps of white cloth form a trail through the waves, leading to a derelict old barque. The sails are reefed, and you see nobody aboard, though the ship is still seaworthy. Some of your own crewmates suggest an outbreak of malaria or some unknown illness of the Indies.

The barque is actually manned by 50 1st Level men and 30 2nd Level men, hiding below decks while a few play dead above deck—if the party's vessel approaches without preparing for an ambush, these pirates will rise up and automatically gain the first Initiative with their 15 guns—their captain, 'Pedro Manz', is a cunning Scourge of 5th Level.

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18) Thunder of Thunder

Sailing past some high cliffs, your ship's wake is suddenly haunted by a Spanish galleon! It must have been lurking in a hidden cove, waiting for you to pass. She's flying a Jolly Roger, but the smoke rising from her gun-deck suggests that her crew is anything but jolly . . .

This Spanish galleon, the 'Red Lightning' is in command of 'Lucy Thunder', a pirates to be sure but with a Captain's statistics. Her crew consists of 135 1st Level men and 30 2nd Level men, who are all too happy to fire their 16 cannon should they get broadside. They will try a boarding party on the 4th Round, whether they are winning the battle or not. Through the smoke, Lucy will seek out any female Characters to fight, wishing to prove herself to be the strongest woman in the Caribbean. These pirates' treasure, however, is wisely hidden, back on the island they came from, and only Lucy herself knows its whereabouts, and she will not divulge it unless a man can to satisfy her amorous appetite her for 3 consecutive nights. This calls for an Endurance Check, penalized by -5 but increased by any bonus one has from Girth ('prostitute' column) and any Skill of 'Loving'. If he cannot please her, he falls asleep, and she will castrate him!

19) Come and get him!

The setting sun stains the sails of a large square-rigger red, perhaps an omen of the blood to be spilled—she is making boldly for you, and even as you read her name, '*Bane of France*', your spyglass fills with the image of an officer being hung up-side-down from her yardarm.

Have each Player Character who spoke with the surrogate Governor in Encounter 10 now make an Intuition Check. Those who are successful will recognize the hanging man as the real Governor, quite alive, but clearly in harm's way if any roll on Table 42 should result in '3', '4', or '5'. Thus, the party will have to take this ship quicker if they are to receive the reward for bringing him in **alive**. And that won't be easy, as this square-rigger is manned by 85 2nd Level men with 18 cannon.

PART 6: RETURN TO MARTINIQUE: In the end, all clues and conspiracies will lead the party back to Martinique to confront the Duchess. She will know they are coming and actually seek them out, the pirates that were once here having left the town behind. Play both of the following Encounters and in the order that they are presented.

20) Love

If Duke William is not with the party, do not read the second paragraph in the description below. But if the Duke is indeed present when the Characters find the Duchess, then read the following narrative in its entirety.

You find her at last, the Duchess—"Kimberly," she says, walking up to you while tearing away her harlot's clothing. "And where is the Duke, my William?" she asks as if blind to the pain you could deal her at any moment.

The Duchess feigns a swoon, and as throws herself into William's arms, she looks up at you with wide eyes filled with a magical malice born of her obvious gratitude waging silent war with a contemptible lust for power.

If the Duke William is still alive, the Duchess Kimberly will wish to marry him in the church at the center of town. There they will find that she has been in charge of charity for the people left homeless and injured by the pirates—she feels this is her fault, and certainly has the wealth to care for them all. Wealth, she adds to whoever makes a Charisma Check, which "Knows no boundaries, and could be yours if you hear me at midnight." And, if the Duke is dead, she will make the offer all the same, simply without being married.

21) Duty

In the gloom of the empty church, the Duchess sits down with you, her authoritative voice and mastery of both words and business betraying her harlot's disguise. Judging from the chests of gold that sit quiet in the shadows, a fortune to which she pays little or no heed, you doubt not that she has a mighty offer to make.

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The Duchess will wish to talk for a while, so role-play this conversation as you wish, so long as she gets across all she needs to—she and the Duke have always been in league, the hunt for him was a ruse to discover pirates strong, cunning and thus capable enough for a greater task, pirates that have indeed rescued Dukes and perhaps even Governors. This task, she says, is to rescue the Queen of England herself, who is currently held captive in the Spanish fort of Cartagena. She will say to the Player Characters that they can leave now, living with what treasure they have found, or they can do their duty and perhaps find a treasure greater than gold. Play this as much as you can to have the Players torn between treasure and duty, indeed to weigh in the scales of their greed that classic pirate choice of redemption . . .

PART 7: THE WALLS OF CARTAGENA: The city of Cartagena awaits the party at the end of a 280 league voyage west by southwest from the city of Martinique. Once there, the Player Characters must gain access to the main fort, which will be a difficult task indeed, for Cartagena is one of the greatest and best defended in the Caribbean. As it is, the party will have to decide how they will get into the fort, be it attacking outright, sneaking into town, having at least some friendly contacts with the Spanish, etc. Only once they have entered the main fort itself will this Adventure move from raw rolls and rules to the planned events throughout the following pages. Use these Encounters one and all and in the order that they are presented.

22) Gate

The walls of Cartagena's main fort rise straight out of the harbor like the ramparts of Hell. Red torchlight flickers within narrow windows, casting a devilish glow upon the black cannons that now stand silent along the battlements over fifty feet above. As is common with the Spanish, you see only one gate leading inside, a rather medieval portcullis that opens onto a narrow, stone walk, like a ledge on the man-made mountain of the fort, serving both as a landing for the deep drafted Spanish galleons and connecting to the road that leads back to the city.

There are no guards visible. However, hiding just inside the gate are guards to equal the total numbers and Levels of crew that are presently with the band of Player Characters, having seen them approach no matter what stealth they used or what victories they gained. In order to enter inside, the party will have to fight it out. If this battle involves only the Player Characters and key NPCs, the rest of the fort will consider themselves well protected and not be alarmed, leaving the party the surprise advantage and the possibility of stealth, so long as they deliberately maintain it.

At this point, no one other than key NPCs will be willing to follow the Player Characters into the fort. Their reasoning is that Cartagena has an infamous reputation of torture, and it is said that none who pass the gates of its fort—the very gate they stand at now—ever have a chance of 'having eyes left to see the light of Heaven with'. If the captain commands them to enter anyway, have him make a Charisma Check. Success results in no change in his crew's mood, but failure results in 1-12 men feeling betrayed and running off to town to surrender themselves to the Spanish—their lives traded for telling the Governor about the Player Characters, thus bringing 200 guards to the fort!

The walls are actually only 40' high. Should one climb them, he will come to Encounter 29.

23) Empty corridors

The entire lower level of the fort is a maze of pillars wrapped in iron scones clutching torches. This endless wasted space filled with hellish light illuminates a vivid picture of Spanish avarice and deplorable wealth. Your footsteps echo loudly on the cold, stone floor, where once soldiers may have had barracks, or perhaps this area has never been used at all, indeed a storeroom yet to be filled with the bones of trespassers.

A successful Searching Check in this area will discover writing scratched onto the wall. Written in Spanish, it translates to '*False treasures lead not to false Heaven but to Hell, so be wary of gold not stained in blood*'. If no Characters can read Spanish, the Players may attempt to decipher this writing for themselves by studying Handout 15.

LONG LIVE THE QUEEN

24) Alligator pit

The fort seems deserted. Exploring the endless halls and rooms, you find nothing, until far back, where you must be underground, you come to a place where the floor drops down into an indoor swamp, formed where a lower level of chambers has flooded. Several alligators writhe around in the darkness, caged by bars of light from the sky, shining through a rusted iron grate in the ceiling high above. Several stairwells begin on the other side of this wall-to-wall swamp.

The only way to continue further into the fort is to cross the alligator pit, which is 100' wide and 50' across. There are 2 alligators visible, plus 4 more lurking unseen in the darkness, waiting for prey to enter their domain. The water is 8' deep, its surface 6' below the floor where the party now stands. Thus, the alligators cannot get out of the pit, but anyone they bite within it will be caught in their jaws and must make a Brawn Check to get free, lest on its next Turn that gator will drag its captured prey underwater and into an unseen lair, indeed a fully flooded room, where it will proceed to kill him, forcing him to fight alone while holding his breath!

25) Guard patrol

As you continue to explore the halls and rooms of this fort, finding nothing save for cannons and stacks of fodder, you hear footsteps from the hall ahead. Not but a heartbeat later, silhouettes with the unmistakable shapes of Spanish helmets and swords stain the wall just around the next corner, like ghosts of your grim future coming to meet you. You count four in all.

There are indeed 4 Spanish guards around the next corner. If the party has maintained silence, the guards will not be aware of them, guaranteeing the Characters the first Initiative if they attack at once!

A successful search of the bodies of these guards will find both a ring of keys, and a single key kept separate. The ring of keys opens all the doors in the fort. The separate key is good for the chest in Encounter 27.

26) Torture chamber

All the corridors converge here, in a vast torture chamber, the heart of the Spanish fort. Many closed doors lead away from this room, the veins of halls clearly leading up from here. All of the torture machines appear in fine condition and recently used, well oiled with both oil indeed, and with blood.

The party cannot go further into the fort save through these closed doors, which are all locked. Any bashing or breaking of the doors will destroy the party's element of surprise while they remain inside the fort. To break any one of these doors requires a single hit of 12 Damage or more. No Attack Roll is required, but if the Damage is less, it will either break the weapon (for melee arms) or cause the shot to ricochet (for guns), thus effecting an unmodified Attack Roll on a random target.

27) False treasury

A wide hallway ends before large doubled doors. In haste you pull them open, and find yourself looking into a treasure vault! Stacked seachests make for a mountain range of wood and leather, snowed in gold that glows pure and unstained, gleaming under the torchlight from the corridor behind you. One chest captures your gaze, the largest of all, resting in the center of the room, its lock small and rusted, waiting to be broken.

The treasure here is fool's gold, indeed made from such polluted metals as to be worthless save perhaps as ballast. However, this vault is designed as a trap, the visible coins thus cleaned to look real at a distance, their true nature only discernible up close, indeed only by one who stands **within** the room. The entire floor is a pit trap, and if anything is disturbed, the floor will open, sending all within the room (and all of the fool's gold as well) plunging down a 60' deep pit, ending in an alligator nest (a different area than Encounter 24). There are 8 gators there, placed by the Spanish trap-makers. However, if one uses the singular key from Encounter 25 in the large chest's lock, it will disarm this trap (picking the lock will not do this).

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28) Guard barracks

You round the corner and come face-to-face with a group of Spanish guards apparently playing cards while they should be on duty. They stand at once and scramble to gather their pistols and swords. One of them throws a rum bottle at you.

There are 4 guards here. If the party has kept the element of stealth and thus surprise, they will gain the first Initiative of this fight. Each Round the Spaniards will attempt to flee. If followed, the party will run right into a trap—the barracks with 15 more guards ready for battle! This large group heard the fighting and, according to orders, waited for their fellow guards to lead the intruders to them rather than rush to their aid. The room where the party first encountered the slacker guards is a junction of halls. The barracks is a dead end.

29) The mad guard

Use this Encounter only if the party has by this point in the fortress made noise enough to forfeit their element of stealth.

The corridor ahead is blocked by a single guard. Normally, one might not imagine this to be a problem, but this guard has rolled a cannon into the hall, and has it pointed right at you! He maniacally waves a flaming brand back and forth above the fuse, which is about as short as his patience, as he curses you with such a twisted strand of Spanish and broken English as to be incomprehensible. However, you do manage to catch the words “Surrender you godless dogs!”

This Spanish guard indeed has a cannon ready to fire down the hallway, loaded indeed, yet not with a cannonball, but rather with the skull and bones of a dead prisoner. All those who can run 120' back down the hall before this madman gets a Turn can reach safety, otherwise when he lights the fuse it will constitute an Attack Roll with a +6 bonus that will do a Base Damage of 15 to everyone in its path! After firing his salvo, he will attack with his cutlass and fight to the death.

30) Planning room

Your exploration of the fort has led you to what must surely be the core of the Spanish navy in the Caribbean! This chamber contains a large table surrounded by several high-backed chairs, its walls are draped in maps and Spanish flags, and statues of great navigators watch you from the shadows. So extensive is the wealth of Spain it is matched only by their arrogance, using gold coins for markers of ships and jewels to mark towns on the huge map that covers the table.

The coins and jewels, along with the entire table, are trapped—if anyone should disturb it, the counter-weight on the floor will cause the doors to close and bars to fall into place outside them, thus sealing the trespassers in this room until 30 guards arrive to deal with them. The jewels are all rubies, numbering 126 in all and worth 10 gold each, and the coins are all pieces of eight, numbering 362 in all. The current display on the table is an old plan long since put into action, and is thus useless to the party. Should anyone specifically unlock all the doors with the ring of keys found in Encounter 25, it will disarm the table's trap.

31) Lonely battlement*

The maze-like corridors of the Spanish fort lead you past a small battlement, no larger than a ship's forecastle. From there, a rusty old cannon looks out over the bay. It appears that nobody has used this relic for years, its design harkening back to the days of Drake.

The cannon is old and useless, no longer kept clean or maintained at all, as this is where a great Spanish commander met his untimely end, and so is this place avoided by all Spaniards. As a result, so long as anyone remains here, no guards will capture them or even fight them. However, the guards will indeed wait just outside in the halls and on ships below for the trespassers to leave, and if they are captured later, any and all rolls made for them on Tables 115 and 116 will suffer penalties of -1 and -2 respectively.

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32) Tower stairs

The fort has been explored. You now climb the stairs inside a corner tower, leading to the high battlements, indeed all that remains of the fort unknown to you. Yet even as your shadow races up the wall, the ghostly shadows of the Spanish come down to meet it. Made real in an instant by the gold and silver flash of swords, you find yourself ambushed, with guards both above you and below, their curses echoing off the narrow walls of this tower stairwell! A single window offers a glimpse of the distant sea, freedom that could have been yours if not for coming here.

There are only as many Spanish guards as there are Characters present there, evenly spaced to offer the same resistance above and below on the stairs. If the party fought the fort from their ship before entering it on foot, all of these guards will also be wounded to match the party as well.

If one goes out the window, he faces a 20' jump across to the battlements, or a 50' fall onto the rocky headland below, either of which can be avoided with a successful Agility Check—one can jump to the battlements or dive far enough to land safely in the deep bay water.

33) High battlements

The stairs open out onto the wide battlement that dominates the entire roof of the fort. Cannons fill every crenellation and mounds of cannonballs are stacked in an orderly fashion. You see only a few guards, and then only gathered near the door to a lone tower rising a hundred feet into the Caribbean sky.

There are 3 guards by the tower door, and 3 others patrolling the battlements. This area is vast, running hundreds of feet along its face, enabling the cannons to fire on any part of the harbor, but also giving the party plenty of room to fight, flee, or whatever kind of plan they may come up with. The tower door leads to a stair and eventually to Encounter area 34, but no where else.

From the battlements, it is a 50' drop to the deep bay water below.

34) Treasure

You have finally reached the top of the tower. It is a comfortable living chamber whose windows look out upon the bosom of the Spanish Main. One could easily fancy looking down upon the world from Heaven and see no more clearly than from here. The floor is covered with a plush rug and the walls with elaborate tapestries depicting courtly scenes. A four poster canopy bed lies buried under vast amounts of treasure, the room apparently used as a vault rather than anyone's personal quarters. You see diamonds and rubies and countless pieces of eight, the golden bed for many nobles resting quietly within their frames, for among the plunder are the paintings of many monarchs, including the English queen herself.

The Queen of England is indeed not here, nor was she ever, save in her portrait, which is just one of many hoarded by the Spanish. However, her portrait in particular holds a secret, one that cannot be found with any roll of the dice. If the back of the portrait is slit, slashed or otherwise opened, one will find a paper hidden therein (and gain the Experience Points normally granted for a successful Searching Check). This paper is provided as Handout 16, and the offer that it makes is genuine—whoever signs it in the presence of an English governor will by law claim ownership of a very valuable ship, 'Her Majesty the Queen', which lies anchored in Port Royal.

The rest of the treasure here consists of 10 rolls from Table 81, using the 'others' column. As this treasure is a major holding for the city of Cartagena it is considered part of the city's wealth, however it was difficult to reach beyond what a normal dice rolling assault on a city would involve and thus if the town is plundered these rolls will **not** count against the 11 treasures normally rolled for this settlement's wealth.

Any key NPCs present will wish to take the portraits with them, whether the party finds the hidden paper or not, because if they didn't, the NPCs will, in time.

When the party leaves the tower, all of the guards they fought but did not defeat will have gathered on the battlements, waiting for them...

LONG LIVE THE QUEEN

CONCLUDING THE ADVENTURE: Once the party has left Cartagena or their quest for the Queen behind, there are some things to consider.

The Duke: Duke William plays a very important role, both alive and dead. If he lives, he will soon make his way to the city the party began this Adventure in, to become Governor within a year, and once in office will favor the PCs who rescued him, forever offering them safe harbor in that port, regardless of their Notoriety and allegiance. Yet if he died, the Governor who takes his place will be one to begrudge the Player Characters, their captain and their ship until the end of his days, that same port thus becoming forever hostile towards them, regardless of rank, title and amnesty.

The Duchess: Duchess Kimberly will put on the front of being in love in with Duke William, but her true intention was always to have him become Governor only so she could work with pirates—she set up the entire Adventure to recover the letter giving ownership of the pirate ship Her Majesty as she wants to have her personal pirate doing errands for her throughout the Caribbean. One way or the other she will find her way into the marriage bed of a powerful Governor, and from there use pirates to wage war on Spain. Use her thus as a woman with a mind for business and a heart of ice, ever ready to give the party returning aboard the strong ship Her Majesty another secret mission. If the Player Characters ever ask Duchess Kimberly as to why she favors that ship, she will say that it is the ship that brought her to the Caribbean, and on whose deck her father defied the Spanish and was murdered, an adventure that led her to being saved by pirates whose articles preventing anyone from taking advantage of her, until they ransomed her, hence her mind for business beginning at an early age and continuing to this day.

The potato chest: If the chest full of potatoes discovered through the clues of Encounter 8 is ever given over to an English Governor, he will accept it most gladly and pay those who deliver it 10000 crowns, explaining that these new wondrous foods will enrich English culture.

Return to Spy House: When the party returns to Spy House, they will indeed be paid as agreed if they bring the Duke William with them. If the Pirate Queen is also with them, she has an equal share of the commission herself, and fully intends to collect it.

Her Majesty the Queen: This ship is a treasure in itself. A frigate by design, it is built with such skill and exceptional materials as to be unable to ever be duplicated. Those who sail aboard it come to both love this ship and swear duty to it. Some know it simply as ‘Her Majesty’, while others tend to refer to her as ‘The Queen’, yet it is the same vessel, strong and legendary indeed.

Her Majesty the Queen is very exceptional: Value 12, Crew 5/250, Speed 20 leagues, Guns 30, Battle 10, Hull 500, and Cargo 20000. She has the same special capabilities as a normal frigate, but the only flags suggested to be flown are those of England, or of pirates themselves.

If the hidden paper in Encounter 34 was not discovered and a key NPC took the portrait, he will leave the party as soon as possible so he can go and claim the ship for himself. You may have this individual return one day under any conditions that your storytelling needs, the ship still a prize that is in the grasp of the Player Characters, one way or the other.

Show me that horizon: Try to end this Adventure with the party taking possession of Her Majesty the Queen and setting sail. A narrative has been prepared below to help you sum up the feelings the Player Characters may have at that time.

Her Majesty the Queen—upon her deck you feel as if in love for the first time, at once at peace and yet excited about where she will lead you. Running your hand along, caressing her wheel, a sense of fulfillment fills your heart, a sense of loyalty to this ship, even duty, an end to an old life and the beginning of a new one, indeed of opportunity on the high seas. Looking ahead, you welcome the horizon, and an old song echoes in your mind. The others must share it as well, for they echo your thoughts: “Yo-ho . . .”

Lady Jaye

Brawn:	04	Nationality:	English	Age:	23
Agility:	07	Class:	Rogue	Born:	1658
Endurance:	07	Experience Level:	3	Height:	5'7"
Girth:	09	Notoriety Level:	4	Weight:	090
Wits:	10	Defense Score:	08	Handed:	L
Intuition:	07	Carried Weight:	037	Move:	120'
Charisma:	10	Notes and Changes:	_____		
Luck:	05	_____			

Very little is known about this woman before she set her sword into the Governor of Santana, a town she set afire and named her ship after, save that she fancies her pirate career as a modern-day Robin Hood on the seas.

Lady Jaye is highly skilled with a cutlass (+3), as it is the weapon her father used. She embraces living as a rogue, blending into the crowd to vanish at will. Such a life has learned her the languages of English and French (both with Level 3), Poisons (Level 1), Disguise (Level 5) and Skulking (Level 2). And, like all Rogues, she has a knack for noticing people trying to pick her own pocket, has great luck for escaping her own failed attempts with pilfering, and of disappearing into the shadows.

Lady Jaye is an accomplished fighter, wielding the old sword of her father, a cutlass with a gilded handleguard, valued at 7000 gold. Two pistols are strapped to each of her bare thighs, a warning to men at the least. She ever wears a rich captain's coat but no hat, and keeps a set of lockpicks hidden on her.

The Santana

Captain: Lady Jaye	Design: Galleon	Crew: 140
	Hull Points: 400	Levels: 200
	Mounted cannon: 25	Morale: 45
Flag: English	Reserve cannon: 15	Hold: 20000
Speed: 15	Men per cannon: 5	Cargo: 5100
Notes and Changes:	_____	

The slave trade is sometimes its own worst enemy, the tale of this ship proof enough of that. She was a slave-trade ship, but her cargo took control, renamed her after the dead leader of the mutiny, and then turned pirate.

The Santana is crewed by 140 proud Englishmen and pirates (100 1st Level, 30 2nd Level, and 10 4th Level), a crew bound by a common hatred for slavery. Well armed and well motivated, they follow Lady Jaye anywhere that the one whom they call 'the pirate queen' may lead. The crew loves her, and for no other reason than that, under her command and aboard the Santana (which they love just as much) they gain +1 to their Mass Melee rolls.

The Santana is well provisioned for pirateering and if the occasion arises waging war. She has 40 cannon with 50 salvos, 2 longboats, spare sails, 4 anchors (one which is used only for lashing mutineers upon, sending them to the bottom for 3 days to let devils feed on them), and a supply of 100 days of food and water for a crew of 200 (if there are less crew, the extra food is kept for reserve).

*Make a joyful noise unto God,
all ye lands:*

*Sing forth the honour of his name;
make his praise glorious.*

*Say unto God, How terrible art
thou in thy works! though the
greatness of thy power shall
thine enemies submit themselves
unto thee.*

*All the earth shall worship thee,
and shall sing unto thee; they
shall sing to thy name. Selah.*

*Come and see the works of God:
he is terrible in his doing
toward the children of men.*

*He turned the sea into dry land:
they went through the flood
on foot: there did we rejoice
in him.*

TEEN TIMES ROUND, FIVE BATHOMS DOWN,
OUR SHIP WENT SOUTH INTO BELL'S MOUTH,
SLEW SEVEN MEN AND ONE MONKEY WHEN
THE DEVIL CAME TO JUDGE OUR BLAME

LA DAMA OSCURA
está viva

should be taken as well. There should be no wanting for what is well within our grasp.

October 19th, 1612.

Captured a Spanish galleon (they are all the same to me). I will have no record of the plunder for it is also all the same to me, compared to the true treasure she offered. The Dark Lady now welcomes aboard the beauty Carlotta, found in the hold with the dull gold and jewels. No Spaniards survived to tell of her fate.

October 30th, 1612.

I can no longer keep my personal feelings bound within my journal, and for the sake of the men they must be here recorded. The beauty Carlotta taunts my soul. Her alone I value above all, even my ship, to whom once I thought I was married. Be done with superstitions of ghost ships that turn against their captains! I will not be slave to anything but my desire for her.

October 31st, 1612.

I have taken my share of the treasure, divided on this morning. On the eve of the Hallowed Day, I ask the angels to bless my bed, for I will bring the beauty Carlotta to it. She and I shall be married in truth. This night the Dark Lady will be proud.

November 1st, 1612.

My heart is broken. The beauty Carlotta perished in the night, swept overboard in a storm the crew blames upon the ship herself. Am I an unfaithful lover? I believed nothing of ghost ships in my youth, but with age my mind is set afire. Not with desire. With fear. We are doomed. Our voyage damned to continue for all eternity. Therefore a logbook is no longer necessary.

Roast chicken
Bread
Smoked salmon
Boucaned swine
Wine
Apple

God's Trust

By the decree of His Majesty September 22nd, 1680, the High Council offers land in Yorkshire to all members of the Royal Josephine House. All those whom by the grace of God are given right by the signatures of the undersigned have equal ownership in the amount marked by my Lord.

The house of Gods Trust has by leave of His Majesty the King full ownership and responsibility for the disputed property formerly known as the Royal Josephine House, by direct appointment, and by the undeniable Grace of God Himself.

This property is hereby with this appointment and its sixteen official copies dedicated to redistributing this wealth in accordance with the Last Will and Testimony of Ek Ong Raar Raur Khalsa.

This letter of ownership is for the amount of five hundred and five thousand golden crowns, as weighed by the scales of Horrace and Homlin, solicitors of the Lord William of Yorkshire. The undersigned are given full and equal ownership of said property and hereby accept equal and irrefutable responsibility for the same.

Lord Chester Connely
1684



The Dark Lady

By: Ek Ong Kaar Kaur Khalsa

*A fierce one-eyed man named Baron LaBonne
A meaner pirate had never been known
And he sailed on the Dark Lady
A ship strong and sound with a perilous crew
And high on the mast the skull and bones flew
Fleet and swift was the Dark Lady*

*And every night the Baron would drink a toast
He'd say, "Here's to our lovely lady host!
My one true love..."
"Hear, hear!" the crew replied
And the Dark Lady sighed*

*A rich Spanish galleon was spotted one night
The Dark Lady's crew prepared for the fight
Clash of swords.... No Spaniards survived it
Except for a maiden with dark eyes so bold
Found in the hull with the jewels and the gold
LaBonne laughed and took her for ransom*

*And every night the Baron would drink a toast
He'd say, "Here's to our lovely lady host!
My one true love..."
"Hear, hear!" the crew replied
And the Dark Lady sighed*

*The girl Carlotta was a beauty quite rare
With each passing night LaBonne couldn't bear
His empty bed... He brought her to it
The Baron soon found he felt more than desire
His love for her grew and his soul filled with fire
He proclaimed they would marry*

*The night the Baron drank with jubilee
He said, "Here's to my lovely bride-to-be!
My one true love..."
"Hear, hear!" the crew replied
And the Dark Lady cried*

*The following night, a storm brewed at sea
The Dark Lady saw a chance to be free
Of her rival, the beauty Carlotta
The ship steered her self to the heart of the gale
Where a wave swept the maiden out over the rail
Sweet revenge on an unfaithful lover*

*That night the Lady drank a toast
She said, "Here's to your lovely lady host!
Your one true love..."
No voices replied
And the Dark Lady smiled*

*And now every night when a storm fills the sky
They say that a ghost ship sails in its eye
Fleet and swift is the Dark Lady
A ship strong and sound with a perilous crew
And high on the mast the skull and bones flew
While the Captain gazes out to sea*

*But every night the Baron must drink a toast
He says, "Here's to our lovely lady host
My one true love..."
"Hear, hear!" the ghost crew replies
And the Dark Lady smiles.*

The Pirate Queen

Brawn:	04	Nationality:	English	Age:	29
Agility:	12	Class:	Rogue	Born:	1658
Endurance:	07	Experience Level:	7	Height:	5'7"
Girth:	09	Notoriety Level:	6	Weight:	090
Wits:	12	Defense Score:	11	Handed:	L
Intuition:	07	Carried Weight:	037	Move:	120'
Charisma:	10	Notes and Changes:	_____		
Luck:	05	_____			

Very few men dare to cross swords with this woman, who fancies herself a Robin Hood of the modern age, a loyal daughter of England in these days when the crown belongs to a true rogue, and she ever fights him.

Lady Jaye is highly skilled with a cutlass (+4), as it is the weapon her father used. She embraces living as a rogue, blending into the crowd to vanish at will. Such a life has learned her the languages of English and French (both with Level 3), Poisons (Level 2), Disguise (Level 5) and Skulking (Level 3). And, like all Rogues, she has a knack for noticing people trying to pick her own pocket, has great luck for escaping her own failed attempts with pilfering, and of disappearing into the shadows.

Lady Jaye is an accomplished fighter, wielding the old sword of her father, a cutlass with a gilded handleguard, valued at 7000 gold. Two pistols are strapped to each of her bare thighs, a warning to men at the least. She ever wears a rich captain's coat but no hat, and keeps a set of lockpicks hidden on her.

The gold eggs. follow the footsteps
of the leader, the letter, the ledger.

1 and tenfold in angels shall keep
a log only the compass can read.

Two ways make one, but herein is
a third, the road to the sunrise.

The psalms make no mention of a
magical goose egg as few men have
set foot where I have been. yet it is
the psalms that keep my secret. as
there are golden eggs in myth, the
legends shall keep my mind safe.

I see god watching from the dawn.

The devil's gold awaits at the end.

For Her Majesty,

I write this on the eve of my last voyage. I have come to know that not all treasure is silver and gold. This prize I keep for the Queen, if my opinion is still to be trusted, will fetch a price far more worthy in weight than even the gold that would otherwise fill the seachest that is the home that the words of this letter shall come to haunt. May the Governor of an English court dispel this ghost one day.

What are these strange treasures? Myths of the ancient seas speak of golden apples. Are these the ambrosia of the New World? Are they the golden goose eggs that sailors marooned for months have spoken of, if only embellished? Their rough appearance could betray the colour of gold in the right light, or to a parched man, or are they worth more than gold to the starving man? I know not, and can only hope that time will see fit to vindicate me. I fear that God may not come the voyage ahead.

Francis Drake
1570



For the Queen, for those
who have suffered and
for those who should not.

May this be given back
to those who truly deserve
it. May the blood of sinners
stain the falls as they plunge
all the way to Hell unseen

Los tesoros falsos dirigen no al Cielo
falso pero al Infierno, así que recela
de oro no manchó en la sangre

God's Trust

By the decree of His Majesty September 22nd, 1680, the High Council offers land in Yorkshire to all members of the Royal Josephine House. All those whom by the grace of God are given right by the signatures of the undersigned have equal ownership in the amount marked by my Lord.

The house of Gods Trust has by leave of His Majesty the King full ownership and responsibility for the disputed property formerly known as the Royal Josephine House, by direct appointment, and by the undeniable Grace of God Himself.

This property is hereby with this appointment and its sixteen official copies dedicated to redistributing this wealth in accordance with the Last Will and Testimony of Sir Christian Josephine.

This letter of ownership is for the former Royal Navy frigate last in service in Port Royal Jamaica in the Indies, Christened without the formal title of HMS, for her name is Her Majesty The Queen, as proven by documents provided by the offices of Horrace and Homlin, solicitors of the Lord William of Yorkshire. The undersigned is given full ownership of said property and hereby accepts equal and irrefutable responsibility for the same, once witnessed by an English Governor.

Legal owner

Witness

Lord Chester Connely
1684