

PIRATESTM

OF THE
SEVEN SEAS

BY: MATT DEMILLE



NEW DIMENSION
GAMES

FOR James deMille,
FOR a love of ships . . .

Credits

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ENHANCING AN ADVENTURE

Ahoy, matey! Ever be ya wonderin' where else this 'ere game will take ta, what else there be besides battles an' runnin' inta legen'ary captains or fightin' evil curses? Or may ya be a thinkin' that the financeers o' these 'ere books not be interested in the new world they speak so oft about? Well, then ya need ta dare ta navigate through the reefs o' these 'ere pages, fer there be adventures the likes o' which ain't not been found before. Grab a pistol an' load it with some dice matey, and sail on!

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: What is in this book? Indeed, just what is an adventure gazetteer? The pre-made Adventures can be enhanced in many ways, and so different gazetteers serve different functions. This particular booklet provides the Game Captain with raw material that he may use at his discretion.

What is in this book: Within these pages are 100 open-ended Encounters that can be inserted into any ongoing adventure or even used as the basis for an adventure of their own. These Encounters are organized into seven Chapters, titled according to where their specific Encounters will add to the game. Altogether, this booklet is a guidebook for the Game Captain as to all the different kinds of adventure that is to be found throughout this game.

Using this book: Though at first glance this booklet may appear simplistic in design, there is, just as with running any adventure, a technique to employing this material. First and foremost, it is necessary to recognize that this booklet is 'reserve material', a supplement and not a requirement. This booklet should be used at option, not out of any imagined need. You have here a treasure trove of adventure material, but spend it wisely.

The Encounters provided throughout these pages serve three purposes. Most obviously they are quite handy at adding a challenge to the adventure or allowing the Game Captain to compensate for the Characters drifting off course in an unexpected direction, providing a ready-made Encounter with thought and depth, rather than just making up a few clumsy statistics on the spot (and 'the spot' is ever a bad omen for pirates). However, these Encounters are even more effective when they are carefully placed ahead of time. A good Game Captain will forecast how a particular Encounter can help take his game to the horizons he wants, or present the proportional challenge he wants, and he'll chart his course more strategically.

In addition, these Encounters can sometimes serve as the genesis for a completely new adventure, albeit usually a shorter one than most others. For while not having been designed to start any journey, the open-ended nature of these challenges is inviting, and a Game Captain may be inclined to use them as an intended 'short' adventure, seldom realizing how easily their ramifications can lead in unexpected directions if there is not a greater adventure already underway to occupy the Characters' minds. If an Encounter indeed snowballs, that is fine, these Encounters just building upon themselves, leading from one thing to the next. While this may not allow for the most structured storyline nor the fairest prepared overall challenge, it can certainly be entertaining, though it should not last long, as a well thought-through scenario is always more rewarding in the long-run.

Finally, these Encounters provide a good model for how to create more Encounters. They have been carefully selected and designed within this booklet to fit the proportions of both the frequency of Encounters in their respective areas and the diversity amongst such challenges. Indeed, they show how to take the normal rules and more colorfully present them, how little or how much to flesh out certain challenges, and how much preparation is good for any Encounter of its kind.

Note that no matter how an Encounter is used, it can only be used once. Mark off an Encounter once it has been played.

ENHANCING AN ADVENTURE



Adventures

Used	Encounter
<input type="checkbox"/>	1) Beer me!
<input type="checkbox"/>	2) Barrels of bloodsand
<input type="checkbox"/>	3) A rich ghost
<input type="checkbox"/>	4) The Jamaica Inn
<input type="checkbox"/>	5) Auction
<input type="checkbox"/>	6) Trap to Impress
<input type="checkbox"/>	7) The Bloodwolf
<input type="checkbox"/>	8) The Sandy Scupper
<input type="checkbox"/>	9) Bad to worse
<input type="checkbox"/>	10) The Portsmouth Adventure
<input type="checkbox"/>	11) The Devil's Locker
<input type="checkbox"/>	12) The Swallow
<input type="checkbox"/>	13) Vittles in the dark
<input type="checkbox"/>	14) The treasure-box
<input type="checkbox"/>	15) Garrote's house
<input type="checkbox"/>	16) Body in a kennel
<input type="checkbox"/>	17) Urgent need
<input type="checkbox"/>	18) Chaotic wharf
<input type="checkbox"/>	19) A need for stiff drinks
<input type="checkbox"/>	20) Uncle Sam
<input type="checkbox"/>	21) Secret mission
<input type="checkbox"/>	22) The lady in blue
<input type="checkbox"/>	23) Twentyguns
<input type="checkbox"/>	24) Board? Games?
<input type="checkbox"/>	25) The Riddling Caves
<input type="checkbox"/>	26) The legacy of Dusägge
<input type="checkbox"/>	27) The Amity
<input type="checkbox"/>	28) Rape
<input type="checkbox"/>	29) Chow time
<input type="checkbox"/>	30) Jean Paul's Maps
<input type="checkbox"/>	31) Deal with a devil
<input type="checkbox"/>	32) Pleasure by the pound
<input type="checkbox"/>	33) Madman's trap
<input type="checkbox"/>	34) The Devil's Cutlass
<input type="checkbox"/>	35) The Beckford Galley
<input type="checkbox"/>	36) Floggings, flaggings and hangings
<input type="checkbox"/>	37) Morgan's Revenge
<input type="checkbox"/>	38) Haunted wharf
<input type="checkbox"/>	39) Bewildering streets
<input type="checkbox"/>	40) The Byzantine Taverne
<input type="checkbox"/>	41) Vordin
<input type="checkbox"/>	42) Silly Spaniard
<input type="checkbox"/>	43) Monty's Anchorage
<input type="checkbox"/>	44) "Curse my wife!"
<input type="checkbox"/>	45) Temple entrance
<input type="checkbox"/>	46) Counting room
<input type="checkbox"/>	47) Ceremonial pool
<input type="checkbox"/>	48) Bedchamber
<input type="checkbox"/>	49) Mob of guards
<input type="checkbox"/>	50) Flotsam

Adventures

Used	Encounter
<input type="checkbox"/>	51) The Star of India
<input type="checkbox"/>	52) The Dorrill
<input type="checkbox"/>	53) Captured!
<input type="checkbox"/>	54) The headless ghost
<input type="checkbox"/>	55) Thieves
<input type="checkbox"/>	56) Karoosh
<input type="checkbox"/>	57) The Hanging Man
<input type="checkbox"/>	58) The legends of Alice
<input type="checkbox"/>	59) The curse of Kasumigarra
<input type="checkbox"/>	60) New law
<input type="checkbox"/>	61) Fire!
<input type="checkbox"/>	62) Need'n someone 'n need?
<input type="checkbox"/>	63) The Pirate Ninja
<input type="checkbox"/>	64) Bad business
<input type="checkbox"/>	65) The mask of Miori
<input type="checkbox"/>	66) The H.M.S. Friday
<input type="checkbox"/>	67) Haunted cabin
<input type="checkbox"/>	68) The Runners
<input type="checkbox"/>	69) Mysterious depths
<input type="checkbox"/>	70) Captain Dronnett
<input type="checkbox"/>	71) Sea of stone
<input type="checkbox"/>	72) Dangerous river
<input type="checkbox"/>	73) Prison of shadows
<input type="checkbox"/>	74) Captains contest
<input type="checkbox"/>	75) Pirate opera
<input type="checkbox"/>	76) Thorn in your side
<input type="checkbox"/>	77) Church at the edge of the map
<input type="checkbox"/>	78) Taverne brawl
<input type="checkbox"/>	79) The Friendly Pub
<input type="checkbox"/>	80) Shallow river
<input type="checkbox"/>	81) Heat stroke
<input type="checkbox"/>	82) Cliff
<input type="checkbox"/>	83) Cave of mysteries
<input type="checkbox"/>	84) Buried . . . boxes
<input type="checkbox"/>	85) Goliath's Fist
<input type="checkbox"/>	86) An airy dance into Hell
<input type="checkbox"/>	87) Lucifer's Gale
<input type="checkbox"/>	88) Tale of a pirate
<input type="checkbox"/>	89) The embrace of LaVey
<input type="checkbox"/>	90) New World Taverne
<input type="checkbox"/>	91) The Fairbanks
<input type="checkbox"/>	92) Coconut grenades
<input type="checkbox"/>	93) Old longboat
<input type="checkbox"/>	94) Ring of sharks
<input type="checkbox"/>	95) Mock trial
<input type="checkbox"/>	96) The tale of Admiral Grajales
<input type="checkbox"/>	97) The krakken
<input type="checkbox"/>	98) Master Crowe
<input type="checkbox"/>	99) South seas storm
<input type="checkbox"/>	100) The Flying Dutchman

VOYAGES OF THE ATLANTIC

Avast there! You be seekin' adventure in the wider world, the New World, the lands o' legend? Then ye'd best be ready ta sail the breadth o' the sea, says I. The Lady Atlantic be waitin' ta embrace ya an' set ye ashore only when she be done with yer wind-frozen skin an' drank her fill o' yer hopes an' dreams o' what ya thought really was out there...

DOCKS OF THE OLD WORLD: Nearly all docks in the world are extensions of those which begin in Europe—or so they say. Still, for those pirates still languishing on the wharfs and in the salty taverns of England, Ireland, France or other homelands, doing naught but drinking cheap beer or some other swill, there's plenty of far fouler (and cheaper) drinks, like one's own blood, if he has a mind to seek trouble or ignore the call of a siren urging him out to sea...

1) Beer me!

At the end of the wharf, partially hidden by the dense trees, there is the 'Rusty Anchor Taverne'. Half its foundation has tumbled into the sea and been buttressed since by mismatched pilings. The signpost is a large sweep-oar stuck into the wall. Inside, the chairs are made from old, weathered barrels cut in half. Every vermin on two legs or one that wanders the wharf eventually finds his way here. Tonight, the tune of 'Fisher's Horpipe' creates a jolly atmosphere that calls to the sailor in everyone.

Anyone who spends any amount of time here will be approached by a bald man who holds up a barnacle-encrusted bottle to his face, and then says "Beer me!" It's a challenge to a drinking contest, one swig each from the bottle's filth until someone falls unconscious. Every swig calls for a normal Endurance Check (the bald man has a '9').

2) Barrels of bloodsand

A mad sailor on the wharf is buying barrels. But the quickest glance reveals them to be filled with red sand—stained from ship's surgeons using it to keep the decks from getting too slippery. This lunatic seems to be collecting it, at high prices!

The sand's use is a common enough practice that every ship has it aboard. However many men a vessel lost on its last voyage is the chance in 12 of having one such barrel that needs 'changing' to fresh sand. For example, 18 deaths would assure a single barrel, and have a 6 in 12 chance of having a second. Each barrel can be sold for 40 gold.

3) A rich ghost

A crowd has gathered to watch a hanging. The pirate has dressed his best for his marriage with Death at Execution Dock; He wears nothing but the most elegant and fancy clothes, including a velvet doublet with gold buttons and gold lace, breeches of crimson taffeta, a red feather in his hat, and a diamond cross hanging from his neck. He smiles—at you—then takes a short drop and a sudden stop. The crowd disperses in silence.

The rich pirate will be buried in full dress. If followed without being detected, the party can find his grave easily, and if dug up, collect the 1300 of total gold value from his jewelry and cloth. But if they **are** detected, the guards will feign ignorance, and then set an ambush at the grave site, the new guard count equaling the party's numbers plus 2.

4) The Jamaica Inn*

This Encounter should be run after the year 1750, when the taverne was built.

In the misty English moors of Cornwall, nestled amongst dead trees, there stands 'Jamaica Inn', a 'coaching inn' for travelers crossing the wild and treacherous countryside. It is also a well known smuggler's hole. As you're quaffing all too many rounds of ale with all too many sailors all too ready to pick your pockets when you fall down, you hear a blood-curdling shriek! Looking about, the bar wench is staring at a window. Looking aback, all the pirates and sailors have fled!

The bar maid, 'Virginia', saw her ghost in the window. She feels it's a precognition of her death, and will wish to voyage with the party, a Piratess of Level 0. If refused, she will indeed die, and her

VOYAGES OF THE ATLANTIC



'Skeleton' will climb aboard the party's vessel 13 days after leaving England, intangible to all except those who were in the Jamaica Inn that night upon a fortnight past.

5) Auction

In the market square this day there is a buzz of activity, the people crowding around an auction like bees at a hive. Before you can make your way through the crowd, the sale begins, but you can hear the auctioneer well enough. He says the lock on the chest is rusted through, unopened for the last sixty-five and one hundred years. "Who knows what's inside?" he teases.

The bidding will only be honored by coins of whatever kingdom that this auction is being held in. The crowd will bid as high as 165, superstition preventing them from going any higher than the chest's count of years, indeed fearing to slight fate. If you have the voice to endure it, role-playing the raising bids will almost certainly entice the Players to bid ever higher. However, if you do this, the bids will jump 5 at a time, not 1.

The lock can be broken easily enough. Inside the chest are 5 jars of what looks like honey. Yet each label is different, as listed on Handout 1, and each concoction holds a different adventure for the one who drinks it **all**. There is no telling what any potion will, unless a Religion Skill Check is made, one Check allowed for each individual potion.

Nectar of Egypt's Sun will warm someone and heal all his wounds, making him invulnerable for a period of 1-12 Rounds, but when the sun rises in the morning, all wounds suffered during the potion-use will return all at once, as a single wound!

Gunpowder Ale requires an Endurance Check to drink and not vomit uncontrollably for 1-6 days during which time one is incapacitated, but when he regains his strength, he will also gain +1 to his Brawn Score permanently (to a maximum of 10).

The Myrrh of Merlin will purify an individual of all exotic effects, spells, curses and the like, but at the cost of both ill ones and beneficial ones all the same, including the effects of any of the other potions of this chest which one may have at this point already consumed.

Lucifer's Rum will transform one to the Class of Scourge whether—Skills will remain as they are, but those gained from this point on will follow the 'suggested' Skills of the individual's new Class—if he is already a Scourge, he will simply gain +1 to a random Ability Score: Roll a single dice, with the result of '1' being Luck, '8' being Brawn, and '9-12' being the Player's choice.

Blood of Davey Jones is simply poison, with a level of 4, unless it is consumed while under the surface of the sea—every Round one can hold his breath while underwater (sea)water **after** drinking it is the total chance in 12 that, instead of drowning (as he must go that far), that he gains the ability to breathe underwater forever . . .

6) Trap to Impress

This Encounter is best used if the party is simply not getting out of the tavern and on to the story that awaits them at sea . . .

The innkeeper gratefully brings a large tray laden with mugs of all shapes and sizes, and pitchers overflowing with many different drinks. Setting it down, he asks "Me'sirs, be ye a wantin' woodin' mugs, or them fancy glass-bottomed ones?" There is a gleam in his eye you cannot place.

Once a choice is made, the innkeeper will add 'the trap', which is that it costs only 1 gold for a drink served in a wooden mug, but 2 gold for one served in a glass-bottomed one. He will be more than willing to let someone change their order.

Once everyone has their drink, have them each make an Intuition Check (this roll made with a +4 bonus for those with a glass-bottomed mug). For at the bottom of each mug is a single golden coin. Wait and see who takes it and who doesn't, just like the press gang in disguise around the bar are waiting . . . to physically take one's coin is to thus 'accept' the payment of the Impress Service, who by law can now force that individual to serve on their ship. There are a total of 8 Sailors serving as muscle and 3 Guards of the town's government to make up this press gang. All women, as well as men younger than 18 or older than 55, are exempt from this policy.

VOYAGES OF THE ATLANTIC



SETTING OUT TO SEA: The great sea that kept the New World hidden for centuries now lies just over the horizon, daring every sailor to travel it and every pirate to risk its adventures. The vast expanse of this ocean is often underestimated, save for the charts and cunning of the more experienced (and lucky) captains. Oftentimes voyages are blown way off course, ending up in places most aboard never even knew existed.

7) The Bloodwolf*

This Encounter should be used prior to the year 1715, when its chief character, ‘Dolzell’, is caught and executed for his crimes of piracy.

“Sail ho!” The lookout’s call rouses everyone to the deck, and they flock to the leeward railing like seagulls. There, a few miles distant, flies the white canvas of a rather large vessel.

The ship is the ‘Bloodwolf’, a Barque flying the pirate flag of ‘Alexander Dolzell. A seaman by profession, this Scotsman is also stubborn, morose, and of the most ill disposition by nature, a Pirate Captain of Experience Level 5. His vessel has 60 1st Level and 40 2nd Level men running 12 cannons. He will attack any ship of 4 Value or less, and if attacked in turn he will immediately turn and fight. In mass melee, he will fight with two enormous wolfhounds at his side.

8) The Sandy Scupper

The lookout reports a sail on the horizon. As the crew gathers amidships, no sign of any vessel is to be seen. An eerie fog has rolled in, obscuring sight beyond the length of your own ship itself. All goes quiet . . . the groaning of the keel under your feet is like a coffin lid trying to be forced up by some loathsome demon. Suddenly, a rotten ship rises right off your portside. No sound. No disturbance of the waves, even. It is as if you’re seeing a smooth sinking with the sands of time’s hourglass somehow flowing in reverse. Indeed, an hourglass is all that flies from the ship’s tattered black ensign. Seaweed drips from the rigging and barnacles are encrusted all over, high and low.

This ghost ship is the ‘Sandy Scupper’, and it sails in different realms of time than mortal ships. Its crew will eventually appear—and disappear, as they blink in and out like will-o-wisps on a moor, paying no heed to anyone unless boarded. The ship cannot be damaged, but it will not attack, either. Its captain will offer anyone who wishes it passage to any harbor they wish, in return for ‘service for a twelvemonth’. Unfortunately, all those who accept will vanish with the ship, taken to the port they named, but arriving in the year 1660, whether this be in the past, present or future. Their service is a debt of life—one year to the day from the time anyone disembarks the Sandy Scupper, he will die, and his ghost will be forced to join its crew, there to tell them all he knows of his own time, thereby allowing the ghostly captain, ‘Khrona’, to navigate all the better through the streams of time, and pick his next victims more accurately. To be free means to destroy this ship, but to do that one must first have taken passage on it, then find it again before his year is up, able to be aided only by those who are also cursed by this sloop and so fight its 18 Pirates and along with their Pirate Captain.

9) Bad to worse

This Encounter is best used when the party needs a specific, small item to complete their adventure or mission . . . and has already found it.

“Aaahhhhh!” Everyone looks all over. Your eyes happen to find a man falling from the rigging. A single heartbeat is enough time to see him land on the railing backwards, bounce, then slide over the side of the ship. As everyone hurries to the railing, you see the body floating in an unnatural position, the waves gently caressing it.

One NPC crewman was lost by the common seafaring danger of falling. However, this particular crewman had already stolen the singlemost valuable object to the party’s adventure. This can be seen with an Intuition Check. However, 3 sharks have already found the body and are tearing it to shreds of skin and blood, and the all-important item will soon be lost. On the 4th Round, one of the sharks will eat the body part with the pocket holding it.

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10) The Portsmouth Adventure

She can be seen five miles off—a frigate which cuts through the sea like the knife of God. She's flying American colors above enough canvas to move three ships her size. As she draws closer, her figurehead becomes visible, a clothed rather than nude woman defying every old superstition, and wielding crossed swords as if she alone cuts the waves because God isn't fast enough.

The ship is the 'Portsmouth Adventure' out of Rhode Island in the Americas, a frigate captained by 'Major Alexander Hutton', a stern, patriotic man who is ruthless but also a smart businessman. The chances that he attacks the party's vessel depends on the flag they fly. Use the following chart. This chance is reduced for every ship Value they have above that of his own frigate's 7. For example, a Spanish man-o-war would have a 3 in 12 chance of Hutton being brave enough to attack it.

Chance The Portsmouth Adventure Attacks

Chance	Flag of the party's ship
0	Any American
1	Australia
2	Any Oriental
3	Indian
4	Spain
5	France
6	Any British
7	Any Mediterranean
8	All others

Once engaged in battle, Hutton will fight to the bitter end. If victorious, any survivor enemies stand the same chance as above of being accepted into Hutton's crew. The statistics of the Portsmouth Adventure are provided as Handout 2.

11) The Devil's Locker

Rounding the headland, you suddenly cross the broadside of a centuries-old ship, as if it's arisen from the depths simply to attack you. Its captain stands boldly on the rail waving a flaming sword at you, this endemonized one setting fire to his own men when they don't share his frenzy.

The ship is a barque, crewed by 36 3rd Level men (everyone weaker is killed), running 12 guns, and captained by the devil himself, so his crew all believes. They keep the bones of all their victims, a ruse of madness to hide their real treasure deep beneath the skeletons. In addition to whatever else is rolled for treasure, a Searching Check may find a chest of gold dust worth 1800 gold hidden in the captain's cabin, indeed hidden from his own men.

12) The Swallow

The dim morning light reveals a thick blanket of fog obscuring all sight beyond a few ship lengths fore and aft. Yet there is no mistaking the groan of a ship pulling at the wind, not far ahead. The vessel soon comes into view, a small ship simply crossing your course, with large, pristine white sails and few crewmen visible on deck.

This sloop, 'the Swallow', is coming from the isle of Jamaica in the Caribbean, bound for France but actually off course, heading towards England. She has only 15 1st Level crew and 6 cannons, and no treasure except a hold full of coconuts. Once a much more profitable vessel it has fallen on hard times, and traded the last of its gold for new sails.

13) Vittles in the dark

As usual, the dank world below decks is lost in darkness while the men eat. Not a single lantern is allowed, lest they be forced to look upon the black-headed maggots writhing in their bread, or whatever worse might be hiding in their vittles.

If anyone kindles any light, he will see a man sitting amongst the crew—his flesh half rotten—and eating off the crew members themselves! This long dead man once crewed this ship, and his ghost is now starving for eternity. It cannot be fought, but unless 1 crew member is sacrificed to it every 1-6 days, the ghost will spoil 100-1200 days worth of mortal vittles (food).

CHANTEYS OF THE AMERICAS

Welcome, matey, ta the New World Colonies. The best o' home an' paradise be waitin' here fer them what turn their back ta their king an' don't mind a winter or two fightin' savages as well as storms. Here, it be as dangerous on land as on the sea . . .

IN THE COLONIES: The Colonies of England and Holland line the coast of the Americas, and a number of French and Spanish settlements survive in the southernmost regions. For all appearances, it is an extension of Europe to be in any such port, though the underlying knowledge of endless riches waiting to be had stirs up conflict and rebellion as easily as any stray spark can start a fire. Visiting any colony is akin to stepping aboard a ship—one just never knows if adventure will seize him.

14) The treasure-box*

This Encounter should take place no earlier than the year 1690.

In the shadows of a narrow alleyway, where dim lanterns hang like ghostly skulls marching toward purgatory, a cloaked man bids you approach . . .

The man needs the party's help in digging up something on a nearby beach, and fighting off the thieves he knows will follow. He will say no more at this time. He will pay 10 gold apiece just to go and 500 more apiece if they help him bring what they find to New York. His name is 'Raspice'.

At the beach is a seachest buried 4' down. It contains logbooks—worthless to the party—valuable to certain political officials in New York, whom only Raspice knows. The books are, if the Players ask, logbooks linking pirates to many businessmen in New York, buried as insurance against the ever shortening noose of the Colonies.

Once the treasure-box has been removed from its hole, 6 Pirate Crewmen will attack the party on the beach, out for murder and to reclaim the books for themselves and their own benefactor. Being but hired muscle, they will flee if 2 or more of their numbers are taken down, whether killed or merely knocked unconscious. However, if they are not all killed now, they will retry their ambush later, for it could be a long way to New York . . .

15) Garrote's house

Tucked into the gloom at the end of an alleyway is a home, with a leaky cauldron hanging beside its weathered, wooden, rusty, iron-bound, blood-stained door. Someone is there, knocking on the door, slowly, methodically, almost like one would chop wood. It is soon answered by an old man with a bent, gnarly neck like a vulture, his voice quelching like he's being throttled. The visitor collapses, dead, and is dragged inside. The door creaks closed, followed by an inhuman grunt.

The old man in the house, 'Garrote', will be quick to answer his door if anyone knocks **slowly**, but he will not let anyone in. He will claim that he knows everything about the village, but will try to dismiss questions and suspicions alike by being deliberately boring. His house holds the meetings of the secret society of the 'Skull & Bones'—they are meeting right now—feigning death is how one gains access, so those in the party who are visibly standing now will never be admitted. However, if someone can gain entrance, he may learn whatever valuable information your current adventure needs.

16) Body in a kennel

You pass by a dead man rotting in a kennel, his skull broken open as if he died in a fight rather than having been simply tossed in amongst the dogs, as is common practice. Looking closer, he seems to have been bludgeoned to death, and his skull is now, strangely, being used as a piss-pot by the dogs, perhaps trying to disguise a smell far more foul than their muddy kennel—the smell of evil . . . dead evil.

To enter the kennel is to be forced to fight the 4 dogs in it, who are agitated and panicked by the evil here. If set free, they will gladly run into the streets and not come back, but then the party will have to fight instead the kennel's owner, that of an Innkeeper named 'Brutus'. If the body can be successfully searched, the party will be able to find on it a bewitched 'false eye' still stuck inside the skull (it needs cleaning but otherwise its magic works just fine).

CHANTEYS OF THE AMERICAS



17) Urgent need*

This Encounter should be run only in 1775, on the morning of April 19th if you have a care.

You see a horse galloping at breakneck speed on the road ahead. The rider's cloak billows in the fog of the pale dawn like a ghost escaping some prison of the netherworld. As it draws near, the horse collapses, dead, and the rider takes a fall which should kill him. Man or ghost, it's hard to tell, given the pallor of his skin and the way he stands back up as if pain and death cannot hold him at bay. The only proof of his mortality is a breath of cold vapor escaping his mouth when he speaks; "Have you a horse for sale?"

The young man is named 'Israel Bissell', and is heading south to spread news of the approaching British invasion. Gasping for breath, the answer to whatever questions the party asks will be "History will immortalize Paul's name in common language of deed, but I'll be as dead as my first horse!" He indeed needs a new horse and will pay all he has on him—250 gold—if the party can sell him one. If asked for further details, he will explain how he has ridden faster and farther than his fellow man Paul (Revere, who rode last night), having ridden (or will ride, depending on just where this takes place) 100 leagues in 6 days on horseback alone.

18) Chaotic wharf

This night, the wharf is alive with such activity such as only a dozen ships arriving in a single day can unleash upon a town. The sailors, pirates and other vagabonds are drinking and roaring at such a rate that people are shutting themselves in their houses, not daring to venture out amongst so many madmen. You see brawls in every lane, bodies in every trough and wagon, and animals hiding in every alley.

Unless each Character makes a Stealth Check, they will each have a random fate when they try to move normally through this drunken crowd, no matter where they go—when drunk, pirates are all alike in their devilry and debauchery.

Drink And The Devil

Roll	The Character encounters . . .
10-12	3 Whores need 'rescuing' by being taken to his ship and kept there for safety
8-9	Pirate attacks, but so drunk he falls with every swing, losing every other Turn
6-7	Two Priests fighting each other but then unite against him as a 'heretic' and attack
3-5	A Pirate attacks, mistaking him for his long-lost sibling who owes him 3 gold
2	A pet crocodile escapes its cage and runs right into him—it is very hungry
1	A drunk lighting a powder keg beneath himself; Agility Check or suffer explosion

19) A need for stiff drinks

Finishing up your meal, the bar wench leans in close, bosoms heaving and glistening beneath her sweaty, dripping hair. She whispers in your ear; "You've been poisoned. Only the innkeeper has the antidote. He was paid off. Better settle your bill now, plus a hundred gold. But . . . sleep with me and take me with you, and I'll pilfer that bit of antidote for you". She stands up, and brushes back her raven hair, revealing that she has only one eye . . . the other has been melted shut . . . to match her melted left hand.

The bar wench's offer is real, however foul it (or she) may be (her eye isn't the only part of her that has been melted shut). The poison is also very real, of level 2. The innkeeper, expecting anger of his poisoned patrons, keeps a blunderbuss handy . . .

20) Uncle Sam

This Encounter should occur after the year 1783.

Loading the ships, the elderly meat-merchant has brought you quite a deal, at least twice what you paid for. "Don't need 'em anymore," he says. "Government bought 'em, paid well too".

The merchant, 'Sam Wilson', packed the meat for American troops in whatever their last war was (1783 or 1812—he's old). The packages bear the stamp of 'U.S.' for 'United States'. If either the

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party's captain is an American or a majority of his crew is **not** English, he will give them so much food that it will indeed double what they paid for. If asked why, his hired hands will just smile and say "Just call him Uncle Sam".

PIRATES AND POLITICS: Sometimes there is a need for cutthroats—officially—in the hallowed halls of government, especially when a government is trying to establish itself as its own nation rather than a mere colony, providing opportunities for all manner of seagoing adventurers with the constantly changing rulership and rebellion against England.

21) Secret mission

When reading this narrative, replace 'STATE' with the name of whatever Colony the party is in.

Escorted to the plush office of the governor of 'STATE', you see him sitting at a large maple desk, his white wig and socks seeming to barely keep his ballast-like body from bursting out of either end. He smiles, doubling the size of his powdered cheeks, and bids you sit down. "I have an urgent mission for you..." he says, and then holds up a sealed envelope.

The mission is simply to deliver the envelope to another port, with its seal unbroken, and upon delivery be paid 400 gold.

22) The lady in blue

Standing around the council hall, waiting, as stiff and lifeless as the plaster statues all around you, suddenly color fills one of the side corridors, as a beautiful lady dressed all in blue pauses, offers you her gaze of sparkling azure eyes, and then as quickly as she appeared she is gone...

The lady in blue is actually an agent working for France. She will befriend the party as much as needs be to reverse-pilfer a note into the pocket of the one with the highest Naval rank or the most wealth—and tip a guard off to it—guards doubling the party's number will soon arrive when they try to leave with the letter of assassination bribery...

COASTS OF THE NEW WORLD: The coast of the Colonies is a long and unbroken world that harbors countless pirates both off shore and inland. Ports appear and disappear with such rapidity that every year the tides and trails of pirate vessels are as different as their own crews. Indeed, this world remains ever 'new', given its constant changing of guard, of rebellion, and of revolution.

23) Twentyguns

Sunset has delivered another amazing portrait of Heaven on earth, with glass-like seas and purple mountains on the distant coast. It has also given you another ship, sailing straight at you. It looks to be some new design of privateer vessel.

The ship is 'Twentyguns', a privateer flying a Boston (American) ensign, crewed by 50 2nd Level men and running 10 cannons with 10 more ready to be raised to action with a unique elevating rig, requiring no time to replace cannons damaged in a battle. The Pirate Captain, 'James Hollaworth', has a letter of marque from the governor of Charleston but cares nothing for his employer and is perfectly willing to sail away for a bribe of 2000 gold or even make a partnership if the commander of the party's vessel makes a Charisma Check.

24) Board? Games?

Many of the crew are whiling away the off-duty hours by playing games. With dice carved from hard cheese and a board drawn on a scrap sail, they seem totally engrossed in it, even though no money is being risked. Little carved wood tokens make revolutions around the flagboard, towns and castles of carved coral line the inner perimeter, and the players win by putting their shipmates in debt and finally into prison. "Come!" says one to you. "Join us. This be a game ta teach good an' wholesome values." he chuckles. "Probably gonna be a family tradition one day. Love America!"

The game, if later sold to any businessman in America, will earn the seller 300 gold for it. But for the meantime, it will just prove to be a game for the amusement of the crew.

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25) The Riddling Caves

Navigating carefully through the rocky headlands and treacherous shoals, you pass between pillars of natural stone, twisted by the ocean currents as if they arose from Hell itself. Several caves open on either side, belching seawater. You can almost picture pirates from a century ago still hiding out in them, watching you sail pass . . .

Inside the caves, voices will echo differences in words, as if drowned ghosts are posing riddles in the dark. Locals call these 'the Riddling Caves'. A Search of these caves might find writing on one of their walls, in English; '*Five phantoms fighting Dutch trade. Speak the number hidden as the tide hides the tracks of those who buried the treasure*'. This writing is reproduced as Handout 3. Directly outside this cave, there is a patch of beach, and at high tide a Search can find a locked chest, whose combination is '68785'. If not unlocked, opening it will set off explosives destroying the gold dust inside that would otherwise have equaled 5500 in total gold value. Solving the riddles of the caves also merits 500 Experience Points.

26) The legacy of Dusägge*

This Encounter should be used after the year 1720.

This day finds your ship shadowed by a flagless, phantom brigantine, its ravaged sails and gargoyle maidenhead giving it the appearance of sailing its way right out of the time of legends.

The brigantine is centuries old, its dark, hole-filled sails patched with sheer fabric to give them an appearance of being ineffective or haunting, or both. It is manned by an amount of both crew and cannon to equal that of the party's own vessel. The Captain (he is Level 6), is 'Evan Dusägge', a German Hessian, originally coming to the Americas as a mercenary, hired to slaughter unruly colonists. He has designed a new sword named after him, a 'dusägge' having a serrated cutting edge that runs to the front section of the back of the blade and a hand protector fashioned into a scallop shell to be practical and stylish—the ridges in this handguard

keep blood flowing away from the skin. All such swords grant +1 to both Attack Rolls and Damage. Of all Dusägge's crew, only himself and his three officers use them (to maintain an advantage when enforcing rules), but no others have been made and no blacksmiths will be able to duplicate them for many decades due to their limited tools.

27) The Amity

The waves ahead are being cut by a sleek vessel, a merchantman by the looks of her, flying clouds of canvas despite the lack of wind today.

The ship, 'The Amity', is a merchantman that is returning to New York. It is also haunted, and its crew will surrender without a fight. A search of its logbook will find Handout 4. Every 1000 gold (rounded down) and every 1 crew taken from this ship is the total number of great white sharks that will appear when the capturing ship finally sinks.

28) Rape

Select a (male) Character at random and, when he is alone, 3 Crewmen will try to rape him. This is an ambush, but the crew will not go for a kill—if they 'kill' the victim, he will only be knocked out, and awaken later very, very sore indeed.

29) Chow time

The smell of bombo wafts through the ship this mealtime, its exciting scent of mixed rum, water, sugar and nutmeg sending the crew into a frenzy when they finally get to eat. They're disorderly as a kennel of hounds, less than men, snatching, stealing, throwing and catching the victuals from one another. This ruckus seems to be their chief diversion from the rest of the slop being served.

Let the Characters do as they will. However, one of their crew members will attempt to pick the pocket of the guy known to have the most treasure on his person . . .

HAVENS OF MADAGASCAR

Aye, the isle o' pirates this be! Welcome, matey, ta Madagascar! Blessed be them Royals that done put up the gold ta find this 'ere place, only ta leave it fer us all. Too far from Europe fer them ta try ta reclaim, too close ta new lands fer there ta be any short o' plunder. Make yerself at home . . .

TOWNS OF TROUBLE: Countless towns and havens line the coast and isles around Madagascar, usually established by pirates or simply built upon the abandoned forts of European colonists. Yet the absence of an overriding government lends all such settlements to a lawless life. Every town is in one way always the same—trouble.

30) Jean Paul's Maps

The only maps available in town are sold down at 'Jean Paul's, a shack on the wharf that's been pieced together from wrecked ships. A rusty clete serves as the door handle, and a block-&-tackle hangs as a hat-rack. Jean Paul himself appears as old and as much a relic as his house.

Jean Paul sells maps pieced together from all kinds of different sources—sailors, legends, and the occasional hoax mixed in for good sales. For 100 gold, he will sell maps that give a total of +1 to all rolls on Tables 40, 156, 157, 158 and 159 that are made in the Indian Ocean, but if ever a reef or a storm is encountered, the ship will have been led so deep within the perils that there is no way to round the danger. All such maps will total a +1 bonus—more maps will not offer a greater bonus.

31) Deal with a devil

This Encounter works best if the party is actively seeking aid from someone . . . and they're desperate. Run the following scene once they have made their terms or deal clear.

The captain leans across the table, eyes flickering in the dim candlelight. "Aye, you've come ta the right place. Ye've got a deal. Innkeeper!" With that he snaps his fingers and the barkeep brings over a prepared tray of beer and fish.

The captain whom the party has made a deal with wants to toast it with food and drink. He has, however, poisoned both. But, the poison ingredients cannot act alone—they must both be consumed in an amount more than a bite or sip to take hold, at that point acting with poison level 3. Thus, if the captain is given a poison 'taste test', he will do it, knowing he must consume much of both for him to be at risk.

32) Pleasure by the pound

Down at the wharf, on the broken walls of the ruined fort there is an auction taking place, as women are being sold to a crowd of hooting and drunken pirates. 'Pleasure by the pound' says the wide banner strung from tower to tower, once a sail, now used for a 'sale'. The pirates crowd on the crenellations and stairs sinking into the waves like barnacles on the hull of a ship.

The proprietors of the action, the Frenchmen 'Toupee' and 'Michaele' (going by the surname of 'Me-Shell') are shameless cons. Their motto is just "To pay or not to pay". If threatened, Toupee will say "You **will** have to **pay** one way or the other!" Toupee is a Pirate Crewman, bald and broke, and uses a blunderbuss at +2 for Base Damage 11.

33) Madman's trap

Making your way along the wharf, the lanterns flicker within the shadows, leading you through a maze of strange shapes and silhouettes. You pass a sign hanging outside a chantey. It clearly says '*I will shoot any who pass and cannot read this sign*'. The tolling of a distant bell echoes across the unseen harbor waters.

Those who do not specifically state that they stop obviously cannot read, at least in the mind of the madman hiding in the shadows—those who just walk on he will shoot in the back, but gaining 1 free Round (total) to do so. This Pirate Crewman always has 4 loaded pistols in his belt. The mad pirate lives in the chantey but is currently in the shadows across the dock from it. The locals have learned to just stop and pretend to read the sign.

HAVENS OF MADAGASCAR

34) The Devil's Cutlass

You pass by the 'Devil's Cutlass' Taverne. The sign is clear—not to attract business, but rather to warn those who do not agree with its business to stay away.

Whatever or whoever lurks inside the shady walls of the taverne is up to you. However, if you just need some trouble, there is a 1 in 6 chance every Round that a fight of 2-13 Pirate Crewmen breaks out—with the party caught in the middle!

SHALLOW SEAS: Though the seas around the isle of Madagascar are by no means shallow, they are said to be in sailor lore and so named, due to so many sunken ships there. Pirates prefer that the waters are shallow when they go down to Davey Jones' Locker, and others simply humor themselves that so many ships has made a wooden reef. And, it's easy to believe—the waters are thick with ship traffic and countless battles erupt due to the pirates of so many different cultures and religions which gather there.

35) The Beckford Galley*

This Encounter is more historically accurate if used prior to the year 1698.

This morning you are put upon by a small ship, a barque at the largest. Yet even from a quarter-mile distant you can see and hear its captain, a middle-sized man and no more, with a swarthy complexion and short hair, uttering curses brewed from a foul mixture of Portuguese and Moorish speech. He waves two swords in the pale light.

The captain is 'Ryder the Pirate', whose mere 30 2nd Level men and 8 guns will be used to show no mercy to the party's vessel, however large they may be—his men follow him out of religious fear. His barque, the 'Beckford Galley', is a vessel with a notorious reputation, worth a **base** 9000 gold if sold in any port ruled by the English. A Search of this ship might find one of the reasons why—the skeleton of an English prince has been 'coffined' into the keel to give English bad luck in battle.

36) Floggings, flaggings and hangings

This Encounter is best used if a single Character has done something to really bother the crew. In the night, all of the upset off-duty crew will set to ambush the individual they begrudge, giving him a choice; 'flogging', 'flagging', or 'hanging'.

Flogging is being tied to the mast and given a number of lashes across the back, the count to fit a crime, perhaps 5 or 40, or as many as 80. Use your discretion, because it stays on record and is applicable to all. But, aboard **this** ship, unless the Characters have somehow changed it, the whip is modified so that every 10 lashes (rounded up) is the Base Damage one will suffer from it, so 80 might very well kill a man.

Flagging is being wrapped up in a flag while others beat him blindly, doing 4 Base Damage, and if he dies, he simply stays wrapped in the flag to make for an easy burial at sea.

Hanging is usually done from the yardarm of a ship, doing a Base Damage equal to one's body weight divided by 30 (rounded up).

37) Morgan's Revenge

The flat calm of the island waters is a haven for sloops, schooners and other shallow-drafted ships. It is thus so surprising to see a frigate that the lookout drops his spyglass from the crow's nest! Not but two miles distant is a vessel that would be the pride of the English Navy!

The frigate, 'Morgan's Revenge', has 150 crew all 1st Level, runs 30 cannons, and is in the service of Admiral 'Chester Rossin'. He is of Level 5 and 20 Notoriety, DS 11, G 9, MOVE 110', and he uses a cutlass at +3, but also has a pistol in his belt. He resents the legend of Sir Henry Morgan being a pirate—he was a patriot and a privateer. To this end, he will speak to the party's captain, and ask him what he thinks of Sir Henry Morgan. Speaking ill of Morgan, saying in any way he was a pirate, or simply not knowing are all reasons for Rossin's "Let us show them the face of Revenge" (referring to his ship) command be given, which is the common order for his crew to attack.

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Ahhhh, ye've come ta the old world seekin' gold, is that it? Ye be darin' enough ta walk the streets o' cities 'been there when the son o' yer god found death? Ready ta sail seas o' drowned kingdoms ta what the ancients were ancient? Ye come seekin' adventure in the land o' mystery, matey? Ye'll find more than ye bargained for, says I...

HAVENS AND HARBORS: While many vessels dare these seas, most adventure is found on land, in cities and villages. The seas are haunted, ships all but ghosts above kingdoms long drowned. It is within the towns, hamlets and harbors that life and its mysteries are most often encountered, the homes of mortal men naught but walls of a grand maze for all the foreign sailors who dare walk amongst them, led by foolishness into a world of stone and statue more dangerous than any ocean.

38) Haunted wharf

The lonely, strained sounds of an accordion have long haunted this wharf, a melancholy reminder to all setting out to sea how even the simplest things can be missed on any venture. An empty and rusted gibbet squeaks as it rocks in the salty ocean breeze. The ships ride still at anchor.

Nearby is a Skeleton of a sailor whose flesh appears alive and his clothes appear new so long as he hears music played within the hour. If the source of the music is sought, he will be found playing, and offer to join the crew of the party. In life, and thus now, his name is 'Rhavanni'.

39) Bewildering streets

This Encounter should occur to a random Character when the party is just going about town business.

How it happened you do not know—your friends and fellow shipmates are just gone! These streets are like catacombs, and just turning a corner can take you into another world. Now you are alone amongst dark faces floating past in their colorful burial shroud-like hoods. They look at you with indifference, as if you are already dead.

The Character is being singled out by a thief, one who has a Pilfering Skill of +3 and is going for his gold. If fought, this Indian Pirate will fight until wounded, and then attempt to flee. The other Characters are close by, but given the chaos of the crowd and street layout it takes a Searching Check to find their friend. This Check can be attempted anew each Round (with a cumulative +1 bonus).

40) The Byzantine Taverne

The Byzantine Taverne is a world unto itself. Its domed roof is clearly a converted mosque, now a lecherous den of thieves and cutthroats from across the seven seas. Here, all cultures mix in an endless parade of bejeweled captains, exotic dancers, ragged sailors and drunken guards. Like the capital of the corpsed Byzantine Empire from which it takes its name, this taverne could well be the center of the entire seafaring world.

There are enough 'wise wharf men' here that any exotic or magical treasures can be identified as to their statistical properties for 30 gold apiece. In addition, recruiting done here grants one extra dice.

41) Vordin

In a dark, secluded corner of the taverne... you find nobody. You thought you saw someone here a moment ago, watching you, but now that ghost is gone. A colorful lantern casts myriad rainbows about the surrounding curtains and walls.

The individual seen is still here, hiding in the shadows. An Intuition Check can notice him (this roll made with a +3 bonus if the lantern is doused first). If seen, he will boldly introduce himself as 'Vordin the Blind Vulture'. He indeed has an eye-patch (the cavity it covers is a secret coin cache, so he will not show **why** he wears the patch), and is impressed with the party enough to offer joining them on all their adventures. He will be mysterious about his motives, concealing that he can be used to further any plot device you need or do not yet even know. If accepted, his statistics are provided as Handout 5.

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42) Silly Spaniard

A street vendor, selling strange Spanish foods, is also telling stories like a mad bard. The Spaniard waves a wooden knife to emphasize his drama, but evokes only laughs from the passers-by. In mock threats he crawls like a Caribbean pirate, if that pirate was a drunk animal; “Raarrrrrr . . .”

The Spaniard waves around what he calls ‘The Naughty Knife’ and is telling ‘The Legend of the Lost Taco’. He is indeed mad, and also has on his person a necklace which gives +3 to all Girth rolls to survive blows, provided one also possesses (but needs not use) the bent knife he is so fond of.

43) Monty’s Anchorage

Less than two leagues from town, a cove opens along the coast, like a volcanic crater that blew open on one side to allow the ocean to come in. Deep enough for all ships, it is used only as a pirate anchorage. Statues on the surrounding cliffs of kneeling men have been crudely re-carved to include their bare asses. Europeans call this place ‘Buttcrack Bay’ by the round cliffs adjoining its narrow entrance.

This harbor is run by a pirate known only as ‘Monty’, who demands a harbor fee of 10 gold a day, but is otherwise a safe place to weigh anchor, for the empire’s law prevents any locals, including any navies they have treaty with, from entering. However, due to the defiled statues, anyone whom takes refuge in this harbor will make his eventual pursuers so angry that they will gain a +1 to all combat-related rolls made against such blasphemers.

44) “Curse my wife!”

“Curse my wife!” The cry is echoed by several tongues as a madman storms along the crowded street, waving a sword back and forth.

The madman, a Sailor, believes someone has taken his wife, and the first Character to make any action or reaction will be, at least in the mind of this lunatic, the guilty party, deserving of death . . .

Temples of Mystery: In this ancient and mysterious land, temples are as common as homes, for all life encircles the religion whose foundations are lost beneath the waves of time. Some temples are welcome to all visitors, while others remain as closely a guarded secret as this land has to tease travelers with. Those who dare enter these beautiful prisons take their own chances.

45) Temple entrance

Wide steps of white rock ascend into a foyer of such opulence as to rival that of Rome. And yet, this mysterious temple seems far more beautiful than the foundations of Western faith. Flowers cascade down the marble walls, the statues are more alluring and inviting than intimidating, and beautiful fountain waters flow as easily as faith from stone divas and warriors.

Despite this foyer’s beauty, it is a trap, for 6 Indian temple guards wait in ambush, all covered in white powder and standing perfectly still so as to be indiscernible from the statues. All who make to enter the temple without openly wearing a mark of Hindu faith will be arrested, and killed if they put up any resistance.

46) Counting room

Pushing aside a curtain, you enter some sort of counting room. A wizened man with a beard as long as a tapestry sits behind a huge desk which is all but covered in stacks of coins. Upon your entrance he looks up, his eyes cadaverously wide with an obvious lack of sleep.

The gold totals 1218, but, as the old man will warn, 100 of it is cursed. Every 100 gold that is taken (rounded up) is the chance in 12 that one of the coins is cursed, and one is enough. The curse drains 1 Luck Point until the thief gives back to this temple ten times the gold that he stole. Right now, the old man is counting the current haul that was gained from the last pirates. If killed, he has nothing of value, except a hand hollowed out and sewn together to make a pouch for his own coins, totaling 56 gold (all of them cursed).

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47) Ceremonial pool

The curtains part to reveal a large chamber. The walls, floor and domed ceiling are all made from polished marble of mixed sable, gold and amber. In the center of the floor is a large, ceremonial pool, shaped like a man with four arms.

Looking into the water, one will see that it is actually the ocean, and there amongst the barnacle encrusted rocks is an Irish pirate playing a fiddle. This is the ghost of a man whose body is buried not far beneath him, covered by silt and seaweed. A Searching Check cannot find this body, as such rolls do not include going underwater unless one is already in water. The body contains a scroll case, and inside it Handouts 6 and 7. If, following their cryptic instructions, one brings to the town's ruler a pig plated in gold (costing a good 1500 gold), he will be rewarded with pardon for all crimes in all countries (the Mughal Empire will see to it).

48) Bedchamber?

This appears to be a plush bedchamber. Despite the four-poster canopy bed and table bearing both a vase of flowers and a bowl of fruit, you can't help but feel this is not the chambers of a living soul. The walls are lined with thick white pillars, each carved with the raised shape of a woman.

A search of this room might notice that the flowers are ruffling as if in a breeze. If followed, this breeze will be coming seemingly from one of the pillars. If pushed on, it will slide straight back, revealing a secret passage. On the wall there is an old painted image, provided as Handout 8, whose cryptic message should only be the first half of an important message that is completed later on.

49) Mob of guards

If ever the party just causes too much trouble . . .

A mob of twenty temple guards are storming up the hall towards you, speaking only with Indian curses and with their great swords gleaming in the dim light.

EXPLORING ANCIENT WATERS: It is said that the Indian Ocean is the oldest waters in both this world and the next. Sailing them is not only a search for plunder, but for land's return once one leaves sight of it. Most vessels keep close to the coast, for those that stray into the unknown often return with strange tales that haunt them until their dying day, and perhaps even after it.

50) Flotsam

The waves turn up a flotsam of wreckage, just floating peacefully on the water as if it has been there since the dawn of time.

The wreckage is from a ship scuttled several weeks ago. A search of it might find enough good barrels of beer and grain to equal 400 total days worth of food.

51) The Star of India

The sea is calm, with the waves rising hardly a foot at the most. It is as if the ocean is in itself dead. A thick fog obscures the horizon. Making your way through this netherworld on the ocean, you soon come upon a derelict ship, an English brigantine drifting lazily in the tide.

The ship is the 'Star of India'. If the party is not in command, their captain will order them to investigate. While not seaworthy, the Star will keep afloat for at least a few more days. Inside the captain's cabin, the party will find all the crewmen dead on the floor, with the captain seated at his chair, treasure piled on the table before him. This is all the vessel's treasure—re-roll results of '1-6' on Table 81, and in addition to whatever else is found, 100 English crowns will be in a dish before the captain, along with all other crowns rolled up. This dish is trapped, so if any of its coins are in any way removed, it will release doors throughout the ship, causing it to sink rapidly. It takes 1 Turn to take 1 'treasure' rolled from Table 81, and each Round spent aboard while the ship is sinking is a cumulative -2 penalty to the required Agility Check one must make to escape without getting caught in a cabin or rope and dragged down with the ship.

MYSTERIES OF INDIA



52) The Dorrill*

This Encounter should only be run at the end of the 17th Century, between the years 1695 and 1700.

Nothing catches the wind like the vessel that has been your shadow for the last half-hour, drawing ever closer. She'll be on you soon enough, riding a fair wind that favors her, and seems to have it in for you.

The ship, 'The Dorrill', is an East Indiaman with 126 1st Level crewmen and running 6 cannon. The captain, 'Samuel Hyde', is an English officer officially, but a Pirate Captain in recent practice. He will not attack if the party's vessel flies either English or Dutch flags.

53) Captured!

Use this Encounter if the party is captured by any other ship. When reading this description, replace 'VESSEL' with the name of the floating prison the party is now aboard, if you've given it one yet.

You and your surviving shipmates are forced into three lines on the deck of your new prison, the 'VESSEL' having already been cleared of all its own bodies, though the decks are still stained in the crimson-red, anticipating more. You watch as one prisoner is gutted, and though still alive, his intestine is nailed to the mast, and then the poor soul is forced at gunpoint to dance a jig around the tree of woe, unwinding the rest of his organ while the crew beats him with flaming sticks. "If he can survive", someone whispers, "until all his blood-rope is unwound, he'll be allowed to **try** and live on his own."
He doesn't.
"Next!"

The next in line will be the Player Characters, one and all, in random order. To survive this cruel trial requires suffering a wound of 8 Base Damage against which armor does not offer any aid. And, even if one **can** survive, he will die from his great loss of blood within 1-12 Rounds anyway, unless he is somehow cured by more than earthly means.

54) The headless ghost

Sitting on the deck this night, it slowly dawns in your mind that one of the crew does not belong here. Indeed, as if a sun were rising to reveal it, a solitary figure becomes more visible to you, its clothes are composed of a variety of cultures, its head hidden beneath a wide-brimmed hat dripping with seawater. The rest of the ship remains dark and silent.

The strange figure is a ghost, who has found this ship after years of drifting at sea. When it is approached, it will turn toward the Characters, thus revealing that it has no head—its hat floats above where a head should be. Not able to speak, it will write in whatever language the Character can read. You may wish to pass notes back and forth at the game table to simulate this methodical transition. It is named 'Agarwal', and is searching for its skull, which is hanging from the bowsprit of a derelict ship not but a few leagues away, a ship caught in a tidal pool in a rocky headland. If the party will change course and retrieve it, Agarwal will dunk his skull in a barrel of rum on deck, turning its water into a potion that effects all who drink of it differently, though it only effects them once. After these favors are traded, Agarwal will cast his own head into the sea and then disappear. None of the NPC crew will dare to drink of this concoction.

Concoction Of Agarwal

Roll	Effects of the bewitched rum
9-12	Cannot die unless beheaded; statistical death otherwise renders him unconscious, specific blow to the head or neck suffer a penalty of -2 on Tables 10 and 150
8	+1 to Brawn (maximum of 10)
5-7	No effect
4	-1 to Girth (minimum of 3)
1-3	Cursed to decapitate 1 human every 13 days; failure to do so results in the loss of -1 to Girth, with death thereby having his head rot at the neck and fall off

LEGENDS OF THE ORIENT

Pssst! Avast there! Ye be seekin' adventure in the fabled Far East, matey? Well I tells ya true, there be no lack o' gold in hand or in heaven, an' more than likely no lack o' red in hand or on them seas. Be that crimson cast by the settin' sun or the sun settin' on yer life be no different, says I. 'Tis the strangest world there, where princes an' pirates be no more differen' than be friend from foe. Properly warned ye be says I...

LOST IN TOWN: The ports of this region are so old their origins are forgotten even by the oral tradition, leaving a labyrinth of one culture being built atop countless others. The streets are as much a maze as anyone could deliberately design, and it has a culture so alien to Europeans that the people fill those crowded walks, docks and rickshaw ways like ghosts in a dream or devils in the underworld.

55) Thieves

The crowded, narrow streets choke up ahead, as three rickshaw carts are blocking the way. Each cart-puller is yelling at the other two. Everyone is backing up behind them.

The three rickshaw cart pullers are all part of a plan—they are deliberately making confusion so their associates can go through the crowd and pick pockets. A Pilfering Check with a +3 bonus will be attempted on each Player Character. If any thief is caught, all 8 of their total will run. If cornered, these Chinamen will fight together, using daggers instead of cutlasses, thus setting their Base Damage at 4 instead of 8.

56) Karoosh*

This Encounter should be run either in 1645 or in the decade following.

A ratty sailor is sharing drinks with equally foul wharf rats in a dark corner of the bar. He seems to be claiming that he killed half of the Scottish city of Edinburgh. He raises a mug to toast, but what he's toasting you cannot hear. Then he sees you and asks "Need an immortal in your crew?"

The filthy man is telling tall tales. The truth (which can be easily coaxed from him if is he in any way threatened) is that in 1645 there was an incredible plague that killed off half of Edinburgh's people, and he escaped. Still, the party could do a lot worse than to welcome him aboard, for he has Medicine Skill at Level 3. His name is 'Karoosh'.

57) The Hanging Man

The streets are swamped, creating a bog between the buildings. The people crowd upon rickshaw roads of either bamboo or salvaged deck planks on raised stilts. It is in these maze of alleyways above the quagmire that you find the only place welcome to Europeans. Above is a web of ropes and clotheslines, and a life-size mock Englishman hanging from a noose. That, you are told, is the sign for the Hanging Man tavern.

All the other taverns and inns throughout the city are unwelcome to Europeans and pirate crews. Here alone can the party find anything non-Asian, and then only for a price of 2 additional gold for any kind of service.

58) The legends of Alice

This Encounter is used if the party needs a critical bit of information, and they are told it is known by 'Alice Drummond'. When they search for her, summarize it with the following narrative.

It seems everyone has a tale of Alice. Some say she's dead, others drunk in Singapore, and still a few others that she is the patron saint of sailors. Leaving legends ever in her wake, you find your search leading you back and forth and ultimately nowhere. Then, at last, a French priest says that Alice can be found at the end of the wharf.

The priest is actually Alice herself in disguise. She will watch the party ask the whores down at the end of the wharf to see what they want of her and, if it is not threatening, she will reveal herself. She is a Piratess of only Level 2, relying heavily on legend more than any other skill.

LEGENDS OF THE ORIENT



59) The cunning of Kasumigarra

The crowd parts for a single man clad in layers of leather armor adorned with symbols so strange you cannot discern the human shape that should lie beneath them. Several weapons hang from his belt and back, and again, you cannot tell where their handles end and their blades begin. He has a bald head save for a single long lock of hair, and his eyes are steely-gray . . . as they turn and look at you.

The man is 'Satake Kasumigarra', a warrior of legend. His statistics are provided as Handout 9. In most situations like this, he prefers to slaughter all strangers to swell his reputation, however, he feels differently about the party—he is waiting for them to act. If they want to fight, he will be somewhat disappointed but certainly welcoming of the blood. If they want to talk, he will be very interested in joining them so long as they sail and adventure in the Orient. Once they leave, their captain can keep Satake's services with a Charisma Check.

60) New law

When reading out this narrative, replace 'NATION' with that of the heritage of the majority of Player Characters. If there is no majority, then replace it with the nation of their captain.

The knots of people tying up traffic in the street has suddenly become too tight to move. They're all looking at a public official standing up in his rickshaw cart. He unrolls a scroll from a silvery baton, straightens his tall, colorful hat, and reads: "By the inspired command of his majesty, Do-rin Man-chu, all people from the foreign 'NATION' are hereby banned for their subhuman malignancy and malfeasance. Anyone of such skin or loyalty found within the city after an hour from now is subject to arrest, to be placed without trial under the asses of five men until their droppings have given its face a less sightly quality".

There are hired enforcers in the crowd in case of any trouble—3 Chinamen to each Character, and nobody else will dare get involved.

61) Fire!

This Encounter is especially useful for getting the party out of town and back out to sea . . .

"Fire!" The cries are many and in many mixed languages, but they're understood quickly enough. The town is ablaze! Buildings are going up as if devils are moving in and streets are filling with panic like a flooding of fear.

The party must act quickly—doing nothing has a cumulative 1 in 4 chance of getting caught afire and killed! However, depending on where one tries to go, his chances and Checks are different. If any such Check fails, the individual suffers a random 2-24 Damage (total between Base and Variable).

Running for the harbor is call for an Agility Check to make one's way through the panicking people and dodge the collapsing chaos all around.

Hiding in water such as a barrel or diving off a dock calls for a Luck Check to see if the blaze doesn't collapse nearby buildings and bury him.

Climbing to rooftops or any other high place calls for an Endurance Check to take the heat and other difficulties, but only buys 3 Rounds of time.

Pilfering gains a bonus of +5 due to the total chaos but will of course result in Damage too.

62) Need'n someone 'n need?

This Encounter is best used if the party has need of a captain (as in, someone with high Charisma and Leadership Skills).

On the wharf, you come face-to-face with who, or what, can only be described as a damned insane captain. Speaking to the man he has just pinned to the wall behind him with five daggers, he mumbles "I'm tired of this town . . ." He eyes you up and down. "I'm Captain Rodderick . . ."

This Pirate Captain has Leadership Level 4, Charisma Score 10, and is of Experience Level 5. He is also quite insane. He likes to command from the crow's nest and insists on sailing through every storm, daring gods both above and below to claim him, and laughing at their impotence.

LEGENDS OF THE ORIENT

IN THE COILS OF THE DRAGON: There is just as much piracy on land as there is at sea in the fabled Far East. Kings and families and sailors and merchants are so entangled in political plots as to be inseparable. It comes down to the adventures of pirates to untangle them, which can be far more dangerous than going broadsides with a legendary galleon while sailing through a hurricane.

63) The Pirate Ninja

This Encounter is to be used if the party seeks an ally or an assassin . . . or is being set up to meet an assassin strictly for business . . .

You make your way into the room, where you are supposedly to meet your contact, and yet you find nobody here. The room is empty. Windows of paper line the walls, and a small table rises but a few inches off the ground. The ceiling is also made of paper and the floor of is made of paneled wood.

There is a Ninja—an assassin—hiding above the ceiling, simply pressing his arms and legs hard against the beams above the paper, ready to drop through it and attack the party if necessary. Due to his incredible physical conditioning, mastery of his breathing and the paper ceiling's acoustics, when he speaks, his voice will seem both calm and also echo from all around the room, high and low. He will ask the party what they seek and why, and if he is to be hired, what the job is. Of himself, he will say nothing, save that his ancestors come from the distant, nearly mythical region of Japane, north of the Goto Islands. Whether hired or fought, this Ninja's statistics are provided as Handout 10. Still, while he may be secretive about himself, he is not mystical, and if he joins the party, he will become 'one of the crew'. The Ninja, as he will charitably explain, do not guard their identity with masks, but rather they hide in plain sight—they more often act as gardeners or politicians, getting close to a target with trust rather than wearing a mask and hiding in the shadows. Thus, he can easily be part of any pirate crew and blend in, though he shall indeed don his veiled clothing and mask if he has to use stealth to carry out such an operation.

64) Bad business

This Encounter should be used when the party is seeking some sort of financing, whether to fund a voyage, pay off a debt, or bargain a risky deal.

You are led to the inner sanctum of 'Manchusi', a man so immensely fat he looks like a gigantic slug oozing across the floor. His henchmen all sit cross-legged on the floor nearby, while their sultan-like leader chokes on the smoke of several bowls burning with other-worldly incense. There is a ten-foot square white rug in the exact center of the floor, where he instructs you to sit before any negotiations take place—a perfect place for his guards to surround you should trouble occur.

Manchusi is a hard businessman, and will not be satisfied until he clearly has the better deal. Yet if trouble does occur for this or any other reason, his guards will not attack, but instead, Manchusi will lift an incense pot that activates a trap—all on the white rug will plunge into the 10' square pit it covers, falling 20' into a shallow pool where they will have to fight with the 4 Crocodiles he keeps down there, gifts from an Australian pirate. If the party lives or escapes, they must still pay 500 gold for each Crocodile they killed.

65) The mask of Miori

As you await your host, sitting cross-legged on the floor of his temple, you are brought tea and cakes by his Geisha. Her white face and calm demeanor are somehow alluring.

The Geisha secretly yearns for freedom. If she is given any indication that the party would prefer she join their crew, her eagerness will be only too visible to her man—the one the party has come to do business with—and he will challenge them to a duel to the death for her. If the Geisha is won she will prove to be a dedicated, cunning and rather unpredictable piratess. 'Miori' will not ask for any share of the treasure, as her freedom is treasure enough. She will only remove her mask of white face paint once the party has put to sea, and then provide them with her statistics of Handout 11.

LEGENDS OF THE ORIENT



SEAS OF SUNDURED HEAVENS: Nothing in the world strikes fear into the hearts of pirates like sailing in the seas off the Orient. These are easily the worst mapped, most feared, and most haunted shores in the world. Whether made so by the fears of sailors or not is anyone's guess, but whatever is the truth, these waters are found to be dark and dreaded by all who venture there.

66) The H.M.S. Friday*

This Encounter should be used only from the year 1713 onward.

Sailing these waters, you're so used to seeing the Chinese junks and their fanned sails like dragon-wings breaking the horizon, it is both refreshing and horrifying to see the pale, squared sails from a European vessel rise through the mist ahead. As they drag their hulking vessel from out of a ghostly beyond and into your world, you see that it is a large ship, possibly a merchantman.

The vessel is the 'H.M.S. Friday', an English ship with a history which may echo throughout the party's own crew. Have each Player Character roll an Intuition Check to hear a whisper . . .

Whispers Of The Crew

Roll	What a crew member fearfully says
12	"She set sail and was never seen again"
11	"That ship is captained by James Friday"
9-10	"That ship's keel was laid on a Friday"
7-8	"That ship's crew was hired on a Friday"
5-6	"Fridays are bad luck at sea"
3-4	"Jesus was crucified on a Friday"
1-2	"Eve tempted Adam on a Friday"

The H.M.S. Friday is currently abandoned, save for the ghost of its captain, James Friday, who is still at the helm. Anyone who steps aboard cannot leave—his deathly curse holds them there unless they can give him "One good reason why serving on Friday is an ill choice", as such a provision is in his articles. Any of the reasons from the chart above will work, but each Character must give him a different reason. Those who disembark are given 1 treasure as pay, rolled using the 'ship' column

on Table 81, again according to his articles. For just stepping aboard will, to Friday's supernatural eyes, appear as having served for many years.

67) Haunted cabin

Use this Encounter after the party has conquered a ship and are looking for loot.

You enter the captain's cabin, and find it to be a world unto itself. Exotic candles glow inside of beautiful cages of colorful stained Chinese glass, and for some reason the floor has been painted white. And, there's a bed as ornate as a Spanish galleon's sterncastle, though it is only seen by two people—the captain no doubt keeps all eyes away from here, for laying in the dusty blankets is the skeleton of a dead woman in a bride-gown and surrounded by treasure!

The captain hoards all treasure to appease the ghost of his dead wife—much to the anger of his crew—to keep her caged within her mortal bones. If still alive and questioned, the captain will claim that this skeleton speaks to him at night, and each year on the anniversary of her death—today—the morning mist flows into the cabin like the normal reek and heat the rest of the year, and the mists form her ghost. The captain and crew alike believe they were defeated due to the wishes of this ghost and want nothing to do either with the treasure nor those who claim it for themselves—no survivors at all will join the party's crew.

68) The Runners

There's a crowded junk approaching. A noose is clearly visible hanging from its bowsprit, and its crowded crew are all jeering and screaming war cries—there are so many on so small a ship it's like the mast is a tree growing with the fruit of yellow faces all crying out at you.

This ship's crew are known as the 'Runner's, since they just attack and run if outnumbered. This junk has 180 1st Level men aboard, running a full 12 cannon, and commanded by a Chinese Pirate Captain. They are ready . . . is the party?

LEGENDS OF THE ORIENT

69) Mysterious depths

The waters are calm today, almost glass. As the sun teases you with fleeting sights of land, both above and below the waves, beaches and reefs, Hell decides to compete with Heaven directly, as a wide area just beneath your ship starts glowing with powerful, golden light! This is no trick of a sun's angle, but a circular field all aglow a good twenty feet beneath your keel. All of the crew is transfixed, like looking into the serpent's eye, at once both terrified and fascinated.

This mysterious light will never reveal itself. However, those who touch the water over its glow will succumb to a strange effect. This will only be effective once against each individual.

Light Of The Depths

Roll	Effects of touching the water
12	Strange visions; 30-360 Experience Points
10-11	Nightmarish visions; +1 Intuition
7-9	Shocked; +1 Brawn but -1 Girth
6	Attacks random targets for 1-4 Rounds
4-5	Madness; -1 to all rolls for 1-12 days
2-3	Amnesia; -1 Wits
1	Endurance Check or die

70) Captain Dronnett

"Avast!" Not normally the lookout's call, it gets everyone to deck double-quick. Somehow a junk has come upon you, her crew aiming many large lantaka swivel-guns at you and screaming bloody murder! Their captain strides into full view. Clad in armor of red leather there is no mistaking him or his legacy: 'Dronnet', known as the 'Dragon', he somehow appears and disappears like one.

This Chinese junk is manned by 80 2nd Level men and runs 10 cannons. Captain Dronnett lairs in a cove the party just passed, which he knows very well for the outside sea's strange ability to cause men to be forgetful and sleepy, and it is in such temporary states of disorientation that he rides up behind them and 'materializes'. Dronnett is an infamous Pirate Captain of Level 6, and he wants the party's blood and treasure...

71) Sea of stone

These are strange seas. Islands appear and then vanish like the morning mist. Men of gilded skin mock the Heavens and sell magic at market. And now, the sea turns to stone! Ahead of you, no, all around you... the sea has turned to rock. It is no illusion. Somehow you have come into the lagoon of an island of rolling sand dunes as far as the eye can see.

The 'land' surrounding the party's ship is only pumice, spewing up from below as magma escapes the oceanbed. This 'land' is 18 leagues across, and only a few feet thick. Therefore, if anyone walks on it, he will punch through, and have to make a Searching Check each Round until he finds a way back to the ship or drowns—breaking back through the 'land' will not help him, as it will just close back together higher than his head can break the surface of the sea. If the party just waits, after a few hours, all the 'land' will begin to break apart. At the next port, men from the isle of Tonga will say they've seen that strange occurrence before, and explain it is the 'belly of the earth vomiting up and nothing more'.

72) Dangerous river

Use this Encounter when the party goes upriver in a longboat for any reason.

You feel as if you are leaving the living world and venturing into the outlands of some region inhabited by dead men. As you push sluggishly up the river, it's amazing how strong the current is, yet the water is as smooth as the sky. Dense jungle rises to either side, and shadowy figures stand beside the trees, almost tree-like themselves with their grass skirts and hats, watching you.

The river is home to giant Constrictor Snakes, one of which will rise around the boat and attack the party. Everyone must make an Intuition Check. Those who fail will be amongst those it randomly picks for its surprise attack, a free Round in which it automatically gains the Initiative and also gets a +3 bonus to its Attack Roll.

LEGENDS OF THE ORIENT

73) Prison of Shadows

A dark tower rises along the coast. Like a spiral rising out of the colorless Hell of the ocean it pierces the spray of the seacoast and doubles the height of the cliffs beside it. Glittering pinpoint of light up and down its sides speak of countless rooms aglow with life that never leaves it. There is a long, narrow bridge connecting the tower to the cliffs, and you see its rails adorned with old gibbets and skeletons hanging hundreds of feet above the surf.

The tower is the 'Prison of Shadows', one of many such strongholds throughout the world, keeps of secret magic created by China. Here, ghosts are allowed to come ashore and stay 'safe' in prison if they died out of superstitious fear, forestalling their judgment until a sailor comes to say if their dread was true or not, and thus if their death was just or not. Those who are dragged from the mainland into the tower are 'fed' to the spirits here, as their souls are devoured by the prisoners and then their bodies hung outside for the crows. Should anyone come here to do business, he will receive a fee of 500 gold to 'judge' a spirit, the terms provided as Handout 12. If he wipes his own blood on it, that contract will reveal writing otherwise unseen, which is provided as Handout 13. Either way, to accept the payment is to accept all the magical terms that apply to the 'case' he gets. The various ghosts that are currently 'up for review' are detailed below in the order each judge will meet them.

The first case is a pirate who killed his mate for cutting his nails at sea. The ghost is Italian. In ancient times, nails and hair were always given on land to Italy's goddess Proserpine—cutting nails or hair at sea angers Neptune, god of the sea, so the ghost was saving his crew from disaster. If judged as innocent, this ghost will incarnate into Ghoulish form and attack, unable to sate its bloodthirst.

The second case is a sailor who simply gazed shoreward, which his crew believed caused ill luck enough to sink their ship. If judged guilty, he will gaze at the Character, causing his living eyes to melt out of his skull unless he either can make a Luck Check or prays.

The third case is a Muslim thief who stole a single silver coin built into his ship's keel that was set there to ensure good luck. His particular faith has no provisions for luck so he did not see this as any wrongdoing. If judged guilty, this ghost will try to steal the Character's own luck, indeed trying to bite him, which will permanently cost him 1 Luck Point every time the ghost hits, but will be itself destroyed instantly when its 10 Defense Score is hit in any way.

The fourth case is a Chinaman's spirit who on his first voyage 'on account' (of piracy) met with so many storms that he, believing naked women a way to calm the seas, crucified a captive wench to make the ship's maidenhead, not realizing that is why wooden women with big breasts already serve as most ships' maidenheads. If judged innocent, he will come to inhabit the maidenhead aboard the judge's own vessel, his eyes constantly searching for storms, indeed causing all results of 'bad food', 'reefs' and 'Encounters' on a voyage to be storms that cannot be rounded. Once the maidenhead has been removed the spirit will be defeated.

The final case is a humble English captain, a practical man with one superstitious belief, that all feathers bring good luck. He stole the feathers of everyone aboard his ship and made himself a huge hat with them. He was killed by the quartermaster for this. If judged guilty, his flesh will melt away, and this Skeleton will attack his judge without any mercy. If his judge has a captain's hat or feathers in his possession, he will gain a +2 bonus to his Initiative Rolls in this fight, as the ghost will have the strong belief that the feathers deflect his blows.

TALES OF AUSTRALIA

Oye! Mate! Ye come seekin' adventure down under fer treasure? No worries. There be gold fer diggin', some wicked grog fer drinkin', an' men fer killin' what plenty, says I. Oye, I've heard me a tale or two 'bout the brutal paradise what be the Caribbean an' the myst'rious waters o' China, but I tells ya, ain't no paradise as brutal an' beautiful as the land we likes ta calls Australia...

PRISON PARADISE: Since most settlements in this region were founded as prison colonies, they're almost globally named 'rusted gateways to prison paradise'. Indeed, these rough-and-tumble towns are as violent and also as welcome as any in all the world, as prisoners, escapees and descendants of all the most decadent pirates enjoy harsh humor and a good fight. Sailors might literally cut their teeth if they're learning the trade of piracy in these ports.

74) Captains contest

If there is a Player Character in charge of the ship (rather than an NPC), when reading this narrative aloud, replace 'CAPTAIN' with the name and title of the PC who is in command.

The tavern is full of bodies and beers tonight. As several crews mix stories and drinks, there is a general clamor that defies explanation, like an epic battle without any casualties, only comedies. In the midst of all of this, the locals call out your own 'CAPTAIN', along with a good number of other captains. Everyone is to put a hundred gold in the center of the table, and drink shots poured from the same jug, until only one is left conscious. As the innkeeper brings over the jug, which is the size of a barrel, he happily says "Strongest liver gets richer tonight!"

The other four captains have Girth Scores of 6, 8, 9 and 10 respectively. If anyone who is not a captain wishes to be in this game, he can, but only if he first 'earns what he hasn't yet earned', indeed giving all the captains an edge by drinking enough shots to lower his own Girth Score by 3 for the duration of this contest. To the winner and only conscious Character goes the complete pile of gold on the table.

75) Pirate opera

The old churchyard has been converted into some sort of theater, where a crude deck allows sailors to sing opera—badly. The drunken revelry in the 'audience' is a show in itself, the swarthy crews gathered like sharks but as delighted as children. They straddle overturned pews and clack bottles and mugs together while they spill on to and off of the stage.

Anybody can go on stage so long as he sing. The ongoing drunken stupor has come to accept singing only. Anything else will be met with brute force removal of the 'performer'—there are always dozens and sometimes hundreds of pirates here. To sing well enough to avoid the same removal, one must make a Charisma Check. To succeed will not only avoid violence, but also add one Value to the town for recruiting purposes. This can succeed only once for each Character.

76) Thorn in your side

As a majority of the crew enjoys themselves this night in the spacious tavern, one of them is just causing no end of problems. Even from a distant glance you recognize him—Thorn—always being a problem, especially when drunk. Tonight, he's mangling his language in a feigned stupor so he can work in countless insults to his shipmates.

'Thorn' is inserting a 'p' before every possible word, such as speaking in 'Penglish' and 'pwinning' his friends' souls. His excuse is that he's drunk but clearly this is a ruse—he is sober enough to know what he's doing, and he's trying to justify insulting as many people as possible as often as possible. It is only a matter of 3 Rounds before the crew kills him, and when they do, it will begin a brawl that, seeing some come to his defense, will reduce the crew's size by 10 men and Morale by 1-6. If any Character intervenes, he might save this situation either by rendering Thorn unconscious without this action being known (however that might be done), or challenging this Crewman straight up to a fight without weapons, and knock him out that way.

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77) Church at the edge of the map

Just outside town, a gothic church has been built in the sea . . . a long enough look and the words of local fishermen passing by tells the tale: The church was built on a sandbar, which eventually sank down a few feet, allowing the tide to flow in and out of the chapel. So there it still stands, waves obscuring its steps and floor. Locals take boats and brave the ever-present school of sharks to get to Sunday mass. Makes one wonder—with people that daring, why do they **need** a God?

Should anyone in the party go to mass here, the priest, standing on the raised dais with sharks surrounding him, will calmly ask the Character(s) to do God a favor, indeed to carry out a mission for him. This errand can be whatever you need to move your adventure in the direction that it needs.

78) Taverne brawl

Walking by a taverne, you can easily tell that it is in the midst of a brawl. The lights are all out and, glancing through the door, you see naught but a stormcloud of combat with lighting knives flashing, and hear nothing except the thunder of unseen pistol blasts. Moments later a body is just dumped outside by two men who run right back inside. The dead man is a priest.

Anyone who wants to enter this brawl is free to do so. Inside the dark taverne there are 34 total Crewman to choose from. Like being engaged in a mass melee, one simply chooses his total number of enemies and then fights them in regular Rounds. The weapon each Crewman uses (still with his +1 bonus) should be determined at random.

Weapons In The Brawl

Roll	Weapon used	Base Damage
12	Cutlass	8
11	Pistol	7
9-10	Longsword	6
8	Machete	5
5-7	Dagger	4
4	Chain	3
1-3	Club	2

79) The Friendly Pub

Inside this taverne, it seems that both locals and sailors regularly fight for sport. Even now, three separate brawls cause the tables and tankards to rumble, but nobody seems to care. You quickly learn from the old geezers at the bar that all this fighting actually discourages real brawls and true danger; “Bruises be better than meetin’ Almighty God”, says one. The innkeeper, bringing over an enormous, boiling pot of stew, explains it better; “Let ‘em work off their steam rather than lettin’ it boil over an’ blow. That’s why we call it ‘ere the Friendly Pub”.

Many things can happen at the Friendly Pub, depending on one’s presence. Indeed, even as they enter, the various Characters in the party will be sized up by the rest of the bar, and challenged or welcomed depending on their statistics.

The highest Brawn will be challenged right up to a good ol’ fistfight. This Crewman will not use any weapons, nor will the Character unless he will be comfortable fighting the entire bar with them. In the fistfight, all results of death shall only equal unconsciousness, and all loss of limbs will only be broken bones that take 4-6 weeks to heal (roll a single dice, with ‘1-4’ being 6 weeks, ‘5-8’ being 5 weeks, and ‘9-12’ being 4 weeks).

The highest Girth will be called to a table by the 4 pirates who are seated there and challenged to a drinking contest. Their respective Girth Scores are 5, 6, 6 and 8. They are already a bit buzzed, and thus their assessment of their ability to win is somewhat flawed. The money wagered on all this will only be 5 gold from each of the sailors—they are already almost broke due to drinking.

The highest Charisma will immediately capture the attention of all the women here, which will be more than enough sparks to ignite the tempers of their men. In this case, 5 women will flock around the individual, offering all kinds of pleasure, but if does not immediately send them all away, he will have to deal with all 5 Crewmen, who will fight to the brutal death in this one. Even if someone sends away most of the women but not all, still will all 5 guys ‘stick up for each other’ and fight the charismatic guy as a group.

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HELL ON EARTH: The 'outback'. That's what the locals call the wilderness of this land. It's Hell on earth for all but the few who know its ways or can quickly adapt to them. Most underestimate the sheer size of the Australian wilderness, and find all attempts at 'just over the next hill' or 'just until a water hole appears' to lead them to dehydration, or death in the jaws or coils of the countless beasts to whom the desert-jungle Hell is home. It is as if this continent were reserved for the designs of the devil himself, and this is his Eden, beautiful in an unearthly way, dry, naked, barren, but ever with a promise of hidden life. It is at once both magical and dangerously alluring, like the mirage of a fair woman barely covering the skeleton that wants to rape whoever is brave enough to embrace her.

80) Shallow river

You've reached the sandy banks of a river, calm and clear, like a road of glass leading to Heaven from out here in the bush. It's more like a pond, a long and narrow pond, rather than a river. It's also shallow too, or so you can tell from all the reeds and rocks rising midstream.

Lurking in the shallows of the river less than an arm's length from dry ground is a crocodile, so still it makes nary a ripple or bubble, and it will attack the first individual to so much as touch the water. The river itself is only 3' deep.

81) Heat stroke

This dry jungle of the outback is maddening. It's like a jungle to the eyes, yet the trees are spread so thin they seem somehow dead, and water is as distant to thought as dreams of heaven—ever an unachievable, madness-driving desire.

The party is in danger of getting heat stroke. If they stop and rest, even for a short while, they will be fine and suffer no penalty to their distance traveled this day. However, if they go on without a break (even if they have water to spare), they'll have to make an Endurance Check, or suffer great exhaustion and lose an entire day's travel. Worse, if they do **not** have water, they must make their

Endurance Check **and** rest to simply lose a day's travel, and if they fail that Check or go on with no rest and then fail the required Check at -3 they will die. It is easy to push one's self to the point of death and not realize it, given the tricks that this deceptive land plays on one's thoughts.

82) Cliff

The endless outback is broken by a cliff. From where you stand, it is a sheer drop a good sixty feet to the tangled, bone-like branches below. In the distance, the hazy horizon teases you with an endless river shimmering under the sun like the moat of Heaven.

The cliff is only 40' down, the distance simply deceiving for once in a good way. However, these rocks are home to many poisonous snakes, and so climbing down stands a chance of awakening one. This chance depends on the way one descends the cliff; 1 in 6 for going down a rope, and 3 in 6 if one is climbing hands-and-feet. Once awoken, any snake will be a viper with level 2 poison and +3 to all its Initiative Rolls as it strikes out from its nest in the rocks.

83) Cave of mysteries

The blistering desert heat causes you to rain with sweat, but soon your skin is as dry as the lands themselves. Dreaming of any shelter, you see an uneven cliff ahead, and therein, a cave. Almost zombie-like you are drawn into it, and find it to be an oasis of shadow.

A search of this cave (this roll made with a +2 bonus) might find strange paintings on the wall, as depicted in weird lines. What these strange and vague symbols mean is different for everybody that looks on them. Aborigines (natives) believe these paintings to be spiritual, that one looks on them to help find his way to better being. Just what pirates will see in them is unknown. Indeed, anyone who studies them will soon experience a unavoidable and powerful spiritual (and possibly even physical) transformation, based on his Character Class. This experience happens only once to each individual.

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Transformation Of A Buccaneer

Roll	Effect	XP
11-12	+1 to all Slow Death rolls	300
10	Select new Skill for Suggested	100
8-9	+1 to next Slow Death roll	200
7	Inspiration; +1 Level Religion	100
5-6	No effect	100
2-4	Fear; -1 Wits	200
1	Hits self with primary weapon	300

Transformation Of A Coasta Guarda

Roll	Effect	XP
10-12	Anger; +1 'Luck'	100
6-9	Resolve; 1 Level in Religion	200
1-5	Doubt; -1 Charisma	300

Transformation Of A Gentleman

Roll	Effect	XP
10-12	Faith; +1 Luck	100
8-9	Select new Skill for Suggested	200
4-7	No effect	200
1-3	Becomes ill; level 1 poison	100

Transformation Of A Huguenot

Roll	Effect	XP
10-12	Fasting encouraged; +1 Agility	300
8-9	Enlightenment; +1 Intuition	200
4-7	No effect	100
3	Confusion; -1 Level to Dutch	100
1-2	Fear; -1 Intuition	100

Transformation Of A Madman

Roll	Effect	XP
11-12	God speaks to him; +1 Luck	300
9-10	Fasting encouraged; +1 Wits	100
8	+1 to next Slow Death roll	200
7	Confusion; 1 Level in Religion	200
5-6	Eats dry guano; level 1 poison	300
3-4	Attacks everyone for 6 Rounds	100
1-2	Hits self with primary weapon	300

Transformation Of A Musketeer

Roll	Effect	XP
11-12	+1 to next Slow Death roll	200
8-10	Blessed; +1 to next roll	100
5-7	No effect	100
1-4	Doubt; -1 Agility	200

Transformation Of A Priest

Roll	Effect	XP
12	+1 to all Slow Death rolls	100
10-11	Faith; +1 Luck	100
9	Fasting encouraged; +1 Girth	200
5-8	Illumination; +1 Level Religion	200
4	Confusion; -1 Level to English	200
3	Doubt; -1 Luck	300
1-2	Hits self with primary weapon	300

Transformation Of A Rogue

Roll	Effect	XP
12	Insight; +1 Agility	200
10-11	Select new Skill for Suggested	300
9	Insight; +1 to Skill of choice	200
4-8	No effect	100
3	Becomes ill; level 1 poison	100
1-2	Fear; -1 Agility	100

Transformation Of A Sailor

Roll	Effect	XP
10-12	Faith; +1 to Ability of choice	200
8-9	Select new Skill for Suggested	100
4-7	Inspiration; +1 Level Religion	300
1-3	Fear; -1 Wits	100

Transformation Of A Scourge

Roll	Effect	XP
9-12	Obsession; +1 Endurance	300
7-8	No effect	100
4-6	Hits self with primary weapon	300
1-3	-1 to all Slow Death rolls	100

Transformation Of A Sea Hawk

Roll	Effect	XP
10-12	Resolve; +1 Luck	300
4-9	No effect	200
1-3	Doubt; -1 Intuition	100

Transformation Of A Swashbuckler

Roll	Effect	XP
12	+1 to all Slow Death rolls	200
9-11	Confidence; +1 Luck	300
7-8	Select new Skill for Suggested	100
5-6	No effect	200
2-4	Doubt; -1 Agility	100
1	Doubt; -1 Luck	300

TALES OF AUSTRALIA

SAILING DOWN UNDER: The waters on the edge of map are as haunted as any in the world. Sharks swarm around ships like the ghosts of all drowned men. Reefs rise just beneath the waves like the ramparts of sunken cities from an age of mystery unknown even to the ancient world. Those who dare travel these waters must be on guard at all times against all those whom they meet.

84) Buried . . . boxes

To use this Encounter, first have the party directed here by some obvious instructions, ending with the clue “Dig near the kangaroo tree”.

This tiny island can't be more than a quarter of a mile across. There are a few scant patches of tall grass, ripples of dried kelp, and a few trees. Yet there isn't anything else, not even the sound of the gulls, and the surf is strangely subdued. It's like an isle of the dead.

No Searching Check can help the party here. They must simply search by trial and error. What the ‘kangaroo’ tree turns out to be is a hollow tree stump, covered by the tall grass. If they dig it up, and then dig deeper, after 10 man-hours they will find 3 treasure-boxes. However, each of these are empty decoys. An additional 50 man-hours worth of digging will turn up another chest, filled with all that is listed upon the note on top of its pile, provided as Handout 14. The ‘Heart of the Sea’ it lists is actually a poem, found if the letter itself is soaked in seawater—new writing will appear on its same side, provided below and on Handout 15.

*Her heart, the sea, it's calling to me
Forever from over the waves
Her voice, it calls, echoes, entralls
Beyond the horizon and grave
My heart, on land, speaks with my hand
In vain tries to finish her verse
Her heart, the sea, it's calling to me
All time is a prison and curse*

This writing is the long lost verse sought after by a local governor. Work into the adventure that whatever official recently hired or soon will hire the party is searching for the ‘Heart of the Sea’.

85) Goliath's Fist

When reading aloud the following narrative, replace ‘VESSEL’ with the class (brigantine, junk, etc.) the party themselves are sailing aboard.

“Sailo ho!” The usual call brings the crew about, and they crowd on the railing like hogs around a trough. It's a pretty good sized ship you've come across, a ‘VESSEL’ about the same size as your own. Yet there is more rigging, and many more swivel-guns, and at least twice as many gunports. However, the latter remain closed, as if they are waiting to see what **you** do, giving you a chance perhaps, but chance for what? To surrender? Say prayers? Or perhaps become bold in attack? The man farthest astern makes out the vessel's name; “Goliath's Fist!” he calls aloud.

The ‘Goliath's Fist’ is indeed the same make of ship the party has, however, they have only 8 cannons—all the other gunports are mocked up and either empty or outright fake, no more than boards mounted on the side of the hull look as if closed. Even their swivel-guns are all fake (made of wood and painted convincingly). They're simply trying to intimidate the party into giving up without a fight. If the party's captain is an NPC, this is just what will happen. Otherwise, if the party leads a battle, the enemy will only have 30 1st Level men with which to fight back.

86) An airy dance into Hell

This Encounter provides adventure **after** someone has suffered a hanging. When reading this narrative aloud, replace ‘NAME’ with that of the victim.

All is darkness. And pain. ‘NAME’, you can be dead, maybe alive, but none-the-less you feel that movement is your fate. You are tossed around in the dark. Finally you awaken, surrounded by the damned—corpses whose features are barely able to be seen under a faint shaft of moonlight. Who knows what else lies in the depths of darkness?

The Character lies with dozens of other dead bodies in the cargo hold of a ship. They are being

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taken 10 miles out to sea where there is a small plague island (evacuated due to plague), and being hastily buried there. If he moves during the voyage he will have to deal with the 12 Crewman aboard. If he waits for the island, he needs only make an Endurance Check to survive, but upon awakening there, the diggers will believe him undead and flee without any battle, though these 3 Crewman shall indeed fight if he chases them as far as the beach and their longboat. If he patiently does nothing, he may not have to fight at all, though this will leave him with the difficulty of getting **off** the island . . .

87) Lucifer's Gale

Night in these waters is like sailing within some other world altogether. One can never get used to the strange appearance of the moon, upside-down in this underworld of Hollandia. The night is also prone to divulge strange secrets—the calls of nameless marine beasts, the feverish dreams of crewmen stoked by brain-fire, and ships like the one that now drifts in your wake . . .

The vessel, a man-o-war, is 'Lucifer's Gale', a mighty ship that is also not of this world. Lost in battle over a century ago, she roams the ocean for all time, ever in search of a way to win her fight. Her crew are all dead, and only blood stains over the decks and rigging tell tale of their fate, while the ship itself cannot sink by any means natural or unnatural. This ghost will pursue the party to any end, lowering Morale by 1-6 each night, until they fire upon it, and then it will return fire with its 25 cannons. Only until it has sunk a ship with a live crew aboard will it be content to leave the party alone. Indeed, even if they sink Lucifer's Gale, it will reappear the next night. At least one soul that was part of the crew who originally sighted this supernatural vessel must ride his own ship down in the bloody wake of broadside battle, and only once its mast has vanished beneath this living man will the Gale be calm, and Lucifer quiet his cannons. This ghost ship keeps no treasure aboard, however, if after its victory this vessel is somehow followed, it will sail 36 leagues due east, and then sink. On the nearest beach due east from that point lies all its earthly treasure, buried just above the tidal bar.

88) Tale of a pirate*

This Encounter should be used between the years of 1688 and 1713.

"Sail off the larboard quarter!" The sun setting in your faces, the crew gathers on the ship's left side to see what the devil is escaping the gates of heaven. Out of the red horizon she comes, an English vessel by her make and flag, some sort of galleon.

This galleon is the 'Pride of Southampton', an English galleon of 220 1st Level men, 50 4th Level men, 30 cannons, and commanded by the famous explorer 'William Dampier'. Combing talent with a flair for villainy, this pirate is a naturalist, learning all about the animals and plants of these waters he charts for England, but remains a hard taskmaster. His crew is close to mutiny (Morale 4), and so he will play this meeting as coolly as possible. Given his reputation, Captain Dampier should be played with as much skullduggery as possible. Indeed, try to outwit the Players.

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Avast there! Ye've come ta the end o' the world. Yer beyond all maps, an' Davey Jones be waitin' at the last, says I. Keep a firm grasp on yer soul, as there be devils ahead. And mark well me words, matey; Dead men tell no tales . . .

BARS AND BROTHELS: When settlements are first established, when colonies appear on the edge of any map, they include piers and prostitutes, bars and brothels indeed. When exploring the strangely delightful worlds of waterfronts unknown to sailors' stories, one is almost sure to encounter strange and story-worthy things indeed. Just take a walk along docks where are moored the following possibilities.

89) The embrace of LaVey

This Encounter is most effectively used if the party either needs a Captain or would suffer a Captain to guide them somewhere they cannot find alone.

The town's only church is run-down and avoided by the populace, converted into a taverne strictly for men who worship the devil.

The bar's owner is 'LaVey', a Pirate Captain (Experience Level 6) greatly feared by locals. He masquerades as a Satanist, thus instilling fear in others, but in truth does not believe in the Devil any more than in God—the ritual is important, its theatrics—he believes like any pirate in amassing treasure. If the party can suffer the command of a 'Satanic Captain', he will lead them as needs be.

90) New World Taverne

This taverne is the courtyard of a Spanish fort, one that was never completed. The never-placed beams are now pillars, and newly cut doors have become tables. Lanterns hang at various heights from the makeshift beams, and the rain is kept out by a roof of spare sails. As you make your way through this court where drunks are lords and ladies are whores, the barkeeper warns you "Keep abreast o' them breasts, don't get caught between 'em or ye'll be laid up all night. Them ladies worked the toughest towns an' the roughest sailors 'fore comin' 'ere."

Should anyone indulge in the prostitutes, there will be three who will express a keen interest in them. Let each Character pick his precious peril, or simply suffer one of the uglier ones by Table 25.

The blonde is 'Minnie' from Madagascar, and she likes to gamble. If her client can outlast her in bed, she's free. If not, she owns him for the night. This calls for an Endurance Check at a -2 penalty. If failed, she'll trade him for a fish dinner (he'll have been traded to wash dishes at the taverne).

The brunette is 'Tessie' from Java, and she is actually the wife of the party's NPC captain or, if they command their own vessel, wife to a different NPC Pirate Captain, who will challenge the Player Character to a duel to the death if he finds out. And he will indeed find out as he will come into the taverne looking for her. Ultimately, the fate of both pirate crews should hang in the balance.

The redhead is 'Hannah' from Singapore, who is rather ugly, bites when she kisses, and has such a thin nose it's almost inhuman. Her face remains covered by a veil, so her ugliness is only revealed once in bed. Her client must make an Endurance Check to avoid vomiting.

91) The Fairbanks

This Encounter plays best if the party needs a ship.

This taverne is a the gateway to a dock outside the normal harbor. The back porch overlooks the depths of a small cove, and a gangway from the bar runs down to a single ship that has remained at anchor for many years now.

The bar's owner, 'Captain Douglas', was once a great swashbuckler, but he has become old, and wants to see his vessel, the 'Fairbanks', given over to worthy men, indeed pirates worthy of great and memorable adventures. Therefore, everyone that so much as expresses interest in it he will challenge. Once someone is challenged, others will join in. Faced with this dilemma, Douglas'll rule that the first person to retrieve his flag from the top of the mizzenmast wins the ship. 9 other Pirate Crewmen will join in this. No weapons are allowed. Getting to the top requires 3 uninterrupted Agility Checks. The victor gains the ship detailed on Handout 16.

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WAVES AT WORLD'S END: There are many sandbars, beaches, and sun-baked headlands here at the edges of the maps. These narrow wastelands at the map's end, between the world known and the world unknown, are like a purgatory paradise, lost lands where time does not pass, where tales from both the living and the dead meet or wash ashore, where pirates like to lounge, take their time, drink their fill, and bury their treasures. The beaches and sandbars are the line that draws the world's end.

92) Coconut grenades

A wrecked ship in the shallows has been turned into some sort of house, or a shoppe. The closer you come, the more it looks like a store. Ragged sails are rigged above decks like an open-store's awning, and supplies are stacked like wares in a New World market.

The ship ran aground, and the sole survivor is living well off the supplies. He finds food, water, and even his wares inland—while he still has some normal ship's provisions (penalty of -5 to the odds of their being available), he has no end of coconut grenades. Telling tale of a Caribbean vessel named 'The Iron Coconut', he's taken their idea and gone into business with it. For since coconuts are much cheaper than iron balls, he makes bombs out of them. They each cost 12 gold, weigh 5, but also stand a 1 in 12 chance for each one carried that they blow up if the one carrying them is hit with any blow of any degree.

93) Old longboat

The tall grass advances close to the surf. There, an old longboat is perched on the dunes, tied to a weathered oar thrust into the sand, now almost disintegrated from years of tides. A seagull lands on a nearby rock and squawks, as if it is trying to tell you something.

Buried directly beneath the oar is a seachest, filled with fool's gold. However, only a few feet below it is another seachest, this one filled with a real treasure, totaling 5 rolls on Table 81 using the 'others' column.

94) Ring of sharks

The beach branches out into a strange peninsula, a ring of rock and reef barely above the level of the tide. The sharp, jagged coral cutting the surf looks like the dorsal fins of sharks. In the center of the hellish lagoon is a tiny island, where trees hang with ropes and scraps of sails, the signs of an abandoned camp.

The island is 200' away from the reef at the narrowest point. The tidal pool is only 3' deep but swimming with reef sharks. However, they are not prone to attack anything—fear alone will hold the party back. If someone walks casually (which can only have a top speed of 10' per Round), he will be safe. But if he tries to swim (for the greater speed that swimming would allow), 1-12 of these sharks will attack each individual who splashes so chaotically, but only for the first Round, and then again when that prey tries to leave.

95) Mock trial

As the crew lounges on the beach, many of the more sober ones are having a mock trial, staged not only for entertainment, but for practice in the event anyone has to stand in real defense. As all the normal motions are clumsily carried out, the crew seems to enjoy themselves. Now however, the man 'on trial' is showing every sign that is a danger in these games—he's starting to think his crewmates' jabs and jests are real—he holds out a grenade, and with the fuse alit. Everyone holds their breath...

The man has indeed gone crazy, and believes the threatened punishments will actually be carried out. He will throw the grenade on the next Round, in a random direction—if any Player Characters get involved, they must pick a number between 1-12, and that is the direction the grenade will come in, their direction indeed, before the inevitable battle is begun. The explosion needs no Attack Roll, as the madman is not concerned with his own safety (his number is '12', and may suffer his own blow too). He has no more grenades, just the normal cutlass and pistol, which he will use to fight to the death!

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OCEAN OF THE UNKNOWN: The Pacific, the great ocean, the end of the world. Whatever name pirates give to this realm of incredible adventure, it will doubtless fail to include whatever terror shall ultimately claim them dare they sail into it. For in all the world there is no more dangerous, no more unpredictable, no more mysterious place than the open seas of the unknown at world's end...

96) The tale of Admiral Grajales

The party's vessel will be attacked this day by the 'Cañón de Oro' (or the 'Golden Cannon'), a large man-o-war flying Spanish colors. Her captain is the notorious 'Admiral Juan Grajales', a Pirate Captain of Level 4 who commands from the safety of his aft-deck with 8 bodyguards, all 4th Level, all of whom must be killed before their commander is to be in any danger. In broadside battle, the 180 3rd Level crew will make full use of their vessel's 35 cannons to destroy the party. If the party loses, the Player Characters and surrendering crew will be captured, and given the following scenario...

You are lined up on deck, bound by both wrist and ankle in a chain-gang, as the Spanish boson paces up and down before you. Finally, the real commander approaches, and asks you as a whole if you can sail under the command of a Spaniard with no heart and no soul.

Each Character is free to choose for himself. If they join this new vessel, there is one standing order—no small prizes—Admiral Juan Grajales will not have blood spilled over any vessels of 3 Value or less (if the party's vessel was such a small size then he attacked because he had information that they had a great treasure hidden aboard, whether in the end this was true or false). Indeed, Grajales is not disposed to loss of life over anything that can easily be purchased in port. He will prove to be a fair but strange figure, valuing life yet all the time reminding others that he does not truly live. This is because he is bitter, heartbroken, and feels that his innocence was thrown away needlessly, and so he will not have this fate brought down upon any others, not even his king's enemies.

97) The krakken

This Encounter is best used if there has been some prior warning, rumor or tales told of this monster, well before the party finally runs afoul of it.

The ship jolts beneath you. It's as though you've struck a reef, and yet the waters are a deep blue and not the green or brown any coral or sandbar would suggest. Then, titanic tentacles erupt from the sea, rising like giant trees all around the hull to match the height of the masts! The crew runs amok, screaming, crying out "Dragon!", "Devil!", and "Davey Jones!" amongst many others.

The krakken is upon the party's ship. There is no outrunning it—the crew must fight. While there are many creatures named 'krakken' by sailors the world over, this particular monster has 6 tentacles, and fights with the following statistics. Note that the number of tentacles that have been lost is the **bonus** the monster gets to its Initiative Rolls, for it becomes more frenzied and angry.

Each tentacle gets its own attack each Round, has DS 13, Survival 15, and attacks at +6 with a Base Damage of 10. Those it kills it crushes, and then drops in the water, intending to feed on them later. It chooses random targets each Round, with a 1 in 6 chance that it chooses a Player Character, otherwise it goes after NPC crewmen. When any tentacle is 'killed', it sinks back into the water, but on its next Turn, the krakken might attack the ship itself—the total number of **remaining** tentacles is the chance in 6 that it does not attack the ship—if it targets the vessel, it slams down upon it for an automatic 10-120 Hull Points for each tentacle that it has left (this Damage should be rolled separately for each individual tentacle blow).

Cannons used to fight the krakken are a very difficult tactic. Given the thrashing of the tentacles, there is little chance they will line up with a gun long enough to be aimed and fired. Consequently, a single cannon has -6 penalty to its Attack Roll, but it will do 10 Base Damage in this situation.

Swivel-guns suffer the same circumstances as cannons, except that they have only a -2 penalty to their Attack Roll and do only 8 Base Damage.

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Explosives will not be a target of any tentacle unless there is human prey with them, therefore at least one person must be willing to risk exploding with whatever bundle-of-boom he is attracting the krakken to. He can attempt a Saving Throw versus 'explosions' if he forfeits all other rolls that might otherwise save him, including the normal Girth roll to resist the Damage outright.

Hiding is never going to work. However the krakken senses its prey, it is not by sight, and its tentacles will bust through masts and the ship hull itself to coil around its victims if needs be.

Faith might have some effect of the krakken. One's Religion Skill is his chance in 12 of making **all** the monster's tentacles recoil, causing them to suffer a penalty of -2 to their next Initiative Roll, regardless of how many Characters present faith. However, if they do not recoil, they both gain +1 the next Initiative Roll and will include the faithful individual as their first choice of attack.

98) Master Crowe

The sea is a dead calm. The blistering sun preys upon every crewman as if invisible ghosts are at work tearing their minds to pieces, spilling the blood of hope down to stain their skin with the red it is becoming. In the midst of this Hell, the lookout sights a ship. A few miles off, its sails are reefed, as if having given up to the fates of these endless seas. Yet then you see materializing in the golden gleam of the sun on the sea that a longboat is approaching, its captain proudly erect, stern and commanding in defiance of the heat.

The longboat can be rowed faster than either vessel can sail. The captain of the distant ship, an English explorer named 'James Crowe', has chosen to risk coming to the party's vessel to trade in all manner of supplies the other needs. Whatever the party has, Crowe does not, and visa-versa. If any sort of battle or bargain is made, Crowe's vessel is provided as Handout 17. While Crowe himself will not engage in piracy, he is not foolish enough to refuse an alliance against any common enemy (he has a letter of marque, even if he is loathe to use it, being an explorer first and foremost). The winds shall return after 3 days.

99) South seas storm

The wind begins to pick up. The crew begins to batten everything down even before the order to do so is spoken. Before you know it, the sea is rising high on either side of the ship, swells the height of the aft-deck come rolling at you, and waves roar over the midships. It is a south seas storm, the sort known better in myth for few are fortunate enough to survive them. Such tempests are at once both unpredictable and merciless, like nowhere else in the world!

Each Character must decide where he is going to be during the roughest part of the storm—each place aboard ship holds a different peril. After all have made their choice, roll the Damage for this unavoidable storm of 9 Magnitude, but do not give the results yet—wait until everyone has found out their own individual fates before revealing the fate of the vessel itself.

Below decks requires an Agility Check or take blows totaling 4 Base Damage from all the rocking around and having things slam into one's self.

The bilges will have parts of the hull break open, and all near it will suffer 1 Base Damage, and must also make a Brawn Check or else get sucked out through the hole into the open sea.

The captain's cabin will have its windows be blown out, showering all in the cabin with glass, causing all there a blow of 3 Base Damage (this should be rolled anew for each individual).

The masts or rigging requires a Brawn Check to hold on, and if successful suffer nothing at all, but if failed be blown out to sea beyond hope.

The forecastle will be hit with such swells of dark water that all there must make an Endurance Check or swallow enough to drown.

The maidenhead will be the same as being on the forecastle, except with a bonus of +1 to one's Endurance Check, rising quicker out of the water.

Anywhere else will have to trust to simply to fate, indeed to make a Luck Check to avoid being lost somehow, whether that is being swept out to sea, left unconscious and so eventually lost in the waves, killed by any number of objects sent flying about, etc.

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100) The Flying Dutchman

This ship may meet the party many times over. Thusly, this Encounter can be used more than just once. Indeed, after the first sighting, the death of any Player Character gives the Dutchman the right to appear to them once more . . .

From out of the storm, her sails swelled with the wrath of the tempest she comes, riding a gale as she has so many times before, the legendary ship that never reaches port and never meets her end, 'The Flying Dutchman'.

The ghost ship earns well her name, flying above the waves, and against the wind, sails as red as the blood of her lost crew, damned and doomed never to return to the land of the living. Indeed, the living are doomed to meet them. The vessel rides the waves of the storm-wind on the invisible seas of years long gone. It is a ship, indeed a world unto itself, forgotten by time, no, never known to time.

The tales of the Dutchman are many, and all strike horror into sailors the world over. Sighting her is certain doom. Some stories build in rumor and fear like gathering winds, others strike like lightning out of a clear thought, and still others drown thoughts like rain and rot away hopes like a galleon's hull, but all build up the tempest of terror that ultimately claims all who are doomed to cross paths with her.

Now she flies before you, above the sea, her ragged heaving sails against the wind, her rotten hull the darkness that is the eye of the storm. The phantom clouds swirl around her sleek hull. The lightning tethers her as the chains that moor a mortal ship in port. She is bound for eternity to this fate, and now, so are you . . .

The Flying Dutchman. The name alone evokes fear and fascination. But, what is the truth of this ghost ship? Perhaps there are so many diverse tales because there are many different truths or realities. This ghost ship defies life, time, and space. Thus are the following scenarios offered, to be rolled or selected at your discretion, and they may change when the Dutchman is encountered anew, for just as a ship may change flags, it can change fates.

Roll once to determine the true tale that gave shape to this ghost ship.

History Of The Flying Dutchman

Roll	The true tale of the ghost ship
10-12	The tale of Bernard Fokke
8-9	The tale of Philip Vanderdekken
6-7	The plague ship
5	The murderous captain
4	The lost ship
2-3	The tale of Davey Jones
1	The devil's privateer

The tale of Bernard Fokke is that in the 17th Century, Dutch captain Bernard Fokke made such great speed between Holland and Indonesia that he was believed to have sold his soul to the devil, and to prove he did not, he made a second voyage in which, determined to best his earlier record, he met an unknown end, thus making the prophecy of his selling his soul self-fulfilling.

The tale of Philip Vanderdekken is that in the year 1680 the Dutch captain Philip Vanderekken, stopped by the storms off the Cape of Good Hope, swore a curse against God, vowing to round the Cape even if it took him until Judgment Day, and so he is still trying.

The plague ship is that a crew caught plague and was thus was forbidden to enter any harbor, and when they all died aboard, it created a ghost ship doomed never to reach port.

The murderous captain is that a captain killed all of his crew, and became doomed to sail the seas for eternity, ever dependent on a crew like the one which he murdered, thus he covets souls rather than treasure.

The lost ship is that of a pirate vessel which, so heavily laden with their ill-gotten gains, feared so much to enter any harbor that they became lost at sea, and are still out there, unable to find land, plundering ships until Judgment Day.

The tale of Davey Jones is that the legendary spirit of the ocean depths uses this vessel as his personal pirate ship.

The devil's privateer is that the ghost ship is, or was, a vessel captured by devils and now used to ferry evil spirits out of the netherworld and into the realm of the living.

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Roll continuously to determine the ‘articles’ of this ghost ship, indeed the curses which effect all who board it, ceasing to roll only once a duplicate result has occurred.

Curses Of The Flying Dutchman

Roll	The articles of the ghost ship
11-12	Never to reach port
10	Eye of the storm
9	Captain’s bondage 7
7-8	Replacement
6	Captain’s bondage 10
5	Captain’s bondage 13
3-4	Treasury of souls
2	Captain’s bondage 100
1	Slaves of the Lost Abyss

Never to reach port is that the ghost ship is doomed to sail for eternity, and thus, those who come aboard will eventually starve, since the dead have no need to keep provisions, and no fish or other sea-life will dare come close enough to the ghost ship to be caught.

Eye of the storm is that those who look into the eye of a storm will see it, thus it can return without a Player Character’s death, simply if one who has seen it before sails through a storm rather than rounding it, the chance of its appearance the storm’s Magnitude in 12, but if it is not sighted, then the storm will do no Damage to the vessel in any way.

Captain’s bondage is that the ghostly captain cannot leave the vessel or return to shore but once every 7, 10, 13, or 100 years, depending on what is rolled, and as such holds all others there or, at best, allows them leave for a certain number of days to accomplish his business on land, and those who fail to return to the ship in time simply die due to the curse.

Replacement is that no sailor aboard this ghost ship can rest until another sailor takes its place, so the dead will savagely attack all living souls who dare come on board, these spirits trying to be the first to claim a victim so that he by right becomes bound to the ship in the afterlife and his slayer’s spirit goes free—there will be 1-6 Ghosts for each Character who comes aboard, with all NPCs being automatically slain.

Treasury of souls is that the captain covets or collects spirits rather than gold or other treasures of the earth, the years of service of those bound to his vessel all that he will consider currency in any manner of trade or wager, and those that are indebted to his ghost ship must remain aboard until their debt is paid, most often long after they have died a mortal death, leaving nothing behind save a corpse while they try to find the way into Heaven or some other afterlife.

Slaves of the Lost Abyss is that the Dutchman is itself not in command, but must do the bidding of a ship sunk long before it, a ghost ship to the ghost ship, ‘the Lost Abyss’ a vessel which never sailed the seas but was built in Hell and raids the world above through the efforts of the Dutchman, whose captain sold his soul to it, and therefore all trapped aboard can only raid where the Lost Abyss bids them, and can never find Heaven, and cannot ever leave . . . never!

Dutchman Ghost Crew

Group number: Any
Ability Scores: B1, A9, E12, G6, W4, I10, C2, L4
Defense Score: 11
Survival: 9
Attack Rolls: Longsword +1 / Cutlass -1
Base Damage: 6 / 6
Morale: 10*
Movement Rate: 210’
Treasure: -1*

Ghosts come in endless varieties, but all those that serve aboard the Flying Dutchman are unique. They are corporeal enough to be fought, and have enough memory of life to despise those that have it while they do not. They never eat, sleep or even drink, though they sometimes pretend to.

Officers such as the quartermaster, physician and cooper are less corporeal, or at least far less human in appearance, being either more cadaverous or more transparent than their crewmen, and as a result normal weapons cannot hinder them, leaving them vulnerable only to fire and exotic powers.

Captains aboard this ghost ship are many, and often appear differently to people throughout the Ages and even at the same time, the office one of title rather than a singular spirit, and like all their officers, they are invulnerable to normal weapons.

ADVENTURES OF THE PACIFIC



Roll three times to determine how this ghost ship can be defeated, taking the 'middlemost' result (the same basis as rolling a new Ability Score).

Destiny Of The Flying Dutchman

Roll	The way to defeat the ghost ship
12	A blessing
10-11	The judgment of war
9	Duel with the captain
6-8	The riddle of Davey Jones
5	Rounding the Cape of Good Hope
2-4	Captain's marriage
1	To kill the captain

A *blessing* is that one act which none of the ghost ship's current crew can do, but if any living Priest Classed Character simply blesses the vessel, it will indeed free its crew and captain, to live or go to the afterlife depending on their bodily state.

The judgment of war is that most mortal task for any vessel to fight the ghost ship in broadside battle, which is itself a frigate with 130 3rd Level crewmen running 30 cannons, gaining a +4 bonus to all Attack Rolls with cannons and +1 bonus to their Critical results on both Tables 43 and 44, a battle which must result in the ghost ship sinking to break its curse and rid one's earthly life of it.

Duel with the captain is that revelation of the ghost ship truly having its heart be the captain, to whom a duel can be challenged by someone who is already part of his crew, indeed dead, and if he fails is cast into Hell, but if he succeeds can free everyone aboard . . . that is until this undead ship finds a new heart, indeed a new captain and crew somewhere else in the vast realm of the open seas.

The riddle of Davey Jones is that verse which is known to all the crew, a haunting echo from a time so long ago it seems as myth, a riddle posed long ago by the sea phantom Davey Jones that is provided on Handout 18, which if answered wrong kills the one who dared speak it, but if any living crewman says aloud 'Ireland', he will dispel all powers of the ghost ship and free its spectral crew to rise up into Heaven or sink down into Hell, an accomplishment worth 60 Experience Points.

Rounding the Cape of Good Hope is that task which either the ghost ship itself or some earthly friend of its captain failed to accomplish, a task of not only distance, but difficulty, as fate thwarted the doomed for a reason, and defying her shall hit the would-be rounders with penalties; for the 100 leagues of the Cape they will have to roll daily voyages on Table 156 (not 157, 158 or 159), and with a -3 penalty, and results of '1', '6' and '7' resulting in a storm which cannot be rounded but must be sailed through, which should it 'sink' the ghost ship merely drown the living men on board, then witness the vessel rising back out of the sea.

Captain's marriage is that task none believe is ever to be done, to find a mortal woman who will full willing marry the captain, thereby setting all of the crew free, save for the captain himself, an act thus of total self-sacrifice which no NPC will be willing to do, but if a Player Character does it, the sacrifice will also free the captain and herself.

To kill the captain is that most unenviable of tasks, indeed to kill he who cannot be killed, but he may indeed by someone dies first—by making oneself part of the ghostly crew, he can then slay the captain as he would anyone else, however, he must do so without the captain's knowledge, or he will be subjected to that ghost's ultimate command of power over him and made to stand down, so if stealth or surprise are used, that first Round will be one's only chance.

Nectar of Egypt's Sun

Gunpowder Ale

The Myrrh of Merlin

Lucifer's Rum

Blood of Davey Jones

The Portsmouth Adventure

Captain: Major Alexander Hutton	Design: Frigate	Crew: 150
Flag: American	Hull Points: 500	Levels: 300
Speed: 14	Mounted cannon: 30	Morale: 30
Notes and Changes: _____	Reserve cannon: 10	Hold: 10000
	Men per cannon: 5	Cargo: 7300

The Portsmouth Adventure was originally commissioned as little more than a glorified merchant vessel to make a show of the East India Company's wealth and crafts, an oversized guardian to their tradefleets. However, she soon caught the eye of Rhode Island's merchant elite, the men with their fingers in both purses and politics, who 'gave' her the additional duty of privateering for America.

The Portsmouth Adventure is manned by 150 men, all well trained and experienced (all Level 2), for her captain would have nothing less. His own skills give them all +1 to their Attack Rolls and Initiative. Their Morale always remains neutral however, for as charismatic as any man can be, a Royal Navy captain is still not thinking with the crew's best interests at heart.

The Portsmouth Adventure is well stocked for both her commissioned war and her financed explorations. She has aboard 2 anchors, 4 longboats, 60 salvos of cannonballs, charts, spare sails, weapons for her entire crew, and food and water enough to last her 150 men for 200 days.

Five phantoms fighting Dutch trade.
Speak the number hidden as the
tide hides the tracks of those
who buried the treasure

and I will never again underestimate the devil's combination of crew lust and red-rum. Their bodies were consigned to the deep and the Isle of Virgin Demons marked with the black spot on all the charts.

October 3rd 7:20am

Galley cook Brandon McNeil served a new concoction of salmagundy. The crew enjoyed it despite the weevils in the floating bread chunks.

October 3rd 3:25pm

We sighted the Flying Dutchman. I know the legend as any sailor does but I believe we saw a different vessel. The crew call it the Dutchman by all accounts, but this vessel had no crew to haunt us, nor were its sails to be seen, and the Dutchman always flies fully clouded against the wind, it is said. I refer to this phantom as an 'it' and not a 'she', for no mortal vessel is it, neither built nor sunk by the hand of man. It came at us with a noose hanging for each member of our crew, and gave us just enough time to count them, and may the Heavens fall if a number of necks on our ship didn't match those ropes. Since then, the sharks have been in our wake. The crew believes they too are an equal count and advise dumping our off-record gold to placate the devils of the sea. I cannot risk the devils at the office any more than those of the sea and thus the treasure has been hidden. I'll show this only too superstitious lot the profit made by perseverance and courage.

October 5th 4:13pm

I am dumping all the gold I can. Along with the bodies of Mr. Garvin and Mr. Plake, perhaps this will lighten the load of guilt we all bear. If the crew is right, and the sharks come to equal our ill-gotten gains, then I can only hope paying the debt will satisfy them. Even were the Amity's timbers actually hewn from the burial ground of the American redskins, I cannot by God believe the sea would haunt us so, unless for our greed in the face of duty.

VORDIN the Blind Vulture

Brawn:	04	Nationality:	Indian	Age:	33
Agility:	10	Class:	Rogue	Born:	Untold
Endurance:	08	Experience Level:	4	Height:	5'8"
Girth:	06	Notoriety Level:	2	Weight:	120
Wits:	06	Defense Score:	12	Handed:	A
Intuition:	09	Carried Weight:	030	Move:	130'
Charisma:	03	Notes and Changes:	_____		
Luck:	04	_____			

The tales told by this dark-skinned rogue are clearly a disguise meant to fool even his friends, so why ask?

Vordin is as crafty as he is mysterious. Despite being blind in one eye, he somehow sees better than most other thieves, which he claims is because of a supernatural but all the same real 'second sight'. These same spirits are a favored explanation for his skills as a Rogue Class, such as noticing people pilfering him with an Intuition Check, fleeing a failed pilfering of his own with a Luck Check, and using his Experience Level to melt into the shadows. Given his raw Abilities, he gains +2 to all attacks, with a further +2 to missile attacks. Added to this is a very exceptional collection of 'supernatural' Skills, including all pistols (Level 2), 'torture' (Level 2), 'skulking' (Level 3), 'appraising' (Level 1), 'pilfering' (Level 3), and lastly the tongues of England, India and the Orient (all Level 2).

Vordin openly uses a saber (longsword) and a pistol, but all other equipment is hidden on him, including his lockpicks, compass, tinder and spyglass.

To His Imperial Majesty,

My compliments on your recent conquest of France by its Admiral Phillip LaFond. The swine deserved no better than the torture my crew heard news of even as far as England.

My great grandfather served in the great campaign of 1526 under your divine ancestor Prince Babur of Timurid. May the current Mughal Empire of India last until the end of days and beyond.

As a token of appreciation and an act of good will to ensure such longevity between our nations, I have prepared a golden idol to commemorate your vanquished enemy. I daresay you shall find it pleasing to the eyes, alas that is the extent of our wealth, though its skin shine it is no more of value within than the vile LaFond's own appeal being but skin deep.

Sir Thomas de Ville
February 20th, 1607

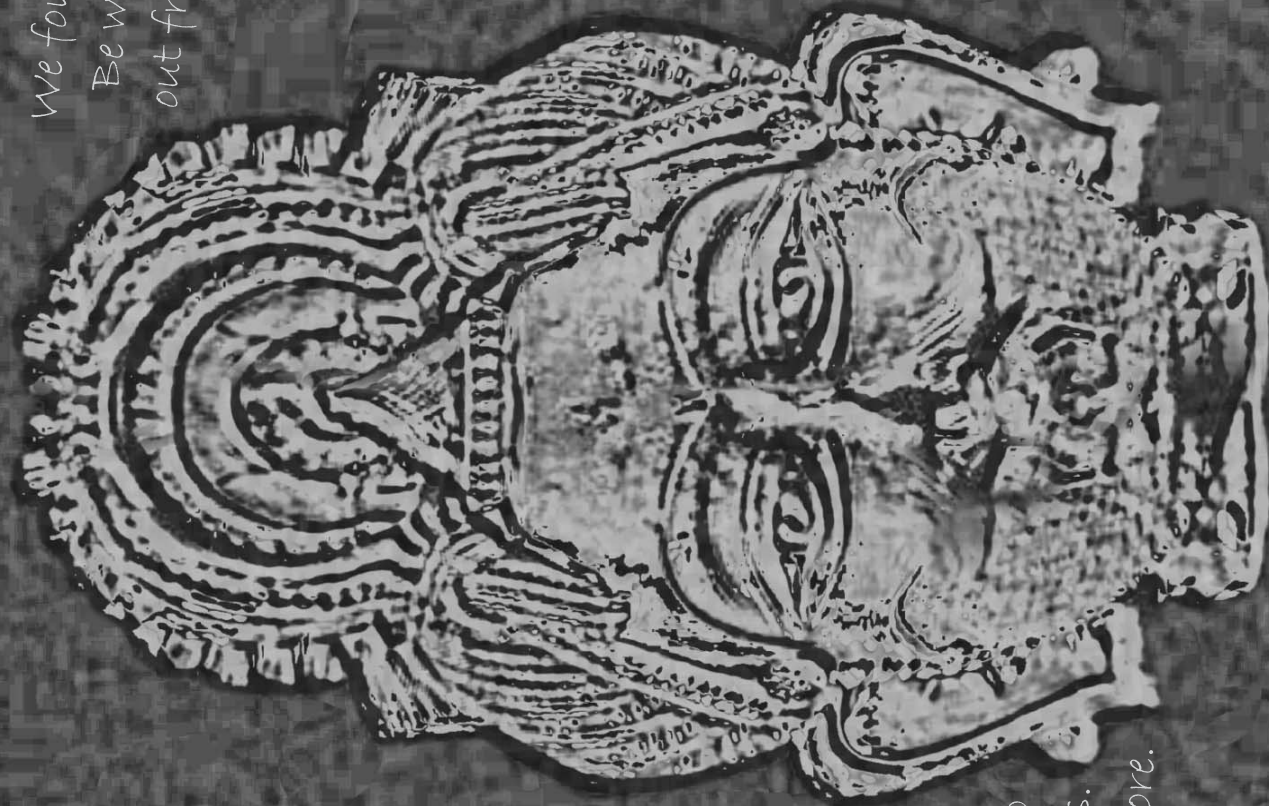
To His Imperial Majesty,

If the letter of my mentor, Sir Thomas deVille has not reached you, I fear for the swine that we were to present to you. May there be some mirth in its hollow heart and wooden soul as a reflection to the family of LaFond should a pyrate posses it and, like their slain Admiral, believe overmuch in the surface. Nonetheless I shall track this lost gift to the ends of maps and beyond in order to set things right. May its golden hide glitter among your trophies in better days. May the family of LaFond keep forever in the hearts of the true as a mirror to see the true intentions behind masks made of gold. And I trust to your gratitude at the last when this prize is delivered to you.

*Lord Michael Norrington
August 10th, 1607*

We found this passage June 6th.
Be wary of where the floor falls
out from beneath your feet.

June 6th
1481



Do not betray
the pathways
of Shiva

Convin
Belann
Gollis

Captain says we have to
watch for spikes and bats.
Boson fears spiders more.

Satake Kasumigarra

Brawn:	10	Nationality:	Japanese	Age:	35
Agility:	09	Class:	Scourge	Born:	Secret
Endurance:	10	Experience Level:	5	Height:	5'8"
Girth:	12	Notoriety Level:	8	Weight:	200
Wits:	08	Defense Score:	13	Handed:	R
Intuition:	08	Carried Weight:	020	Move:	090'
Charisma:	06	Notes and Changes:	_____		
Luck:	10	_____			

*X*oming from a long lineage of proud warriors, Satake both despises and emulates thieves, assassins and pirates, using their own weapons against them, seeking revenge in matters of battle fought centuries ago.

Satake's skills are focused on bloodshed. He has a +4 bonus to use his kusari-gama, as well as longswords and pistols. He is also very good at intimidation (+4), torture (+2 from sheer lust of pain), and the languages of both Chinamen, Englishmen, and Dutchmen (all +2 as he likes to know what their screams of agony mean).

Satake's main weapon is a 'kusari-gama', a large iron ball connected to a chain with a large sickle-like blade on the end. He often polishes his legend by claiming to have invented such weapons (or, at least, his ancestors did, so his name birthed the weapons, rather than the true way around). This weapon is statistically the same as a longsword, but penalizes Slow Death rolls by -1, as it makes wounds most aren't used to seeing, accepting, or treating. He also wears such thick clothing that it acts as armor.

The Pirate Ninja

Brawn:	05	Nationality:	Japanese	Age:	28
Agility:	12	Class:	Rogue	Born:	Secret
Endurance:	12	Experience Level:	8	Height:	5'4"
Girth:	12	Notoriety Level:	0	Weight:	080
Wits:	10	Defense Score:	15	Handed:	R
Intuition:	11	Carried Weight:	050	Move:	150'
Charisma:	08	Notes and Changes:	_____		
Luck:	06	_____			

History cannot answer the riddle of the Ninja, nor is any one of them going to divulge their secrets. Appearing the same as any other Oriental pirate, this man remains silent and does his job, unless speech is necessary.

The Pirate Ninja is a Rogue by anyone's standards, a thief and assassin, but also a lot more. His sharp senses and 'mystical forces' (he says) give him the normal skills of a rogue, as his 'craft' is so much more; He wields all katanas and longswords with +5 ability, all daggers and 'throwing stars' at +3, and nanchaku and clubs with +1. He is also a master of disguise (+4), skulking (+2) and lockpicking (+3). He is also a linguist of Level 2.

The Pirate Ninja keeps a variety of small weapons on him, but fights with his katana (a Japanese longsword). He carries 6 throwing stars (daggers), nanchaku (a club) and 10 powder-packs of level 5 poison. He also carries a thin 30' rope with a collapsible grapple and wears custom made gloves with spikes on them offering +3 to Climbing Checks. He also carries lockpicks.

Miori

Brawn:	02	Nationality:	Mixed	Age:	16
Agility:	06	Class:	Gentlewoman	Born:	Any
Endurance:	06	Experience Level:	0	Height:	5'2"
Girth:	08	Notoriety Level:	0	Weight:	060
Wits:	05	Defense Score:	09	Handed:	R
Intuition:	09	Carried Weight:	028	Move:	130'
Charisma:	06	Notes and Changes:	_____		
Luck:	05	_____			

Born and bred for service as a Geisha-girl, this young woman's soul always welled up with a calling to the sea and the strangers that visited from it, until the years 'in service' finally burned hot enough to melt her shackles.

Miori is both well schooled and quick to learn, giving her Level 1 ability with the cutlass and daggers. She has from her previous life Level 3 in sewing, Level 2 with all languages and thus a 'linguist', and Level 2 with politics. Her skills are only beginning however, and she will learn not only more trades but a new Class eventually.

Miori prefers to use a cutlass, an extension of the all too vicious spirit in her heart, born of many years being unappreciated in her service. She also carries a dagger in her boot and another knife hidden in her hair. Also well hidden amongst the ragged remains of her Geisha gown is a compass, lockpicks, parchment (10 sheets), inks and a pen. Her gold (currently 35) she rubs with a designed 'bad goldleaf', so coins become smooth 'fake disks', which she wears openly as 'bad jewelry'.

I, whose mark stains this paper as if with my own blood, commit my soul to the scales of Jones, that I may prove my conviction against fear by risking the very thing that I in turn will judge.

I agree to meet the ghost of a departed sailor in an unsanctified cell so that we may meet between worlds and on equal terms. I claim with God as my one or only witness that I will judge his doom with all the knowledge of Scriptures at my command and not in any basis of fear.

I understand that the ghost awaiting my judgement perished as a result of his superstition and that it is my sole duty to balance the scales of fate, be it with his soul or my own.

I further understand that for my services of seeing a single ghost of the Prison Of Shadows that on completion of the judgment I will be paid the price of five hundred gold from the country of my choice.

Mark here

I, whose mark stains this paper as if with my own blood, commit my soul to the scales of Jones, that I may prove my conviction against fear by risking the very thing that I in turn will judge.

I agree to meet the ghost of a departed sailor in an unsanctified cell so that we may meet between worlds and on equal terms. I claim with God as my one or only witness that I will judge his doom with all the knowledge of Scriptures at my command and not in any basis of fear. Beware for you may meet a fate worse than any I understand that the ghost awaiting my judgement perished as a result of his superstition and that it is my sole duty to balance the scales of fate, be it with his soul or my own.

I further understand that for my services of seeing a single ghost of the Prison Of Shadows that on completion of the judgment I will be paid the price of five hundred gold from the country of my choice.

Mark here

*To My Lord Chester Goldman, I bequeath
this Chest Of Values on the first day of the
month of April in the Year Of Our Lord
fourteen and six hundred and thousand. This
treasure box shall preserve unto His Lordship
barring the devilry of pyrates and demons that
dwell beneath this untamed land the following
cache of value:*

1800 Spanish pieces of eight

1200 Dutch ducats

1500 Dutch daalders

3 flint-lock pistols with shot and powder

3 jeweled daggers each weighed at 200 crowns

The skull of Pyrate 'Marduke' Hoswell

The teeth of Pyrate Samuel Decater

The Heart Of The Sea

To My Lord Chester Goldman, I bequeath
 this Chest Of Values on the first day of the
 month of April in the Year Of Our Lord
 fourteen and six hundred and thousand. This
 treasure box shall preserve unto His Lordship
 her heart, the sea, it's calling to me
 harrin' the devilry of pyrates and demons that
 dwell beneath this untamed land the following
 cache of value: Beyond the horizon and grave
 My heart, on land, speaks with my hand
 1800 In vain tries to finish her verse
 400 Dutch ducats
 Her heart, the sea, it's calling to me
 1500 Dutch daalders
 All time is a prison and curse
 3 flint-lock pistols with shot and powder
 3 jeweled daggers each weighed at 200 crowns
 The skull of Pyrate 'Marduke' Hoswell
 The teeth of Pyrate Samuel Decater
 The Heart Of The Sea

The Fairbanks

Captain:	Design: Privateer	Crew: 038
	Hull Points: 100	Levels: 038
	Mounted cannon: 10	Morale: 00
Flag: Pirate	Reserve cannon: 00	Hold: 3000
Speed: 20	Men per cannon: 3	Cargo: 0880
Notes and Changes:	_____	

The Fairbanks has seen many wars from many sides, flown many flags, and tasted the blood of many people on her decks. An early design of American invention, she is unique in every way, and even better than those ships 'improving' on her ways. Forgotten by navies, she remains as she has for over a century: A pirate's ship.

The Fairbanks has been crewed by many men, but in this day and age, only those who have a particular and powerful fondness for this vessel will return to serve in a crew capacity, 38 in all, middle-aged or older and thereby all Level 1. However, this particular crew knows this ship so well that, for every 10 of them still alive and aboard (rounded down), the vessel gains a +1 bonus to one kind of roll; boarding, cannon salvos, Initiative and even more cannon salvos, in that order.

The Fairbanks is kept seaworthy. She has stores from her tavern-berth totaling 450 days of food and drink, a spare anchor, a longboat, charts, a compass, and enough cannonshot and powder to make up 15 salvos.

The Lady Elizabeth

Captain: James Crowe	Design: Man-O-war	Crew: 128
	Hull Points: 526	Levels: 256
	Mounted cannon: 23	Morale: 20
Flag: English	Reserve cannon: 00	Hold: 10000
Speed: 12	Men per cannon: 4	Cargo: 2975
Notes and Changes: _____		

The Lady Elizabeth was built according to the designs of its captain, commissioned to round the Cape of Good Hope, but became lost both on maps and in duty, as a chase of foreign pirates led her into the vast Pacific.

The Lady Elizabeth is a proud ship with a tight-knit crew. Though daring the edges of the maps and the far side of the world, they believe in their captain and their mission. The 128 surviving crew are all well trained and disciplined (all are Level 2), though their endurance is in these days waning due to not having made port now in nearly a year. Under the command of their stern captain James Crowe, they receive +1 to their Attack Rolls.

The Lady Elizabeth put to sea with two years worth of provisions, though these are currently very depleted, as merely 8100 total days worth of food and water remain, and 11 salvos for their cannons, so they fight sparingly. The charts, compass and weapons are kept in the cabin of the captain. They have 2 longboats but hang one of them off the sterncastle for lack of use.

*Treasure of both pirates and the
kings that they flee from
The richest prize never claimed
ever in all the kingdom
Tales are told of it across both
the seas and the lands
The emerald I cannot hold at all
in my earthly hands*