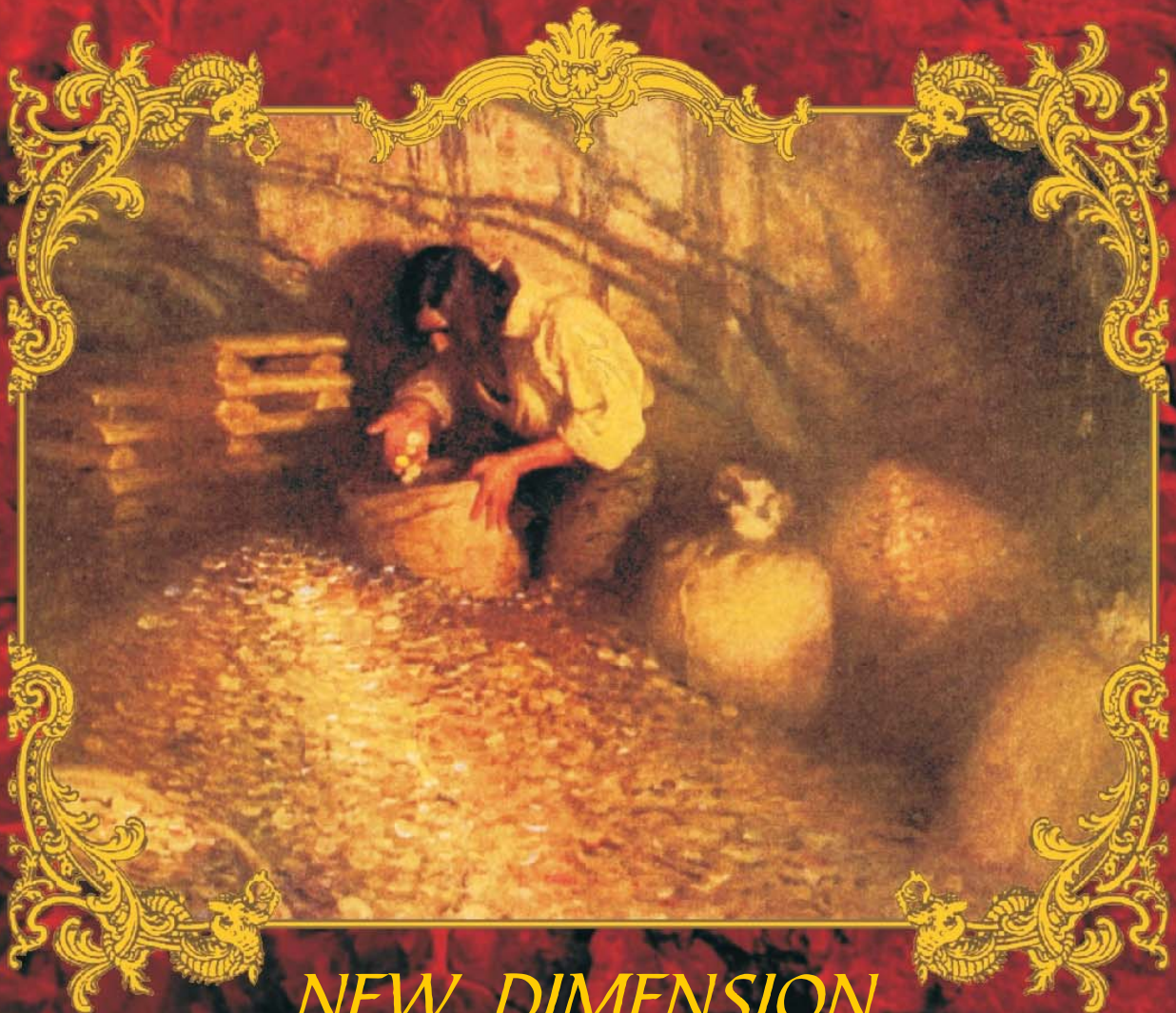


PIRATES

OF THE
FORBIDDEN GOLD

BY: MATT DEMILLE



NEW DIMENSION
GAMES

FOR R.L. STEVENSON,
the treasure hunter...

Credits

Designer: Matthew deMille

Cover: Unknown artist (historical picture)

Editing, Graphic Design, Typography: Matthew deMille

Producer: James deMille

PLANNING THE ADVENTURE



Ahoy, matey! There be riches fer the takin'! Ahhh, it be true, says I. There be many a ship a settin' sail fer the Caribbean, where there be silver ta buy the moon and gold ta match the sun and build a stairway ta heaven! The Spanish Main has seen a hundred years o' blood, red like from men as you and I, but gold and silver from the earth. It ain't belongin' ta anyone but God's willing!

PRONOUN NOTE: The male pronouns ('he', 'him', 'his') are used throughout this 'ere book. Though women may be bad luck at sea, they're right fine for this 'ere game, and we're not be tryin' to exclude 'em, nor even imply their exclusion. Centuries of use have made these 'ere pronouns neutral, and they're use provides for clear and concise written next—nothing else does.

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

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

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

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

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

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

Tales to be told: The Adventures in this book are presented in their chronological order. The first Adventure, 'The Dutchman's Secret' takes place in 1664. The second Adventure, 'Buccaneer Heroes', takes place in 1667. Finally, the third Adventure, 'Sable Sails', takes place in 1668.

Telling these tales: Each of these Adventures is about treasure, and everything revolves around that goal, for both the Player Characters and all the NPCs as well. Thus, when telling these stories, maintain greed, avarice and 'gold fever' as the driving force behind most (if not all) themes and actions. Certainly other motives and ideals such as love, patriotism and revenge can come into play, but they should never take precedence over wealth.

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

PLANNING THE ADVENTURE



1) Decisions

The Player who has the biggest doubts about what to do in the Adventure will have an awakening . . .

The wharfs are a lonely place. Even though there are multitudes of people about, you feel detached from their lot, aware of loftier things perhaps. Up ahead, you see the rotting corpse of a man in an iron cage, hanging from the gallows, a common punishment in these parts for petty thieves. But then you look back into town, and wonder why Royals and Admirals are revered and have women kiss their feet? You guess that if you're going to set your sights on treasure and gamble your life anyway, you might as well seek the biggest prizes of them all.

While the Character is pondering these things, a sleazy man with a shaggy beard will be trying to pick his pocket—and he will fail. What will the Character do him? The thief will not fight back, and in fact will beg for mercy. If the Character turns the thief into the authorities, he will receive a reward of 10 gold. If he kills the man, that's his business. If he lets him go, this thief will soon return, and **successfully** pick his pocket—no rolls are made—he gets away with the Character's gold!

2) Burning ship

The lookout has spied a plume of smoke on the horizon. Even from this distance, you can make out the burning wreckage of a ship. What was its fate?

If the party investigates, they will find the burning wreckage of a French barque, attacked and plundered no less than an hour ago. Several bodies are floating in the waves. There is naught to be found here except a warning—the cruelty of the Caribbean and those who seek treasure, and that only the strong shall survive. If the Players do not seem to understand, several of their crewmates will, murmuring about how “Those poor bastards must have been trying to break into the coffers while their mates were defending or abandoning the ship.”

3) Worth his weight in iron

The crowd in the street stands back to make way for a prisoner. He staggers along in iron shackles. It seems that this Mr. Carpenter, once owner of the Divine Taverne, ever boasting about the faithful being worth their weight in gold is now only worth his weight in iron. You gather from the jeering onlookers that he was caught stealing from a church poor-box. “That'll teach him!” someone laughs. The prisoner ignores the crowd, glancing at you with a gleaming eye . . .

If any of the Player Characters interact on Mr. Carpenter's behalf, they can easily have his sentence reduced from hanging to three days in the pillory, should they make a Charisma Check. If they visit the prisoner during those three days, he will spit on them, saying he would have rather died and suffered the judgment of God than suffer the judgment of every passer-by on the street, the Characters least of all! However, he will make them an offer, that when released, if they pay him (at that time) 30 gold, he will give them some helpful information. This will constitute an additional rumor from the last such Table used. If this rumor is one the party has heard, re-roll it.

THE DUTCHMAN'S SECRET

Avast there! There be gold for the takin', mateys! Be ye brave enough ta dare seek the very treasure o' the devil himself? If ye be wishin' ta take treasure no other men'd be seekin' fer fear o' their soul, and if ye have no fear fer yer own, then a great adventure awaits ye . . .

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

Timeline: This adventure is set in the Caribbean in the year 1664. Those Encounters that are marked with an "*" require the game to be played in this era. If your game does not adhere to timelines, do not use these Encounters.

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

Spittlefield Harbor. A distant, sheltered cove that has become the major anchorage for buccaneers and seamen in search of plunder. The many ships clustered in the cove are tied so closely together that they form a small village in themselves, an entrance to the stone buildings and winding streets of the city itself, where anything can be found for the right price.

You make your way through the gloomy streets, watching fire jugglers and arm wrestlers, sliding past sultry women and maimed men that glare back at you suspiciously. Soon you find an empty table at an open air tavern, where all kinds of adventurous folk are gathered, trading tales of brave battles, lost shipmates, and Spanish gold!

You listen with interest as the salty men tell of their exploits, and wonder where your own journey will take you when you leave this magical harbor. The wall beside you, washed gold in the lantern light, is suddenly stained with the shadows of two men in a knife-fight! As quickly as their fight began, it has ended, and you consider just how dangerous a pirate's life is, and wonder what dangers lay ahead for you.

Welcome to Spittlefield . . .

PART 1: THE HIDDEN COVE: All the Player Characters are in Spittlefield harbor. However, they must wait to be introduced before they can play. Provided below are many Introduction Encounters. Play as many that are applicable. If there are simply too many Characters to be introduced right away, the others will have to wait until the party reaches Port Royal later in the Adventure.

1) Introduction

This Introduction is critical to the Adventure's plot. Select the Character of the most devoted and determined Player, and run this Encounter.

The call of the sea is strong. You stand alone just outside the harbor, watching the sunset from atop the rocky headland. The sky burns with crimson light, and the waves below shimmer with golden hues. You look out to sea and wonder when you'll set sail. But suddenly, the scene is shattered by the unmistakable sounds of a struggle coming from nearby—down below on the beach you see the silhouettes of several men fighting one another.

If the Character makes a successful Intuition Check he can make out that there are three men attacking one. If the Character joins the fight, the three men will turn to fight him, while their original victim lies dying in the surf. The cutthroats are Englishmen with DS 6, MOVE 120', and are wielding longswords with +1 skill. Each man is of Level 1. If dispatched, the dying man will claim that they tried to take from him a scroll, which keeps "The devil's secret." Seeing the virtue of the Player Character having rescued him, the dying man will give him the scroll (reproduced on Handout 1), and with his dying breath say "Blessed be your soul. You need not fear the devil. The devil is waiting for you . . ." However, if the Character does not intervene in the fight, the one man will with skill and cunning kill his enemies, then hail to the Character and call him over, and handing him the scroll (Handout 1) say with his dying breath "Blessed be you, Christian. Don't let the secret be kept by the devil . . ."

THE DUTCHMAN'S SECRET

2) Introduction

This Introduction will bring one Spanish Character into the game. If more than one Spaniard is waiting to join the adventure, this will favor the one with the most gold.

You open the shutters and look down at the docks below. The auction is still going on. 'Take A Wench For A Bride' the banner says. Right now, a bunch of drunken pirates are clamoring for a redheaded lady. She's pretty striking. You're just about to reach for your purse and count your own gold when Rosa's slender hand slides up around your waist, and draws you back down into bed. Better to get your money's worth first.

Rosa, however, is a capable thief. Just allow the Player to role-play a little. He's in the game now. However, he may be starting without his money! If after a few minutes of role-playing the Character does not check his money, Rosa will be finished and leave (with the gold), and the Character will just have to find this out later.

3) Introduction

This Introduction will bring anyone who is willing to pay 3 gold into the game.

You find yourself drunk, again, down in the Rusty Cutlass Tavern. You wake up in a pile of fishnets and empty rum bottles, looking up the ladder out of this cave, past the 'Stow Yer Weapons' sign. A few others lay barely awake nearby, still recovering from last night's debauchery. There doesn't seem to be anybody else around.

The Character starts with 3 less gold than he thinks—he got drunk **somehow**. However, if one makes a successful Searching Check, he will find two unopened bottles of rum nearby that can be sold to anyone on the street for a good 5 gold! This can only be found once. Anyway, the Character is in the game now.

PART 2: GETTING TO PORT ROYAL: From Spittlefield, the road winds 5 leagues over the hills of Jamaica to Port Royal. Because of the road the party will gain +2 to their speed. Along the road, the party will have a few encounters:

4) Katharine

Ahead on the road you see a woman walking towards you. She's dressed in tight leggings and a loose blouse, and her creamy breasts glisten under the hot sun. Her luscious, red lips tremble with her laborious breathing, making you sweat even from a distance. Then she sees you, and stops, and then approaches you cautiously.

The woman's name is Katharine, and she is a destitute whore from Port Royal. She will simply engage in light, quick conversation with the party, flirting with them all the while. If someone gives her money on charity, she will reward their kindness by telling the party of a secret entrance into town. She speaks of a tunnel under the dock where the 'Phoenix', an English frigate, is moored.

5) Guards

Suddenly on the road you see three men on horseback riding towards you. Their red coats and elegant weaponry distinguishes them as English guards from Port Royal. They stop before you, sneer, and chuckle amongst each other. "Halt!" one of them says, trying to contain his laughter. "This is the governor's road. You'll have to pay tax, I'm afraid."

The English guards are abusing their authority. However, they will demand taxes none-the-less. The price is "How much have you got?", the guards trying to take **all** the party's gold. If the party has (or divulges) any less than 100 gold, the guards will say that the price is a bugging instead! In the inevitable fight, the guards will fight until one of them is killed, and then attempt to run away. The guards have DS 7, G 6, MOVE 100', they each have a longsword and pistol, and +2 to use them both. Each man is Level 1.

THE DUTCHMAN'S SECRET

PART 3: THE BUCCANEER CITY: Port Royal is a large, bustling, buccaneer town. Here the party will have many adventures.

Entering the city*: Port Royal is governed by Sir Thomas Modyford, who is welcoming to pirates. The guards will demand 10 gold to enter the city, however, after that the party is welcome to come and go as they please, Sir Thomas' generosity superseding the 'hostile' ranking for Port Royal in the Caribbean Sourcebook.

Guards: English guards are everywhere in Port Royal, loosely enforcing the governor's laws and the wishes of the king. If ever conflict arises, it will attract 1-12 guards, which have DS 7, G 6, MOVE 100', longswords and a pistol and a bonus of +2 to use both. Each man is Level 1.

Legends of the Dutchman's secret: The party will doubtless roam the streets and taverns and brothels of Port Royal, making inquiries about the legend of the Dutchman. If they do, they will acquire 2 of the following stories about him.

Legends

Roll	Legend of the Dutchman
10-12	The Dutchman is still alive, skulking about here in Port Royal. He normally takes spirits at the Bucket O' Blood
7-9	The Dutchman hid a fabulous treasure, the 'devil's skull', where only Christian men could find it
4-6	If there ever was a real Dutchman's treasure, it was claimed long ago by the Spanish crown, as it was always said to be located too near to Panama
2-3	The Dutchman died years ago, and gave up his secret to governor Thomas, so that God might have mercy on his soul
1	The Dutchman is the name of a ship that was plundered long ago by the English. But most of its treasure sank with it

Finding the Dutchman: The Dutchman is known in Port Royal. Each day each Character may make a Searching Check to find him. If someone finds the Dutchman, go immediately to Encounter 11.

6) Secret entrance

If the party was given instructions by Katharine on the road, they may make for a secret entrance into town, bypassing the guards and thus the taxes. It will require a Swimming Check to reach the tunnel, but it will prove an easy access to the town. If someone fails their Swimming Check, they will make enough noise to be noticed by city guards. But, if they swim in silently, they will indeed find the tunnel, and come up in the back of a tavern, the 'Golden Crow'. However, the tavernkeeper knows of the secret entrance and will notice the party. He will ask them how they found it. If they tell him about Katharine, he will see them as 'mates', and will not bother them. If they say anything else, this is cause for a Charisma Check. One Check is allowed for the entire party. If this Check fails, the tavernkeeper will call the town guards. The guards will arrive too quickly for the party to have any chance of escaping before the first Initiative Roll.

7) Share me beer!

Roll a Character at random. He (and anybody with him) will be the one to have the following Encounter the next time he goes to attend to business in town (including going to the Bucket O' Blood tavern to meet the Dutchman).

The wharfs are rather crowded, and so you make your way down a narrow sidestreet. As you round a corner, you see a drunkard leaning over an open barrel, drooling beer from his crooked teeth. He points a flint-lock pistol at you, and growls "Share me beer!"

The drunken man is demanding someone to have a drinking contest with him. If the Character refuses, the drunk will shoot him. He will automatically gain the first Initiative because he has the drop on the Character. He has a -1 to his Attack Roll because of his drunken state. After that however, he will be in too drunk a state to fight back. If he wins the drinking contest however, he will rob the unconscious Character of all his money.

THE DUTCHMAN'S SECRET



8) Audience with the governor

If ever the party attempts to gain audience with the governor, they will be turned away unless they either have rank in the English royal navy, present the Dutchman's letter, or bribe the guards at his estate. Bribing the guards takes a lot of money and wit—a Charisma Check and 10 gold is required, with +1 to the roll for every additional 2 gold offered. Once inside, the governor, Sir Thomas Modyford, will read the letter and then speak quickly with the party. He will claim not to believe in the legend of the Dutchman's secret anymore. However, he will freely offer rumors concerning this treasure, rolling once on the Rumor Table provided earlier in this section.

9) Sir Morgan's tale*

If the party is having difficulty deciding how to find the Dutchman, run the following Encounter.

The Golden Crow is alive tonight. A new ship has just come into port, and the captain, Sir Henry Morgan, is telling all about his raids on the Spanish. Many are talking about a future voyage to Panama, the richest city on the Spanish Main! Men are signing aboard his ship one after another. But during the commotion, Sir Henry approaches your table, and looks you dead in the eyes. "You're searching for the Dutchman, aren't you?" he asks. "Why not give up on that legend and come with me to real riches?"

Anyone that accepts Henry will turn away, saying "I was only testing you. I value my men, but they're only men. You are something special. I can see it in your eyes. The Lord has smiled on you. Don't miss your chance at good fortune." Then he will turn to leave, but will pause and look back over his shoulder and say "If I were you, I'd keep looking for the Dutchman."

10) Introduction

Any Player Characters waiting to join the game can be found at the Bucket O' Blood tavern.

11) A fateful meeting

Once the party goes to the Bucket O' Blood tavern, either by choice or by making a successful Searching Check, read the following narrative.

The Bucket O' Blood stands at the end of the wharf, the first tavern for men getting off ship and the last chance at a drink for those heading out to sea. You climb the wide, stone steps and enter into the cool, dark common-room. There you see many men, both English and French, young and old, being waited on by sultry women. Could any of them be the Dutchman, you wonder?

If the party makes inquiries about the Dutchman, he will be pointed out—an old man sitting alone at a corner table. He has a wide, gray beard and bushy brows, and his skin looks like weathered wood. He will not talk to the party unless they show him the letter (Handout 1). If for some reason they do not have the letter anymore, he will talk with them if they buy him some spirits (1 gold).

The Dutchman isn't even Dutch; "That's a name I've not heard for a long time . . . a long time." he says. He's English, and his name is Hendrick Lucifer, and in his youth he worked for the 'Dutch West India Company'. Some thirty years ago, during one of their last expeditions, he was captain of 'The Devil', his own ship that he named after himself. He captured a Honduras treasure galleon, but at a terrible price—the battle destroyed both ships, and so they stashed what treasure could be salvaged before the galleon went down. There in the same cove was a cave where the Spanish captain had set up a small command. But they weren't rescued from their island until but a few years ago, and by then the Dutchman was the only one left. He says he took what little treasure wouldn't be noticed, but always intended to give his secret to good Christian men. The party being men of God, he will provide them with charts that show the exact location of the hidden cove; it's south by southwest of Catalina, and cannot be found without charts. How the party gets there is up to them.

THE DUTCHMAN'S SECRET



PART 4: SETTING SAIL: The first and larger part of the party's journey will be sailing from Port Royal to Catalina, the nearest settlement to the Dutchman's secret island. There are a couple of different ways that the party can get there.

12) Introduction

If there is a Player Character with his own ship, now is his chance to join the game.

Port Royal! Greatest town of the buccaneers. You'll never find a greater hive of scum and villainy. It's a perfect place to search for adventure. And, it's not long before you find it. Soon after you've reached the wharfs, your keen eye spots a group of sailors making inquiries about passage to Catalina.

The Player Character can take on the rest of the party at his discretion, and the Players are free to discuss terms amongst themselves. However, the PC's ship is not the only one bound for Catalina, and so they are not bound to the new PC's requests . . .

13) The Archangel

There is one ship bound for Catalina; the Archangel, an English barque under the command of Major Jack Roberts. Major Roberts is a proud Englishman who is going down to the waters off Catalina to raid Spanish ships. If the party simply joins his crew, they will be in for some battles (detailed in Part 6 of this Adventure). However, if they share their secret with the Major, he will only pretend to be going to Catalina, but will indeed make for the island charted by the Dutchman. His price will be one fifth of whatever booty is found, and that the party must keep their mission secret from the rest of the crew. The statistics for Major Roberts' ship and crew are provided on Handout 2, and his own on Handout 3. As the Players will now roll for the Archangel when battle occurs, give them Handouts 2 and 3 to study.

PART 5: SAILING THE CARIBBEAN: It is 134 leagues from Port Royal to Catalina. Whether in command of their own ship or aboard the Archangel, the party will have many adventures on their journey southward.

14) Storm

The first day of the voyage, a storm will threaten to blow the party off course. The storm is of Magnitude 5. If the party is aboard the Archangel, Major Roberts will call them to his cabin and ask if the storm is worth risking for this treasure—thus the decision to round the storm or force through it is with the Players. If they force through it, they will lose the governor's ship that they do not yet know is pursuing them . . .

15) Lusting crewmates

If there is a female aboard, she will have an unfortunate incident on the second night of the voyage.

It's lonely tonight. You lean on the rail of the foredeck, watching the cold, silver stars glimmer high above. Suddenly you hear someone behind you—you whirl around and see two sweaty men looking at you with lust in their eyes.

The two men intend to rape the Character. If she loses the first Initiative, the two men will attempt to gag her, requiring only a successful Attack Roll to do so. Once gagged, with their next Turns they will tie her to the railing, also requiring a successful Attack Roll. Once bound and gagged, the men will rape her. The two men each have a DS 5 and attack with their fists for a Base Damage 1, with +2 to their Attack Rolls using clubs or no weapons at all. Each man is Level 2. However, if ever the Player Character wins the Initiative, she may (without spending her Turn to do so) scream, and in 3 Rounds enough men will come to the foredeck that they will pull her assailants off, to be held in the brig and subsequently marooned the next morning.

THE DUTCHMAN'S SECRET



16) Introduction

If there are any Characters still waiting to join the game, this is their last chance.

“Sail ho! The lookout spies a sail on the horizon. As the ship drifts closer, it becomes clear that it is a French ship, and they’re hailing you for news.

The French ship is the ‘Tinder’, a merchantman bound for Port Royal. She is a fine, solid ship, with 180 men at Level 1 and 30 men at Level 4 (professional sailors), and mounts 10 cannon. It’s with such a crew that they managed to capture some pirates to add to their cargo of tobacco and lanterns. Most of the pirates were killed or already imprisoned, but those that are in the brig below decks (the new Player Characters) are going to be sold as slaves in Port Royal. But the French Captain Jacques Lumiere is willing to sell them now at the bargain price of 10 gold apiece (with none of their equipment). While this will put the new PCs in a dubious position aboard the party’s ship, it none-the-less offers loyal men who can help carry out a secret treasure . . .

17) Secret seaman

If the PCs are in command of their own ship, do not use this Encounter. But if they sail upon the Archangel, wait until they put into Catalina, and then select one PC and run this Encounter.

As you walk down the wharf to the tiny island town of Santa Catalina, a whisper draws your attention aside. One of your crewmates beckons to you under the shade of the gangplank. His voice is raspy in the salty air. But under his hood, you see the unmistakable silver brows and beard of Hendrick the Dutchman!

Hendrick has stowed aboard the Archangel, and wants to go the rest of the way with the party. He just wanted to see how dedicated they were. His statistics are provided on Handout 4.

PART 6: BLOODY WATERS: From Catalina, it is a short, 20 league journey to the Dutchman’s island. But, it will not be a journey without bloodshed . . .

18) Golden dreams*

The sapphire blue Caribbean waters shimmer under the sun. The ship plows through the waves, kicking up a heavenly white spray, and dolphins race before the bowsprit. You look ahead, and see the green line of the distant coast. You must be near Panama, and you think of Sir Henry Morgan and his own journeys.

Have the Character make an Intuition Check. If successful, he notices a paper slipped into his belt—provide for the Player Handout 5.

19) A golden opportunity

The crew is gathering on the deck. The winds suddenly die with an ominous hush falling over the sea. Approaching is a Spanish frigate, flying the flag of Sir Juan Ramirez!

Sir Juan Ramirez will demand surrender! However, the crew doesn’t want to surrender, especially to **him!** Ramirez has a DS 9, MOVE 110’, carries a longsword, cutlass and pistol, and has +3 with both swords and +1 with his flintlock. Ramirez is Level 4 and has 35 Notoriety. His ship is actually a barque, manned by 45^{3rd} Level Spaniards and armed with weapons and 12 cannon. If the Players command their own vessel, the decision to fight is their own. If they are aboard the Archangel however, Major Roberts will not want to do battle. Because his crew is bloodthirsty, it will take a PC to step forward and initiate the battle! When one does, he will be remembered and favored by the crew in Part 8, when it comes time to elect a new captain. But give the Players enough time to find their nerve. But if at length nobody steps forward to start the battle, the crew will surrender, and they will all be taken prisoner. Move immediately to the last section of this Adventure.

THE DUTCHMAN'S SECRET



PART 7: THE DEVIL'S DOMAIN: Following the Dutchman's map, the party will come to a tiny island not on any charts. Here the captain and a select group (preferably the PCs and the Dutchman himself) will put into shore and search for the treasure. If any of the crew goes, the word about the treasure will be spread to the rest of the crew, and so it must be divided up equally amongst a crew that will not offer any help in braving the island to recover it—they're sailors, and they have done their job by getting here. No, the party alone must brave the dangers of the island, which are to be played in the order they are presented.

20) The cove

You put in to a small cove on the northern side of the island. The waters are crystal clear, and you can see sharks swimming about above the ghostly timbers of wrecked ships. All around, jagged, dark headland rises up out of the water like the charred bones of the devil himself. Far back in the cove you can see the yellow strip of a small beach.

The sharks will attack any longboat that attempts to brave the cove. It takes 6 Rounds to reach the beach, and each round spent paddling one cannot fight the sharks. They will spend their turns attempting to knock the boat over, standing only a chance in 12 of failing equal to the number of men aboard—a longboat small enough to maneuver through these headlands can hold a maximum of 8 people. If the party makes it ashore, go immediately to Encounter 23.

21) Island cave

In order to round the cove and find the other entrance to the treasure cave, the party will have to go inland, and either trust to the directions of the Dutchman, or make a successful Searching Check (one such Check allowed per person, per 6 hours). Either way, getting inside the cave will be difficult, as the following Encounter proves, as does the one beyond it.

You hack your way through the palms, your sweat sticking to your shirt and salty skin. But at last you come to a low cleft, and there you see a small cave. Propped above on the inside of the cave you can see the bottom of a large boulder, rigged to fall.

The Dutchman set this trap long ago and didn't allow any safe way past it—but then he didn't count on the sharks taking to the cove below, either. In order to get passed, one simply has to make an Agility Check to balance and maneuver through the many tripwires strung across the entrance. There is no way to disarm this trap without setting it off. If the boulder is released, it will crush the individual who failed his Agility Check, killing him instantly, and sealing the cave entrance forever, thus forcing the rest of the party to make their way through the sharks.

22) Tunnel

The party cannot go further without a light. A torch or lantern will suffice. If they do not have one, they must go back to the ship and get one, but coming back empty-handed will drop the crew's Morale by -1.

You make your way down a winding, narrow tunnel with a high ceiling. Hundreds of soft stalactites drip down the rough walls like a forest of candles melted over a thousand years. Soon you come to a small cave where the floor is hidden beneath a deep pool of seawater.

The pool is only about 10' deep and connects with the sea, and within it is an octopus! Anybody who takes the time to look in the pool will see this, otherwise the octopus is hidden by the reflection of the party's light on the surface of the water. The pool is about 20' across, and the octopus will attack anyone who falls (or jumps) in. To get across one must either jump, or use a grappling hook and rope. Because of the soft nature of the walls and stalactites, when swinging across, a grappling hook has a cumulative 1 in 12 chance for every 40 weight (total bodily and carried Weight) of coming lose!

THE DUTCHMAN'S SECRET

23) Treasure cave

You have come to a spacious cave cut into the side of a cleft, looking out over the cove and your ship in the distance. An uneven floor of sharp rocks and tall stalagmites leads along a deep cleft to a hidden ledge, and there you see the old command of the treasure galleon—a large, pour-poster canopy bed rests proudly, its weathered, ragged curtains billowing gently in the cool, Caribbean breezes. Beside it on the cavern wall are tacked many large maps and charts, and below them rests a desk, and beside it a small, white piano. Set about the bed and desk are several seachests. Thick cobwebs stretch from quill to curtain, holding the scene in timeless silence.

Inside the chests are the treasures of the Dutchman, including a collection of new spices worth 2000 gold, a total of 46000 doubloons and 155000 pieces of eight, a ruby ring worth 500, a set of golden teeth worth 800, a pair of topaz studded ear-rings worth 1000 apiece, a jade statuette of Christ worth 7000, and a diamond necklace worth 10000.

However, the chief treasure is found on the bed. If one draws back the curtains, they will see a skeleton propped upright against the cushions, dressed in the captain's jacket, pants and hat, and its skull is a single piece of carved, quartz-crystal, easily worth 100000 gold or more! However, if the Dutchman is still with the party, he will warn the party against taking that. He says that quartz skull is cursed. He calls it "The devil's skull."

Indeed, the skull is cursed! It is worth 100000 gold, but whoever owns it doesn't live long to enjoy it. Whomever is rightful owner of the skull, be it a person or an entire ship's crew, will constantly be plagued by storms—a random Magnitude each day of 1-6 (a single roll -6). Only by getting rid of the skull will the storm's fury be eased. Because rumors and legends abound about this skull, no jeweler will buy it. What's more, if the crew finds out about this cursed skull, they will lose -10 to their Morale. If this drops them to 'mutiny', the crew will not mutiny if the Character(s) who insist on keeping it are marooned.

PART 8: GETTING OUT ALIVE: Now that the party has the treasure, they must learn to live with it, one way or the other...

24) The crew

The treasure cannot be put aboard the ship without the crew realizing what is going on. As a result, they will assume the treasure to be theirs to divide equally. This will raise their Morale by +4. However, unless the party does indeed tell the crew openly about the treasure before leaving the island, they will mutiny! If the party is aboard the Archangel, they will seek to replace Major Roberts with the PC who first stepped forward to challenge Sir Juan Ramirez (in Part 6). If this Character has been lost, the nominated Character will be the one with the most Experience Points.

25) The Bristol Gunner

Governor Modyford of Jamaica has been following the party since they left Port Royal. Now his ship, the Bristol Gunner, wishes to claim the treasure in the name of England. But the party's crew, now with gold fever, will refuse, calling for battle. The Bristol Gunner is a frigate manned by 90 1st Level Englishmen and 50 3rd Level, armed with weapons and 20 cannon. Their captain, Admiral Steven Hawkins, 'the hawk', is a Sea Hawk of Level 7 and 50 Notoriety, DS 9, G 7, MOVE 120', and uses a rapier at +3, but he also has two pistols that he uses at +2.

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

Major Roberts' ransom: If the crew mutinied on Major Roberts, he is worth 4000 gold in Port Royal or 3000 gold in any other port.

Reputation: Finding this treasure is worth 10 Notoriety to the captain at the end.

Captured Characters: If ever the Player Characters are captured and taken to prison, they will, as a group, be released 1-12 years later.

BUCCANEER HEROES

Avast there! Ye think yer strong, do ye? Think ye be a real pirate and not just a lubber? There be stormy waters ahead, matey. And if ye seekin' gold ye'll be put ta the test. And remember, dead men tell no tales . . .

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

Timeline: This adventure is set in the Caribbean in the year 1667. Those Encounters that are marked with an "*" require the game to be played in this era. If your game does not adhere to timelines, do not use these Encounters.

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

The Caribbean is in full roar! Waves reach over the deck and submerge the ship! The masts whip in the wind like the arms of drowning men! The ship dives . . . and then just barely her bow pierces the waves ahead.

The storm doesn't let up. Soon the ship founders and turns over. You can see men vanish in the rain and water but you can't hear their screams for the ferocity of the storm. You hold on as long as you can, but your arms are burning and your head is pounding! At last, exhausted, you slip and feel the sudden rush of the Caribbean water all around you.

You remember nothing more.

PART 1: UNCHARTED ISLE: The party will begin to gather together on the beach of this uncharted island near Grenada. The following Encounters will tell the tale . . .

1) Introduction

Now is the time for the survivors of the wreck to count heads; any Character who has adventured before or has more than 20 gold worth of coins and/or equipment will have survived. Introduce them all with the following narrative.

You awaken on a beach, laying face down in the warm sand. Slowly you make it to your feet and look around. The golden beach runs off in either direction, and ahead is a dense jungle. Several others from the ship lay nearby. You turn and glance up at the Caribbean sun. The Lord has blessed you all this day, and spared you from the devils of the sea. Even as you feel yourself breathing you are just thankful to be alive.

The party will gather together on the beach. Only those items of equipment they carry on their person will they have with them. Everything else went down with the ship. It is likely that, if the ship belonged to the Player Characters themselves, that they are going to be very unhappy and possibly argue with you. Explain to them that adventure on the high seas is sometimes unfortunate and that the game wouldn't be fair if it didn't offer the opportunity to make back their ship and more. As for any treasure they may have had aboard, tell them that the water there is shallow, and once they find a new ship they may return and dive for it (and retrieve it all).

2) Introduction

If there is a **new** Character waiting to join the game, and he has 20 gold or less, he will now become part of the story. If more than one new Character is waiting to join, this scenario will favor the one with the lower Charisma Score. Read the following narrative from the established party's perspective.

Up ahead on the beach, you see a lone figure sitting under the shade of a palm tree, holding his knees to his chest, hanging his head. The pitiful soul looks like he's been here for a hundred years.

The Character has been marooned here for a few days only. He can now join the party on their adventure. If they ask him about the island, he will know that there are cannibals in the jungle, and that the only safe place is this mile of the beach (they fear it for superstitious reasons).

BUCCANEER HEROES

PART 2: THE JOURNEY: In order for the party to get anywhere, they're going to have to brave the jungle. The following Encounters are to be played one-and-all and in the order they are presented. Each Encounter will occur 1 league into the journey. Once the party has reached Encounter 5 they may leave their ill fortune behind them.

3) Cannibals

As you force your way through the steaming, sweltering jungle, you suddenly hear the sound of distant drums. The terrible rhythm is growing steadily louder . . .

The drums are those of a tribe of cannibals. They are aware of the party, and are coming to kill them! The cannibals will attack in 5 Rounds' time. There is no way that the party can hide from them. However, they can return to the beach where they started, and the cannibals will not follow them there—that particular part of the beach is sacred ground to them. However, eventually the party will have to make their way through the jungle, and thus have to fight the cannibals. The cannibals will equal the party's own numbers, plus three. They have DS 7, G 7, MOVE 140', they are effectively 3rd Level, and they wield spears with +2 to their Attack Rolls for 2 Base Damage. If the cannibals are cut down to half their numbers, they will flee. The bodies of their dead will each contain a pouch of powder that mimics the spell of 'shrunk head'. However, if ever the party flees from the battle, the cannibals will not pursue them if any of the party has fallen—they will be taken back to the cannibals' camp and eaten, dead or alive. The cannibal camp has no treasure or valuables.

4) Swamps

Over the last few miles, the jungle has sunken into a swamp. Gnarled trees rise out of slick, black waters, buzzing with mosquitoes. Far back in the gloom fireflies dance under the shadows of the trees. The hooting of an owl sends a shiver down your spine.

Lurking under the waters ahead is an alligator. Each Character may make an Intuition Check. If successful, they'll notice something bubbling in the water up ahead. If the party specifically turns back and rounds this area, they will avoid the alligator, but add 1 league to their journey. If they simply go on, the alligator will jump forward and attack!

5) Old shack

Up ahead, the stillness of the swamp is broken by the sounds of a banjo. Through the gloom, you see the pale glow of a lantern. When you draw closer to it, you see an old shack rising out of the water on mossy stilts. The shack's lone window casts an amber glow on the porch, shaping the silhouette of an old man rocking back and forth in a chair, smoking a pipe.

The old man is named 'Jesse'. He will be cautious of the party until they prove themselves to be friendly (a gold coin can easily accomplish this). Ol' Jesse will say that there's a lagoon nearby where pirates sometimes anchor, and he buys stuff from them. But he's getting on in years, and wants his 'secret to be known'. The old man will tell the party that in his youth he was a sailor on the 'Crimson Death', a Spanish ship owned by Duke Raffiel Sanchez. Part of the fabled Spanish Treasure Fleet, the smaller Crimson Death turned astray from the other, larger galleons, and fled through the shallow waters of the Bahamas. It made straight for Maracaibo, where Raffiel Sanchez lived, and the treasure aboard disappeared. When he died, Raffiel revealed the only map to its whereabouts to his son, Baron Pacco Sanchez. But knowing their greedy, evil ways, Ol' Jesse grabbed part of the map—tore it in half—and made his getaway, and has been hiding ever since. He still has the map. He'll give it to the party if they agree to kill the evil Spaniard Pacco Sanchez. If the party agrees, give them Handout 6. The cove that Ol' Jesse spoke of is just 4 leagues further on. If asked about the banjo, Jesse will say that it's the ghost of his shipmate, who came with him here, and died from disease in the swamp.

BUCCANEER HEROES

PART 3: WINDS SHIFTING: Once the party makes their way through the swamp, the winds of fortune will begin to blow them towards Margarita. The following Encounters will tell the tale...

6) The Triumphant*

Night has fallen, but still you push on. Your perseverance is rewarded—you step through the trees and onto a gravelly beach. You have come to a wide cove. Anchored in the middle of the cove is the black silhouette of a ship. She's ablaze with lights from below decks, and the sounds of drunken laughter echo across the water.

The ship is a barque, the 'Triumphant'. She is captained by one 'Michael le Basque', a French Buccaneer. If the party sneaks aboard, they must make a successful Swimming Check and Stealth Check (the latter with a +4 bonus). If any Character fails either Check, this will alert the crew and they will await the party on deck. If the party openly calls out, the crew will take them aboard. In either scenario, the Character who speaks for the party must make a Charisma Check. If successful, Captain le Basque will allow the party to join his crew. He is bound for Margarita. If this Check fails however, the crew will seek to capture the Characters and sell them in Margarita, and until then they will be kept below as slaves. The crew consists of 36 2nd Level men. In the hold below are 10 slaves. If the party takes over the Triumphant, there is a chest aboard that is worth 5000 gold to the governor of Margarita.

If the party sails aboard the Triumphant, this may present an opportunity for other Characters to be introduced to the game, and at any time, however at the Game Captain's discretion alone. Anyone who has not adventured before and began with 20 gold or less will be below decks, as a slave. During the course of the voyage, the Player Characters will have spoken some to the slaves, and realized their skills and character, and may wish to buy them or even help them escape. In any event, they will be sold in Margarita and may attempt their escape then.

7) The Marauder

If the party did not sail aboard the Triumphant for whatever reason, they still have a chance to escape this island. In 1-12 days, an English pirate hunter, the 'Marauder', searching for the Triumphant, will come to the island. The Marauder is bound for Margarita as well, chasing the Triumphant. The party will be taken aboard and welcomed according to who they are.

Englishmen with 30 Notoriety or less will be welcomed and offered a chance to join the crew, and be paid 2 crowns for the voyage to Margarita.

Spaniards will be kept below decks, as England and Spain are at war. Such men will be sold in Margarita and imprisoned unless other PCs somehow break them out.

Women with 6 Charisma or higher will be fancied by the captain, and offered to stay with him in his own cabin. Being an English gentleman, the captain will not take advantage of them.

PART 4: IN SEARCH OF TREASURE: Soon the party will come to the town of Margarita. There they may begin their search for the evil Baron Pacco Sanchez. The following Encounters occur when the party looks in the right places.

8) A visit to the governor*

If the party attempts to see the governor, they will be granted an audience if there is anyone of the rank of Major or higher, or there is a Spaniard amongst them, or they have his chest from the Triumphant.

Making your way through the empty streets of Margarita, you come at last to the rusty gate of the governor's house. Dilapidated palms lean warily over the outer wall of the villa, bespeaking a time of wealth and power now long gone into the shadows of the past. No guards bar your way to the grounds. When you at last reach the doors of the mansion, a lone guard greets you. Seeing you inside, you are led to a grand dining room once built to seat dozens of people, but now only three officials sit at the long table. The governor is amongst them.

BUCCANEER HEROES



The governor is proud of his city's past, and is ever looking for a way to restore its glory. Hence, he will be welcoming to the party, hear all they have to say, and offer to tell what he knows, but for a price. The following chart displays the information the party can get from the governor for the total gold (or gold value) they give to him.

Information

Charity	Information about Baron Sanchez
200	He only speaks to Spaniards
100	He lives in the city of Margarita
20	He lives in New Grenada

In addition to matters concerning Baron Sanchez, the governor will offer the party the chance to pay for their crimes against Spain and their allies. What this means is that each Character may pay a sum of gold to be pardoned for their crimes. For every 100 gold spent, one's Notoriety Score will be reduced by -1. If a Spaniard spends 1000 gold or more, he will be offered a 'letter of marque', a license to privateer for Spain. Any other Characters may receive a similar offer if they spend 3000 gold or more.

9) The Royal Lion

If ever the party goes to a tavern seeking information, fate will land them at the Royal Lion.

Rising proudly above the wharfs is the three story tavern and inn, the 'Royal Lion'. A full sized lion carved from wood rests on the balcony above the door. Inside, golden lanterns wash the common room in a mysterious, enchanting glow. Many seamen and merchants are seated about the tables, laughing and carrying on.

Here at the Golden Lion are many sailors who have come from Maracaibo, and who have heard of the legendary wealth of the Sanchez family. All the party needs to do is mention Baron Pacco's name and they will be told he lives in Maracaibo. But more than that, if the party spends more than 2 gold here, the innkeeper will tell them that there is a ship bound for Maracaibo soon, the 'Moonbeam', captained by one 'Edger Horowitz'.

10) Captain Horowitz

If the party asks around the wharfs for information about Baron Sanchez, they will chance upon a meeting that may change the course of not only their voyage, but their lives...

Away from the lonely streets of the city, you find a world of promise at the docks. You've struck up a conversation with a Captain Edger Horowitz, captain of the 'Moonbeam'. He and his men are sailing with the tide for Maracaibo. "Yes, Baron Sanchez" lives there, says the captain, "as do many other wealthy Spaniards. Yes, it's a rich city indeed..."

If the party joins his crew, Captain Horowitz will tell them his plans, that he intends to sack the city. However, he is blissfully unaware of the legend of Sanchez' treasure.

11) The Spaniard

If the party is just not finding any information about Baron Sanchez, run the following Encounter.

You and your companions are sitting in a dingy corner of the tavern, talking about your ill fortune, when a shadow appears on the brick wall beside you, the shadow of a man. You turn and look, and see a scruffy old Spaniard with an eye-patch and an uneven beard standing at a distance, staring at you. Seeing you seeing him, he makes his way over. "Pssst!" he whispers. "I've got information I'd be willin' ta sell ya. Fer thirty gold I can change yer lives."

If the party pays the Spaniard 30 gold (or takes him out back and tortures him for the information), he will say that he's been following the party around town, listening to them search for news about this Baron Pacco Sanchez. The old pirate says he travels a lot, and he knows Sanchez lives in Maracaibo. If the party pays him an additional 10 gold (or if they tortured him for the information in the first place) he will say that the 'Moonbeam' sails for Maracaibo with the tide.

BUCCANEER HEROES



PART 5: WESTWARD HO! Once the party sails for Maracaibo, they face a journey of 184 leagues westward. It is assumed that they will be sailing with Captain Edger Horowitz aboard the Moonbeam. Statistics for the Moonbeam are provided on Handout 7, and Captain Horowitz on Handout 8. Along the way, they will have many adventures. Play the following Encounters in the order that they are presented.

12) Farewell Margarita

Run this Encounter to begin the voyage. If the party is sailing aboard a ship other than the Moonbeam, replace 'MOONBEAM' with the name of their ship.

The 'MOONBEAM' drifts easily out of the shallow harbor and is carried away on the winds of adventure. Standing on the aft-deck, you lean on the railing and hang your head lazily, watching the glowing lights of Margarita fade away in the night, soon becoming lost over the horizon, fading out one-by-one like the stars.

This is a role-playing opportunity. Anyone who takes advantage of this stage to role-play some will receive a bonus of 5 Experience Points.

13) Captain Merody

As the day comes to a close, you gather on the deck to watch as bright, violet clouds reach across the vibrant, orange sky. The salty smell of the sea seems to dissipate, until it seems as though you are floating through timeless space. It's almost like a dream. But then the sudden sighting of a sail breaks the tranquillity...

The ship is a Dutch schooner, the 'Lady of the Sea'. With a crew of only 10 men, it will surrender if threatened. If Horowitz is captain, this is exactly what will happen. When goods are being taken from the ship, the captain, one 'Marcus Merody', will take the Player Characters aside and speak with them. He will tell them that Captain Horowitz is an evil and deceptive man, and is known for killing his crewmen and taking on a

new crew, so that he doesn't have to share any treasure. Thus should the Player Characters be wary from this point on. But how they take this information and what they do with it only time will tell.

14) Derelict ship

About midday, you coast up alongside a derelict old ship, barely buoyant as it drifts about in the warm waves. The beautiful blue of the Caribbean waters splash through gaps in its lopsided hull, and its ragged sails dance about lazily in the gentle breeze. There doesn't appear to be anyone aboard.

If Horowitz is captain, he will order the Player Characters to climb aboard and investigate. If the Player Characters are in command, none of their crew will go aboard because of superstitions. In any event, to climb aboard safely requires a successful Agility Check, with failure indicating the Character falls and gets cut up on the broken wood or falls through, suffering a base 5 Damage. If the derelict ship is successfully searched, the party will turn up a small lockbox filled with 225 pieces of eight.

15) Deck song

It's a beautiful night, and the crew has gathered on the deck to sing songs and dance. Open bottles of rum and bumboo are freely passed around. The soft rhythm of accordions, harmonicas and the chant of half drunken men are all that exist in the world right now. There are no stars out tonight. The golden glow of the ship's lanterns have brought the heavens down to you.

If the Player Characters participate and tell of their adventures, it will increase the crew's Morale by +3. If Horowitz is captain, this will please him enough to reward the Characters who participated so with 5 pieces of eight (each).

BUCCANEER HEROES

PART 6: CITY OF RICHES: When the party reaches Maracaibo, there are several things that can happen. Run the following Encounters as the party engages in them.

16) Battle!

If the party attacks the city, run the following Encounter.

As your ship careens through the waves, you see smoke rising from the stone walls that guard the harbor entrance. The calm of the Caribbean is shattered by cannon fire! Huge gouts of water explode to either side of your ship as the fortress fires upon you! The crew mans the guns with gleeful bloodlust!

Run the battle against the town normally. Once the party lands, move to Encounter 18.

17) Skulking through the streets

If the party decides to sneak into town rather than do battle, run this instead of Encounter 16. They must set out early, indeed before dawn, for that is when Captain Horowitz will attack. The party can use their ship's longboat and move into town with a successful Stealth Check (this roll made with a +2 bonus). Once in town, read the following narrative.

You make your way through the shadows of the streets. The town is asleep, and only the occasional barking of a dog breaks the silence. As you slip from shadow to shadow, passing under bridges and between buildings, you can't help but look up at the lavish latticework and angelic statues of Maracaibo's houses. The early morning air matches your excited breath as your heart pounds in anticipation of the treasure you'll find in this city.

Let the Player Characters roam at will. However, after 3 Rounds, a group of guards will come by. The party must make their Stealth Checks anew. If even one Character fails, the guards will see him and attack. The group of 5

Spanish guards are all 1st Level, have DS 6, G 5, wear plate armor and helmets (thus +5 to Girth when hit), and use cutlasses at +2.

18) Baron Sanchez!

Once the party has entered the city, whether they fight their way in or sneak in, they must make a successful Searching Check to find Baron Pacco Sanchez. If this Check fails, Pacco will be captured later by others from the party's crew (assuming they are successful in their attack on the city), and having pounded information out of him, will be well aware of the treasure, thus demanding it be divided equally amongst the entire crew when at last it is found. Hopefully the Searching Check will be successful, and if it is so, run the following Encounter.

As you enter into the thick, smoky air of 'La Cantina', you spot a man sneaking out the back entrance. "Run Baron Sanchez!" the innkeeper yelps. The man draws his sword as you rush after him! His hat slips off his head as he dashes out into the dark street.

Baron Pacco Sanchez will attempt to flee through the streets. But if he cannot outrun the party, he will turn and fight. He is 3rd Level, has DS 8, G 6, MOVE 110', and uses a cutlass at +3. If captured, he speaks only Spanish, and even if the party can indeed speak Spanish, Baron Sanchez won't speak to anyone short of being tortured—the party is beneath him and God in his eyes. However, the party can eventually get out of him that the other half of the map is hidden in the lining of his hat. When at last the party retrieves his hat and opens it, provide for the Players Handout 9. The Spanish writing on Handout 9 can be translated by anyone who can read Spanish (Level 3). The upper portion reads 'Chart a course to the North Star', and the lower portion reads 'Six steps to the devil, seven to Heaven'. What the party makes of this map is up to them. In any event, once the party has the map, you should move on to the next section of this Adventure.

BUCCANEER HEROES



PART 7: PIRATE GOLD: Once the party has both pieces of the map, their treasure hunt begins. As the map clearly indicates, the treasure is actually hidden somewhere in Maracaibo itself. The party will have 5 days to search before the Spanish fleet arrives, an imposing force of 10 war galleons! Once they make the first successful step, that of looking in the city's historic cemetery, run the following Encounters.

19) Cemetery

You make your way slowly through the city's historic cemetery. Thick moss clusters on the rod iron fences and rains down from atop old archways. Soon you come to a lonely grave atop a hill in the far northern quadrant, a large, stone coffin rising from the strangled weeds, but there is no epitaph, only the carving of a star.

It will take a total Brawn of 40 to open the grave. Once opened, the party will find it empty! Reffiel Sanchez feigned his death and climbed from his casket when nobody was looking, and replaced it with the treasure. Once it was carried to this location, he hid it. Indeed, once the party successfully searches the open casket, they will find that it has a false bottom, opening to a set of rough hewn steps, descending into a moist tunnel.

20) Catacombs

The party must have a light to go any further.

You wave your light this way and that, burning back the cobwebs of this dank tunnel. A thin trail of water trickles along the muddy ground. The smell of death fills the air. Soon, you come to a small cave, where three passages lead deeper into the darkness.

If this area is successfully searched, the party will find two golden coins (crowns) in the mud. If the party explores the left-hand passage, they will come to Encounter area 21. If they explore the central passage, they will come to area 22. If they explore the right-hand passage, they will come to area 23.

21) Wishing well

The tunnel winds its way through a series of small caves, until at last it ends in a pool of glimmering water. Thick streams of bright, white water pour down from above. Looking up, you can see the stars, reflected in a thousand pinpoints of golden light within the water itself.

This is the bottom of a wishing well in a private courtyard. It is 40' up to the rim if the party cares to climb it. The golden lights in the water are indeed the reflections of coins, 326 golden coins that have been tossed down here over the last century. However, this is not **the** treasure.

22) Fool's gold

The tunnel ends shortly. Ahead, you see a small cave. From out of the darkest corner, there comes the gleam of gold, the brass lining of three large seachests!

The chests are booby-trapped, a means of foiling any thieves. The map does not speak of chests, nor has the party followed **all** its clues yet, so if they open the chests, they should accept what happens to them. And indeed, if anyone opens any of the chests, he will have released a poisonous gas. Each Character must make an Endurance Check at a -2 penalty or die from the noxious fumes. This trap is set on each of the chests. There is no treasure in any of the chests.

23) Stairs

The tunnel rounds a sharp corner, and comes to the top of a set of stairs, carved out of the very living rock. The steps descend into a new tunnel below.

There are six steps in all (seven counting the one that the party stands upon). The stairs are booby-trapped. If anyone steps on any of them, they will click and 'slide', dropping one into the unseen pit at their bottom! Once the stairs slide, a person can make an Agility Check at a -3 penalty to grab the walls and save himself. If one simply

BUCCANEER HEROES

runs down the stairs (or slope) and leaps the pit, he must make a Dexterity Check at a -1 penalty to do so. Or, one may climb the 20' distance of rough cavern walls in order to round it. If anyone falls into the pit he will plunge 60' into shallow water and broken stones, killing him instantly. Once at least one Character has made it across the pit, he may tie a rope to the stalactites down there, allowing everyone else easy passage. The tunnel beyond the pit leads to a seeming dead end, where a successful Searching Check will discover a one-way secret door leading back to Encounter 22. The actual treasure is at the bottom of the pit! If the party descends the 60' of darkness safely, they will at last come to Encounter area 24.

24) Treasure!

The pit ends at last in a small cave. A shallow pool fills one corner of the floor. Laying upon a pile of rubble is an old, wooden coffin. The coffin lid is old and broken, revealing the glimmer of gold beneath it! As you draw forward, you see that the coffin is filled with skulls, gold and silver coins, and a golden chain that swims through the old bones and coins like a gilded snake. It's eerie, and beautiful!

If the party successfully searches the room, they will find hidden beneath the water some sealed urns containing a total of 4000 guineas. The treasure in the coffin totals 25200 crowns, 2400 guineas, and a golden chain plundered from the Incan empire—the chain is roughly 50' long, has a total Weight of 1000, and is worth approximately 40000 gold! However, getting the chain out of the catacombs will prove to be a difficult task for the small group of Player Characters. First and foremost, there is a final trap here, and that if the great chain is taken, it will trigger a mechanism that will cause this pit to flood, filling 5' every Round until it is 45' deep! Even if the party could take the chain or even come back for it, there is hardly a chance they can remove this treasure without having to share the secret with others (or without killing whatever porters they hire).

CONCLUDING THE ADVENTURE: Once the party has left the city of Maracaibo behind, there are some things to consider.

The treasure: The treasure of Baron Sanchez rightfully belongs to England, as should be clear from its coins. Inform the Players that they have the **option** of returning it to an English governor. If they do, every 1000 gold returned (rounded down) will be rewarded by 1 Notoriety Point (for **every** Player Character), and the cumulative chance in 24 that the governor will pardon them for their crimes against England and offering their captain a 'letter of marque', a privateer's license.

Getting a new ship: If Maracaibo was successfully attacked, the party can simply take a ship from the harbor. There are countless ships present, up to a Value of 9. However, if the party did not attack Maracaibo (or did not succeed), they may steal Baron Sanchez' own ship, the 'Calico'. The Calico is a barque with 30 guns aboard, and has been modified to hold 4 additional cannon mounts, totaling 20! Also aboard are spare sails, 2 longboats, 30 salvos worth of cannonballs, weapons for the crew, 5 tons of goods, and a total of 100 days worth of food.

Ol' Jesse: If the party killed the evil Spaniard Baron Sanchez, and they return with proof of some sort to Ol' Jesse in the swamp, he will reveal himself to be a former officer in Jamaica, and give the party a title deed to property there (roll on Table 92). He only asks that the party takes him back with them.

Returning to the shipwreck site: If the ship that wrecked in the beginning of the Adventure was the party's own, and they wish to return for their sunken treasure, they will indeed find the water shallow enough to dive. However, it will be a slow process, requiring a full day for every 100 gold value (rounded down) that is brought up from the bottom.

SABLE SAILS



Avast there! Be ye ready to match yer sword against the terror of the Caribbean? Be ye strong enough ta be tradin' cannon with them out there who be hoardin' the gold o' the Spanish Main? Well, he be waitin' fer ya . . .

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

Timeline: This adventure is set in the Caribbean in the year 1668. Those Encounters that are marked with an "*" require the game to be played in this era. If your game does not adhere to timelines, do not use these Encounters.

Player captains: This adventure is ideal for a group of Player Characters that have already banded together, especially if they have command of their own ship. While being captain is not required, if this is the party's first adventure or they do not possess a ship, the Adventure will be somewhat more difficult for them in the beginning.

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

You have set ashore in Tortuga, the pirate capitol of Hispaniola. It's a booming, rollicking, buccaneer town, where the governor welcomes the gold of any and all pirates . . . such as yourselves.

Tortuga is legendary. It is a wild but welcome place, where adventures are offered not only by stalwart captains but by the crown as well. And the rewards are great.

You've been in port some three days now, and you've won and spent a lot of money. Fortunes change easily in this part of the world. And as you sit this night in the tavern, looking out across the crowd of mysterious faces, watching travelers come and go, you feel that adventure isn't too far away now. Your gold may be burning in your pocket, but your heart is burning with the desire to once again risk the sea, whatever danger may await you . . .

PART 1: PIRATES AND GENTLEMEN: In the town of Tortuga the party will gather together for a most dangerous adventure . . .

1) Introduction

If a Player Character is captain of his own ship, he will be the first to begin the game. If more than one PC is a captain, this Encounter will favor the one with the most Notoriety Points. When reading the following narrative, replace 'SHIP' with the name of the PC captain's ship, and 'CHARACTER' with the name of the PC captain.

'CHARACTER', you have not been in Tortuga but four days when you are summoned to the mansion of Lord Baron Helmsley. You have heard of this man, once a famous privateer who fought for the French against the English and the English against the French. Now he wants to see you. This night you leave the 'SHIP' safely anchored in the harbor and take a carriage to Helmsley's mansion. It's a towering, four-story villa with statues of nude women and mermaids out front. Once inside, the servants escort you to the dining hall. There, you see a lean man with sharp features, his long, golden hair tied back behind his head in a tail. He rises from his chair and speaks in a smooth, confident tone. "Greetings, 'CHARACTER.', I have been expecting you. Sit down and join me. We have much to discuss, you and I."

Baron Helmsley will, over dinner, tell the Character a long story about his days in the service of the French crown. And while France is not currently at war with the English, Helmsley still serves them time and again. Recently, the daughter of his aristocrat friend, Marquis di Biase, was captured by the pirate Domenic, who haunts the waters near Eleuthera. Unwilling to pay a pirate's ransom, English admirals found Domenic and fought him. Accounts are vague, but it was said that Domenic personally slit the lady's throat and threw her blood onto a white flag and raised it, signaling his refusal to surrender. Helmsley, for the sake of his friend and his own favor with the French court, wants this Domenic destroyed. No

SABLE SAILS



English admiral returned, but nobody has heard of Domenic since, either. Baron Helmsley is willing to pay a sum of 3000 doubloons for proof of Domenic's death. If the Character is unwilling, Helmsley may be bartered up to 4000 doubloons and 1000 pieces of eight. He pays half up front.

2) Introduction

If the Player Characters have already shared an adventure together, they will all be able to begin this game together. When reading the following narrative, replace 'NAMES' with the names of all the Player Characters being introduced.

Tortuga is indeed a haven for all pirates, for here you meet and greet many familiar faces, including your closest friends. This night the crowd at the Demon's Anchor tavern listens with interest as 'NAMES' tell of their journeys and adventures on the high seas.

3) Introduction

If the party doesn't have a ship of their own, their only chance at adventure will be the following Encounter. The Character with the most money will be present at the following scene.

There's quite a crowd tonight at the 'Lusty Lady'. Whores and harlots are everywhere, leaning on the fat bellies and fondling the fat purses of pirates. But their eyes all stray towards a single man, a tall, muscular man in a red shirt standing on a table in the center of the smoky room, singing a song about himself. "Gaston! Gaston!" chants the crowd, slamming their mugs on the tables. "Yes, it is true, you fools!" he boasts in a deep, **manly** voice. "It is I and no other who shall sweep the sea clean of the cutthroat, the devil, Domenic the pirate!" He grins and takes a bow, and then flexes his big, sweaty muscles. "Soon the great one, Gaston, will put a lie to the legends, and spill the devil pirate open and we shall see his gold, and all of it will come to Tortuga!" The crowd cheers.

Captain Gaston is a privateer of the French crown. He has been hired by Baron Helmsley to find and eradicate Domenic the pirate. He is setting sail in two days, and can still use a few good men aboard his ship—the Player Characters. If the party signs with him, the statistics for his ship and crew are provided on Handout 10, and his own on Handout 11. However, there are also some special stipulations that will apply.

Women who are exceptionally beautiful (having rolled so on Table 61) Gaston will make into officers, as he favors women so much. This gives them authority over all other hands on board, save for Gaston himself of course. If a woman sleeps with him, officer or not, he will reward her with a random article of jewelry from his personal (and otherwise unfindable) stash.

Privateers of the French crown he will offer a triple share of the treasure found on this trip.

Frenchmen of all sorts Gaston will favor above others, giving them an initial payment for joining his crew of 100 ducats.

4) Introduction*

If there is a French Character waiting to join the game, he may be summoned by Baron Helmsley, and paid 100 pieces of eight to join or follow the party and spy on them—reporting to Helmsley by carrier pigeon (the pigeons are paid for by Helmsley). If the Character refuses, he's still already in the game. If more than one such Character is waiting to join, this scenario will favor the one with the highest Wits Score.

5) Introduction*

If there are any male Characters remaining who have not been introduced to the Adventure yet, they will now—all remaining Characters will have been attacked by a 'press gang', an overwhelming mob that captures them, knocks them out, and when they awaken they will already be at sea, this time aboard the 'Scarlet Sailor'. Each Character may make a Luck Check to avoid the press gang. But after that, any ship bound for the rest of this Adventure one will have to get aboard himself, whether he sneaks aboard or signs on.

SABLE SAILS



PART 2: PIRATE TOWN: Now that it has been decided what ship the Player Characters will be sailing on, they just have to wait to weigh anchor. In the meanwhile, use each of the numbered Encounters at your option.

Stories of Captain Domenic: The party will doubtless roam the streets and taverns and brothels of Tortuga, making inquiries about Domenic the pirate. If they do, they will acquire 2 of the following stories about him.

Rumors

Roll	Rumor about Domenic
10-12	Captain Domenic doesn't have a heart; he gave it to the 'Well of the Dead'
8-9	The one known as Domenic killed his entire family, save his sister, for a map
5-7	The devil never leaves hell—only the fear of him does
3-4	The black devil drowns his own men in a place called the 'Well of the Dead'
1-2	Domenic is in league with the devil

Squandering gold: Tortuga offers so much pleasure that Characters may wish to indulge themselves. Inform the Players that for every 10 gold they spend, they can roll once on the following Table to determine the benefits of their debauchery.

Entertaining

Roll	The Character . . .
12	Has a very good time; bonus of +1 to Prime Requisite for the next 1-12 days*
10-11	Does well gambling; regains his 10 +5!
4-9	Has a good time drinking and whoring
2-3	Will be unconscious for 1-3 days
1	Catches ill; -1 to Endurance for 1-6 days

* - Can happen only once. If rolled again, re-roll.

6) Thief

Select a Character at random—he is the target of a pickpocket. Make the Pilfering Check for 'Cullen de Ville', a 2nd Level Rogue, with DS 6, G 6, MOVE 140', pilfering at +4, disguise at +2, and daggers at +2.

7) Introduction

If there is a female Character waiting to join the game, this may be her chance. If more than one such Character is waiting, this opportunity will go to the woman with the least amount of gold. When reading the following narrative, replace 'CHARACTER' with the woman Character's name.

Down at the wharf, a ship has just unloaded a crew of buccaneers, and most have stopped to bid on wenches for the night. Several women stand in their best clothes, seeing how much gold they can get. The auctioneer, a gruff pirate captain with a heavy blue jacket and a pointed beard, turns to the first woman. "What was yer name again missy? Ah yes. What be I bid for 'CHARACTER'? Drunk and easy she be . . ."

The other Player Characters may bid on the woman. If they do, other pirates will bid for her, up to 9 gold. If the PCs do not bid, some pirates will get into a drunken brawl over 'rights', allowing the woman a chance to escape amidst the confusion (no rolls required).

8) Playing pistols

If a Character wants to do some gambling besides that summarized on the Table above, run the following Encounter.

As you make your way through the sweaty crowd of gruff, gambling men, a tall Frenchman sees you and says "Ahoy, monsieur! Join us for a game of pistols, moname?"

The game is simple; the players take turns tossing cheap coins in the air, and shooting them down. To win the game requires a simple roll, with a bonus of +2 for each Skill Level one has with pistols. The Character can wager up to 50 gold—the maximum wager of Captain de Jon, an honorable and fun-loving pirate, well known in Tortuga. If the Character wins, de Jon will congratulate him, and his men will sing of the game, offering the Character +2 Notoriety Points.

SABLE SAILS



PART 3: SAILING NORTH: When the party finally sets sail for Eleuthera, they face a 120 league journey through the shallow waters of the Bahamas Islands, encountering reefs five times along the way—once prior to each Encounter. These Encounters are to be played in the order that they are presented.

9) Shadow of the devil

This Encounter should take place on the first day at sea.

As the sun sets over the glistening Caribbean waters, it washes the ship in a vibrant orange glow and deep shadows amidships. You happen to notice a group of men talking in whispers. You can't quite make out what they're saying, but you catch some snatches of their conversation: "Can he be killed?" "We're risking our necks for nothing." and "I'm not one to tempt the devil."

The crew is very afraid of Domenic's reputation. Whether the Characters present include the (PC) Captain or not, someone must immediately intervene and give them a hopeful speech. This requires a successful Charisma Check. Only one such Check may be made. If it fails or is not attempted, Morale will drop by -8. If such a speech is made later, it will only raise the crew's Morale by 4.

10) Crimson sails

"Sail ho!" calls the lookout. "A frigate flying crimson sails!" A man on deck shouts "It's the Scarlet Sailor!" and his words are echoed by another; "That notorious pirate Le Vue Pierre!"

The ship is indeed the 'Scarlet Sailor', captained by the Frenchman Le Vue Pierre. His ship is a Dutch fluyt, manned by 40 3rd Level Frenchmen and 15 5th Level Frenchmen, armed with weapons and 12 cannon. In addition, any Player Characters who were 'pressed' in Part 1 will be forced to fight here, but of course may turn on their captors and fight **against** Le Vue. Le

Vue himself has DS 6, G 3, MOVE 80', he wears a red satin cape, he's fat and very homosexual, and wields a rapier at +3. If he captures the party's ship, he will, in addition to booty, take all surviving Player Characters (save for women) as sexual fodder for himself and his officers, a horrible fate indeed! If Le Vue is taken, any governor will pay a reward of 2000 pieces of eight for his head.

11) Bad food

On the third day out, the cook will discover that a lot of the food aboard has spoiled, and much will have to be thrown overboard—a total of 20-240 days worth.

12) Captain John Halbart

As your ship sails swiftly through the shallow, blue waters of the Bahamas, watching the fish and sharks glide through the beautiful, shimmering waters below, your attention is suddenly caught by a more impressive sight—up ahead, there is a sizable ship run aground on a wide reef. Even as your ship steers around the sharp coral, you see something strange; a man has set up a table on the highest point of the reef and is having tea!

If the Player Characters are crewmen aboard Captain Gaston's ship, he will take them with him on a longboat out to the strange man. The man is the captain and only survivor of the wrecked ship, the 'Galley', a merchant ship transporting fine European foods to the English colonies. The captain, one John Halbart, has been stranded for months, and has become quite mad. He will blissfully welcome everyone to have tea with him, then he will tell tales of being able to speak to the fish and sing to the mermaids. If the party can endure him for five minutes (as Game Captain, watch an actual clock and time this), old Captain Halbart will say something very interesting—he will claim that he once sailed with Domenic, and that he escaped. He will say that Domenic is afraid to slay women, because he fears their spirits.

SABLE SAILS



PART 4: HAVEN OF HELL'S MEN: Once the party reaches Eleuthera, they may begin their search for Domenic. The following rules and Encounters will tell the tale of their search.

Stories of captain Domenic: The party will doubtless roam the streets and tavernes and brothels of Eleuthera, making inquiries about Domenic the pirate. If they do, they will acquire 2 of the following stories about him.

RUMORS

Roll	Story about Domenic
11-12	The devil's pirate is afraid of the ghost of his sister
7-10	The devil pirate never comes here—only his men, and then only to do business
5-6	Domenic has spies everywhere. He'll well know if you're coming for him
1-4	Domenic thrives on pain. It's said that spilling his blood makes him stronger

Spies: Many of Domenic's men roam the town, keeping an eye and an ear out for pirate hunters like the Player Characters and their crewmates. As a result, anything the party does, unless specifically stated that it is done in secret and/or a hidden place, Domenic will get word of before the party ever reaches him.

13) Pirates from hell

"Ahoy, mate!" calls a man. You turn and see an dark haired man with an eye-patch glaring at you through the thick smoke of his two cigars. "If you be seekin' the devil's pirate, I can help."

The man and his two friends nearby will claim to have sailed before on 'The Demon's Whip', Domenic's ship. They know the location of his secret cove and will tell it to the Characters for the sum of 300 gold. And, if the party buys this information, they will offer a few extra 'words of wisdom' for an additional 100, constituting another roll on the rumor Table above. If this roll duplicates one of the party's previous rolls, re-roll it. The location of Domenic's lair they will mark on an old map—some 18 leagues away.

14) Rogues and rascals

As you make your way down the crowded street, suddenly you hear a swish and a howl—a noose barely missed your head! There's a knife slash! Several men have jumped out of the shadows to rob you!

There are 4 men attacking here; Ben, Dennis, Craig and Kris. Each man has DS 5, G 8, MOVE 110', are 3rd Level, and have a +2 to use their weapon. They use a longsword, two pistols, a cutlass, and a garrote (Base Damage 2). They all have daggers as well. They will fight until two of them are killed, and then they will try to run.

15) The Quartermaster

Run this Encounter only if the party seems to be having too much success in putting the pieces of the puzzle of Domenic together.

The sculpted, wooden head of a man hangs above the door of this, the Quartermaster's taverne. Inside, it's a seedy place with a wet, sticky floor from spilled rum, a ceiling blackened by badly made tobacco, and watery drinks. However, it is here you have found an interesting item; on the wall behind one of the tables is a broken board, baring the words 'The Demon's Whip', the name of Domenic's pirate ship.

If the party makes inquiries about the board, the innkeeper will say that it was brought in by a pirate six months ago, a pirate who claimed to have killed Domenic. But the innkeeper won't remember his name or any details. This hazy recollection should be the party's tip-off that this is a false story. In fact, the innkeeper is one of Domenic's spies! And he will provide the party with a map to Domenic's lair, so they can go and 'see for themselves'. This map differs from the map given by the pirates in Encounter 13, and is only 13 leagues away. If the party later returns to confront this man, he will, if they survive this trap, have already heard of their coming and fled.

SABLE SAILS



PART 5: BLACK SKULL COVE: Once the party sets out to find Domenic's lair, they will face a relatively short journey of 6 leagues. The following Encounters will tell the tale of their arrival.

16) Crow's Cove

If the party was given the false map by the innkeeper of the Quartermaster's tavern, they will end up here . . .

You sail into a spacious cove surrounded by rocky headlands and steep cliffs. Several ships could easily hide in this shallow cove, the first of a series of small islands of barren rocks.

Domenic can see ships approaching this island from his lair 4 leagues to the south, and quickly dispatches men to garrison the hidden cannons that riddle the cliffs. The party has 1 Round before they open fire. Only if somebody specifically looks at the cliffs through a syglass can he see the trap, and then only if he makes an Intuition Check. If successful, he can sound an alarm that will allow the ship to prepare for battle quickly enough so as to only grant the enemy 1 free Turn to fire. If nobody notices this trap, the enemy will gain 3 free Turns to fire, after which they will demand surrender. If Gaston is captain, he will indeed surrender, and among the captives taken before Domenic will be himself and all the Player Characters. There are 20 cannons in the clefts, and a total of 40 3rd Level armed men manning them. If anybody is tortured for information, they will reveal the true lair of Domenic, that of 'Black Skull Cove', 4 leagues to the south.

17) The Demon's Whip

If the party followed the map given by the pirates in Eleuthera (Encounter 13), they will find Domenic's ship.

You sail over thunderous, black waters, until you see a deep cove harboring a frigate. The ship is entirely black—black hull, cannon, and sable sails.

The ship is that of that of the 'Demon's Whip', Domenic's ship. If the party looks through a spyglass, they can clearly see that a sizable crew is aboard, and would be ready to fight back. If the party attacks, Domenic's crew will fight to the death. Their statistics and those for the ship are provided on Handout 12.

PART 6: DEALING WITH THE DEVIL: There are three ways into Domenic's lair—stealth, as prisoners, or simply by storming in after having beaten the scourge's crew. The following Encounters make for all the possibilities.

18) Shadows

If the party tries to sneak into Domenic's lair, they must each make a Stealth Check with a +4 bonus, the darkness and roar of the waves helping conceal them. If everybody succeeds, they will see the following:

The dark waters crash against tall, jagged stones, like the teeth of a leviathan rising out of the depths of the ocean. Ahead, the black cliffs form a twisted maze of trails and tunnels and robe-bridges, lined with torches that cast ghostly shapes on the rocks.

There are no people in the immediate vicinity. But if the party explores further, move immediately to the next section of this Adventure.

19) Captured!

If the party was captured in Part 5, they are led to the following fate:

Blindfolded and tied together in a line with your hands behind your backs, you and your crewmates and forced to march into the moist tunnels of the island, echoing with the roar of the sea and the devilish laughter of Domenic's men. Finally you are stopped and the blindfolds are removed and your hands untied.

Go immediately to Encounter 25 in part 7.

SABLE SAILS



20) Storming the gates of hell

If the party simply comes crashing into Domenic's lair following a victory against his ship, they will be immediately attacked by what remains of his men; 28 4th Level men armed with swords and pistols. After this skirmish, move to the next section of this Adventure.

PART 7: LAIR OF THE DEMON: When exploring the island lair of Domenic's crew, the party will have to find their way around a maze of switch-back pathways, rope-bridges and tunnels. To summarize their search, simply roll a single dice. If the result is 1-5, they come to area 21, if the roll is 6-7, they come to area 22, if the 8-10, area 23, and if 11-12 area 24. Each round of searching the island, there is a 2 in 12 chance that the party trips a wire that will close the hidden door to Encounter 26, making it unfindable.

Domenic's lair: Domenic's lair is in Encounter area 25, which cannot be found normally, as it is in a hidden cave, not visible from the trail below. If ever the party makes a successful Searching Check in areas 1-4, they will find the path to this place. If they **never** make a successful Searching Check, they will accidentally spot the elevated cave when they are sailing away from the island at last, but by that time Domenic will have fled in a secret longboat.

Crafty women: If a woman disguises herself as a ghost or some sort of spirit, and approaches the island at night, she will be able to move about uncontested, as all of Domenic's men (and especially Domenic himself) will believe her to be the ghost of his sister—at least for 10-21 Rounds, after which time they will have heard her footsteps or otherwise detected the deception. This range of time is increased by +2 for each Skill Level the woman has to disguise.

Domenic's superstition: If it ever comes to battle with Domenic, he won't kill a woman—it's a superstition of his. If forced to fight a woman, he'll 'pull' his blows so that instead of killing her he knocks her unconscious.

21) Storage

There is a place where the cliffs rise up over a dry lagoon. The entire area is filled with crates, chests, bags and nets, the storage for a crew of hundreds!

There is a total cargo of 20 rolls here on Table 82. These rolls are made with a +2 bonus.

22) Prison

If ever the party was captured, they were taken here.

Far back at the end of a long, winding, flooded tunnel, you come at last to a dead end cave. Tall stalagmites rise up from the sunken depths of the cave's far end. Human bones litter the rough floor. A lone skull sitting in a puddle stares back at you, speaking in the silent tongue that you will never see the light of day again.

If the party is imprisoned here, 5 men will guard them. These men have DS 6, G 8, MOVE 120', and use cutlass' and blunderbuss', both with +2 Skill Level. These men are all of 2nd Level.

If the skull is inspected, it will have a faint carving on the inside, duplicated on Handout 13. Give that Handout to the Players to study. If the party does indeed follow the instructions, the low tide will reveal a tunnel beneath the normal level of the water—it is a total of 40' long, entirely underwater. If one can indeed swim it, it will emerge in the headlands, invisible to and unknown by the rest of Domenic's camp.

23) Cliffs

You stand atop a tall cleft. From this dizzying height, a narrow track zigzags down to the dark sails of a schooner below.

The schooner, the 'Shark', is used to travel to Crow's Cove and back. It has but a crew of 10 2nd Level men and is provisioned only with food (a total of 100 days worth).

SABLE SAILS



24) Well of the Dead

You have found a small cove where a reef encloses a shallow pool, its bottom covered with bones. Chained to the cleft overlooking the pool is a woman in a sable, silk dress with honey-golden hair.

The bones are those of Domenic's past crewmen who betrayed him. The woman is actually Olivia! The chains cannot be broken, but the locks can be picked in normal fashion. Olivia will rejoice at being rescued, and will do whatever the party asks of her to show her gratitude.

25) Domenic

A secret path leads up a sheer cliff, until at last it comes to a wide, deep ledge. There, tall torches rise up, casting long shadows about the area. Several tables and chairs salvaged from ships form a makeshift command post. Several swarthy pirates are at the tables, gambling and grumbling amongst each other. One of them sees you and stands up, a tall, pale man with scraggly black hair, like seaweed. His eyes are as black as coals, windows to an empty soul.

The tall man is Domenic himself! His men number 12 in all, with DS 8, G 8, MOVE 120', and each have a cutlass and a pistol, and a bonus of +3 to use them. Each of these men are of Level 5. Domenic's statistics are provided on Handout 14.

If the party was brought here as prisoners, they must now spring to the attack and fight to the death! If they do not, they will be taken to the island's prison (Encounter area 22) where they will be kept for a day. If the party does not find the secret exit there, and thus does not make their escape, move at last to the last section of this Adventure.

If the party successfully searches this area, they will find a secret door, opening on a hidden mechanism, leading to the otherwise unfindable Encounter area 26.

26) Treasure cache

The tunnel winds into a cave, filled with treasure! There are mounds of gold and open chests spewing pieces of eight over the floor! Smaller chests and sacks lay open, glittering with jewels beyond price and count! The plunder of the devil himself!

The treasure here consists of 2500 doubloons, 6000 guineas, 16500 crowns, 37000 deniers, 120800 pieces of eight, 3 pearl necklaces worth 500 apiece, a diamond studded bracelet worth 1000, a bag of 15 large pearls worth 1000 apiece, a sapphire ring worth 2500, a small chest full of 300 small rubies worth 20 apiece, a painting of King Louis III of France worth 9000, and a title deed for a mansion in London.

PART 8: THE RETURN VOYAGE: When the party is about to hoist anchor and leave the island, they will learn that the adventure isn't over yet...

Olivia's passion: Having been rescued, Olivia will fall in love with one of the Player Characters. Total the 'value' of each PC according to the Table below. The (male) Character with the highest total has won Olivia's heart.

Olivia's Passion

Value	The Character ...
18	Killed Domenic (dealt the fatal blow)
12	Has role-played feelings for her
8	Is of Nobility (title of Baron or higher)
5	Has a Charisma Score of 8 or greater
1	Gives her money; +1 for every 1000 gold

Gaston's jealousy: If the party is sailing under the command of Captain Gaston, he will at this point become obsessed with having Olivia as his own. Since she already loves another, that Player Character Gaston will challenge for her hand, but not to the death. It will be an honorable duel, either without weapons or with rapiers alone (and no armor). But if Gaston loses, he will attempt a sneak attack with a hidden dagger, gaining a free Turn with a +2 to his Attack Roll. If there is a Rogue Player Character present he may make an

SABLE SAILS

Intuition Check to notice this skullduggery in time to shout a warning, thus negating this surprise attack. But in either event, since Gaston has chosen this dishonorable end, he will now fight to the death. If a Player Character beats him now, he will gain the respect of Gaston's crew, and they will offer him the new captaincy.

CONCLUDING THE ADVENTURE: Once the party has left Black Skull Cove behind, there are some things to consider.

Imprisoned: If the party was captured by Domenic and either did not fight their way to freedom or did not find the secret exit from the prison, with the next dawn Domenic will have them all blindfolded and tied in an unescapable manner, and eventually sent to Port Royale where they will be sold as slaves or ransomed back to the governor. In any event, this ends the Adventure for the Characters, strips them of all their wealth and possessions, and puts them in a relatively bad position to begin their next adventure.

Domenic's revenge: If the party never found Domenic's lair while on the island and thus gave him the opportunity to escape, he should return at a later date, with another vessel and crew, seeking revenge on the Player Characters and their captain!

The favor of Baron Helmsley*: If the party brought back Olivia to Tortuga and presented her to Baron Helmsley, he will be grateful enough use his influence with the governor of Tortuga to offer the captain and his crew amnesty in their city, making the harbor welcome to their flag for the next 2 years, negating any rolls for hostilities in the harbor.

Olivia's love: If the Character Olivia loves marries her, he will gain 10 Notoriety Points, be cleared of all crimes against the crown, and become royalty by legal and holy matrimony.

If you wish, you may use the following narrative to describe their wedding, replacing 'CHARACTER' with the name of the groom Player Character and 'CITY' with the name of the city in which the ceremony takes place.

It is a bright, beautiful day. The sun has come out to witness this union. The clouds glide slowly by overhead, tarrying in their heavenly voyage to watch the ceremony below.

St. Martin's Cathedral in 'CITY' is alive with activity! Many have come by coach and carriage to be a part of the best day of your life. Servants of the king and many lords and ladies from court have come to pay homage to the royal couple.

Inside, the cathedral is decorated as if for holiday; endless streams of holly boughs entwined with white roses line the arches and wrap around the columns. Overhead, the statues of angels are crowned with multi-colored flowers and carry real candles. Their light is reflected a hundredfold in the candles on altar and angel below, where the best of 'CITY' gather in the pews.

The priest appears upon the dais.

The music flares up.

Then all heads turn in unison as you approach. It's a long, difficult journey down the isle, but you take it in stride, and your cool confidence relaxes the crowd. They are in awe.

Then the music pumps up even louder, and as you turn around, you yourself are held in awe at the beauty of your bride—Olivia walks slowly down the isle towards you in a flowing white dress. Backlighting by the white light outside, she appears as an angel herself. Finally you are united at the altar, under the eyes of God, and you turn to the priest.

After a beautiful speech, the magic words ring out: "Blessed 'CHARACTER' and Olivia, I now pronounce you man and wife . . . you may kiss the bride!"

The music comes alive again and the crowd with it. It is a truly beautiful day. An end, and a new beginning . . .

Olivia will remain at home while the Player Character continues to adventures on the high seas. However, if the Character decides to settle down and retire to a life with Olivia, the Player will receive a bonus of +5 Creation Points when creating his new Character.

our Excellency;

It is on the occasion of my daughter's birthday that I write to you. Labors on the island are proceeding as proven.

Your inquiry into the matter of the "Devil's Fortune" has proven valuable: Scouring the records of the Dutch West India Company I have learned that in the year of our Lord 1631 the ship of Captain Hendrick never reached port. Along her route was that of the missing Honduras galleon "Silverwind".

The long-spoken legend of the Devil's treasure is already being reported to councilmen to his majesty the king. I encourage you to follow this legend with all speed and all resources at your disposal.

God bless you, Sir Thomas Modyford.

The Dutchman

The Archangel

Captain: Jack Roberts	Design: Barque Hull Points: 160 Mounted cannon: 15	Crew: 085 Levels: 185 Morale: 25
Flag: English	Reserve cannon: 05	Hold: 4000
Speed: 12	Men per cannon: 5	Cargo: 3500
Notes and Changes: _____		

The Archangel is one of many ships that were built in Portsmouth to sail to the king's colonies and fight off pirates. In 1662 she came under the command of Major Jack Roberts, who careened and cleaned her for half the year, fitting her with new cannons and masts. Once she was battleworthy, she set out and has never lost yet.

The Archangel is a sturdy and capable ship. Manned by 85 men (70 2nd level and 15 3rd level), its guns fire with a +2 bonus. And under the leadership of Captain Jack Roberts, an additional +2 is awarded to the crew's Attack Rolls. The crew of the Archangel are well armed, with swords, pikes, muskets and boarding axes.

The Archangel is provisioned mostly for battle, with a hold full of weapons (three crews worth), a total of 20 cannons, 50 cannon salvos, an extra anchor, and enough food and water to last its crew of 85 men 100 days at sea. The Archangel carries no treasure as its men are to be paid in port, and also so that nothing is lost to any pirates that should take her.

Major Jack Roberts

Brawn:	06	Nationality:	English	Age:	34
Agility:	05	Class:	Buccaneer	Born:	1629
Endurance:	08	Experience Level:	3	Height:	5'9"
Girth:	07	Notoriety Level:	2	Weight:	150
Wits:	08	Defense Score:	09	Handed:	R
Intuition:	08	Carried Weight:	008	Move:	120'
Charisma:	05	Notes and Changes:	_____		
Luck:	03	_____			

No more loyal man than Major Jack Roberts has ever sailed in the Caribbean. He loves his king, and his home, and sails wherever duty takes him. Born to aristocratic parents, the young Jack Roberts became used to life at court, and learned early on how important were matters of state. When he came of age he dedicated his life to serving his country. He is a patient and calculating man with no vices and no need for personal glorification.

Jack Roberts is a trained and skilled captain. He was trained with both the rapier and longsword, and gains a bonus of +4 with them. He is also skilled at leadership (level 2), navigating (level 2), and being a shipwright (level 2). He speaks only English (Level 3).

Jack Roberts sails as sensibly as any captain, fitted both for command on deck and armed for close-combat; he carries a rapier but keeps a longsword in his cabin. He wears an elegant coat to signify his office, giving him a bonus of +1 to his Charisma while he wears it (hence his score of 5). Roberts carries only 200 gold on him.

Hendrick Lucifer

Brawn:	04	Nationality:	English	Age:	68
Agility:	05	Class:	Buccaneer	Born:	1595
Endurance:	05	Experience Level:	5	Height:	5'8"
Girth:	07	Notoriety Level:	4	Weight:	110
Wits:	09	Defense Score:	09	Handed:	R
Intuition:	08	Carried Weight:	051	Move:	090'
Charisma:	09	Notes and Changes:	_____		
Luck:	08	_____			

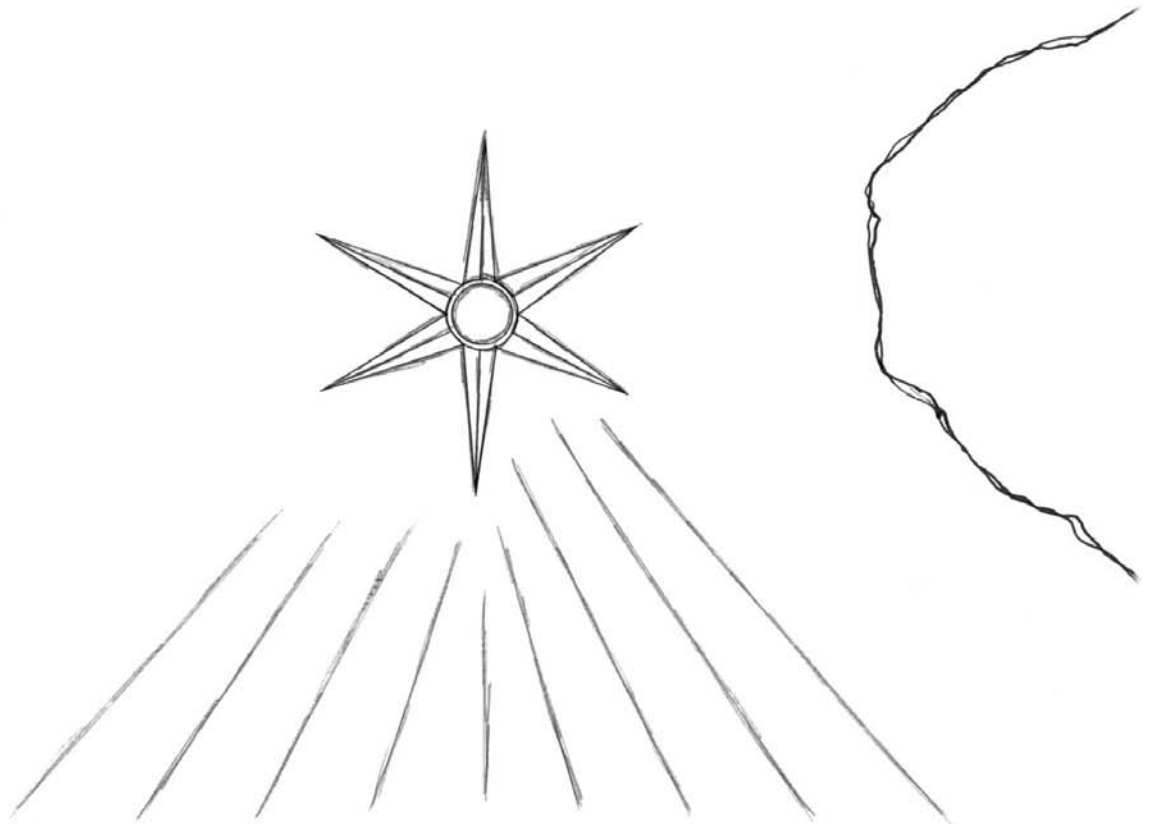
The Dutchman earned his name working for the old Dutch West India Company. Born into poverty, he earned respect and skill as a cabin boy and later as a sailor, at last gaining a captaincy in the company. But Holland and Spain went to war, and business came to an end. Still with a yearning for the sea, the Dutchman is like an old ship himself, weather-beaten and frail-looking but seaworthy and with the endurance for a long voyage.

The Dutchman is a very skilled man, having worked as a merchantman most of his life. He's literate (level 3) in English, Dutch and Spanish, and knows all the gems and jewels of the world and can appraise them (level 3). He is also a skilled swordsman, with rapiers, longswords and the cutlass (all at level 2).

The Dutchman carries two double-barreled pistols and a longsword (slung across his back). He keeps a dagger in his boot (which has a hollow heel), and whenever he goes inland he carries a 30' rope, a canteen full of fresh water, and a machete.

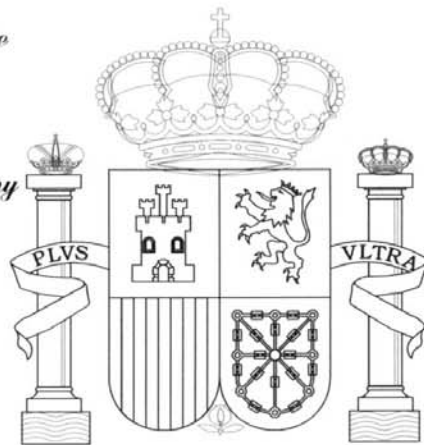
Share the
Secret





Beyond death follow the North Star to Heaven and God


*By the grace of God may the
bloody gold of the Crimson
Death rest forever in the depths
of Hell. But faith be my very
words remitted if God-faring
men should avenge this wicked
story. This map is my
scripture. It's tale the life of
all who died for it*



Jesse

The Moonbeam

Captain: Edger Horowitz	Design: Barque	Crew: 100
	Hull Points: 150	Levels: 210
	Mounted cannon: 16	Morale: 20
Flag: Pirate	Reserve cannon: 04	Hold: 4000
Speed: 12	Men per cannon: 6	Cargo: 3100
Notes and Changes: _____		

 Originally a Spanish tradeship, this ship was sighted and taken by the crew that Edger Horowitz was a part of. For his bravery in the battle, Horowitz was given a command, and when they divided plunder, he took her for his own. The Moonbeam is a graceful ship, very elegant in design, disguising its strength in battle.

The Moonbeam is manned by an experienced and very determined crew. Englishmen and Spaniards form a strong brotherhood, sharing alike in fortune and death. Most of the men are rugged seamen (2nd level), but Horowitz' 5 officers have been with him from the beginning (level 4). All of Horowitz' men are well armed for any battle.

The Moonbeam is always rigged for battle, as Captain Horowitz usually buries any treasure he acquires or lets his crew enjoy themselves in port. Aboard the ship at all times however are kept 40 salvos worth of cannon shot, a longboat, weapons for the crew, 3 tons of rum (again for the crew, to celebrate after a victory), and enough in food and water to last the 210 men for 50 days at sea.

Edger Horrowitz

Brawn:	05	Nationality:	Welsh	Age:	42
Agility:	07	Class:	Rogue	Born:	1625
Endurance:	07	Experience Level:	4	Height:	5'9"
Girth:	06	Notoriety Level:	2	Weight:	140
Wits:	07	Defense Score:	07	Handed:	R
Intuition:	05	Carried Weight:	097	Move:	080'
Charisma:	06	Notes and Changes:	_____		
Luck:	05	_____			

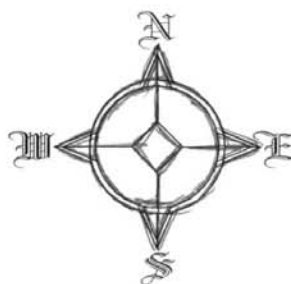
The deeply religious Edger Horrowitz began as a mere lookout on a small pirate ship. But over the hard years, he learned many skills, and eventually took his own ship. He has great faith in his crew and in himself. Horrowitz is however a greedy man and often takes foolish risks.

Horrowitz has learned his trade through a number of experiences, earning him a unique collection of skills; very skilled in merchanting, he is good at appriasing (level 1) and bring a shipwright (level 3). He is also very skilled at sailing, being good at forecasting (level 2). But it is his trade as a pirate that earned him his favored skills, that of speaking fluent English, Dutch and Spanish (and thus level 2 with them all), and being skilled with both pistols and longswords (at level 1).

Horrowitz believes in being prepared; he wears Spanish armor (including a helmet), giving him +5 to his Girth when being hit. He arms himself with 2 pistols and at either side is slung a longsword. In addition, at all times he carries a spyglass, a compass, and a pocketwatch.

*proyecto derrota a la
estrella norte*

*ses piezas el diablo
siete el cielo*



Marañón

The Hunter

Captain: The paragon, Gaston	Design: Galleon	Crew: 120
Flag: French	Hull Points: 400	Levels: 180
Speed: 10	Mounted cannon: 20	Morale: 50
Notes and Changes: _____	Reserve cannon: 05	Hold: 20000
	Men per cannon: 5	Cargo: 6820

The Hunter was originally an English cargo vessel. In 1658 England's colonies in the Caribbean were in need of more warships to fend off Spanish pirates. The Hunter is one of many ships that were refitted for battle. In 1665, Gaston arrived from France and bought the Hunter with his own money, to further his own goals, mainly those the king. Gaston is proud of his ship and often has it refitted with greater guns to fight off greater enemies.

The Hunter is strong in battle because she has guns and crewmen to spare, 120 men (100 1st level and 20 4th level) manning her oversized cannons. And because they admire Gaston so much, they fight with a zealous fervor that grants them +3 to their rolls. All hands are armed as well, with longswords, rapiers and blunderbuss rifles.

The Hunter doubles as a pirate hunter and a trade-ship. 40 tons of goods are stored below decks, protected by her cannon's 90 salvos worth of cannonballs. She has 4 longboats, and enough food to feed her 120 men for a good 60 days.

Captain Gaston

Brawn:	10	Nationality:	French	Age:	30
Agility:	07	Class:	Buccaneer	Born:	1638
Endurance:	09	Experience Level:	4	Height:	6'3"
Girth:	12	Notoriety Level:	3	Weight:	180
Wits:	06	Defense Score:	10	Handed:	A
Intuition:	05	Carried Weight:	038	Move:	090'
Charisma:	12	Notes and Changes:	_____		
Luck:	05	_____			

From a small, provincial town in France came Gaston, a paragon, and a privateer. Large and boisterous, Gaston commanded and demanded respect from his crew. And as he is as much in love with himself as his crew, he dared some of the greatest battles of the Caribbean in his first year, and earned a solid reputation as a fearless privateer and pirate hunter. With his successes, Gaston has become braver still. His crew admire him and would die for him, but it is sometimes whispered whether Gaston himself is capable of doing the same.

Gaston outdoes everybody with his skills (or so songs say); he speaks fluent French and English (level 2), he is skilled in swimming, running and climbing (all at level 1), and he's a master at using the blunderbuss (level 3), the longsword (level 3), and all blunt weapons (at level 2).

Gaston goes to sea armed for battle, carrying a large blunderbuss with extra shot for it, and a longsword and a dagger. He also carries a hefty purse on his belt, with 560 pieces of eight in it.

The Demon's Whip

Captain: The devil's pirate, Domenic	Design: Man-O-War Hull Points: 600 Mounted cannon: 36 Reserve cannon: 10 Men per cannon: 3	Crew: 110 Levels: 250 Morale: 25 Hold: 10000 Cargo: 3600
Flag: Pirate		
Speed: 12		
Notes and Changes:	_____	

Long ago, this ship was a majestic beauty known as the 'Royal Wind'. It was built in Barbados, designed to handle the Caribbean's shallow waters in particular. For years it sailed around the king's colonies in the Caribees, until its captain, Domenic, turned pirate. Possessed with madness (some say the devil himself) Domenic refitted the ship in Tortuga and had it redesigned outwardly, with wooden gargoyles, red lanterns framed in twisted iron, and with sable sails.

The Demon's Whip is manned by a rough, despicable and determined crew of 110 men (50 1st level, 50 3rd level and 10 5th level). They are armed with longswords and cutlass', and many use pistols and axes. Under Demonic's command, they gain a bonus of +1 to their Attack Rolls.

The Demon's Whip stays empty when anchored, as all her treasure is taken inland to Demonic's lair. But she is always ready for battle, with 80 cannon salvos, weapons for her crewmen, a longboat to help board other vessels, and spare sails in case hers are shot through or burned.

when things are
lowest they are
at their best

Domenic the Black

Brawn:	08	Nationality:	English	Age:	36
Agility:	06	Class:	Scourge	Born:	1632
Endurance:	10	Experience Level:	6	Height:	6'1"
Girth:	10	Notoriety Level:	6	Weight:	160
Wits:	07	Defense Score:	13	Handed:	L
Intuition:	08	Carried Weight:	069	Move:	090'
Charisma:	04	Notes and Changes:	_____		
Luck:	06	_____			

The devil pirate is a fallen angel; once a proud, loyal merchant captain, he discovered that his sweet sister kept from him a family secret of buried treasure. Refusing to divulge the secret, Domenic's sister drove him mad. It was her blood that stained his flag and made it the chaotic jolly roger it is now. Domenic is obsessed with treasure, and is ruthless in his pursuit of it, trusting nobody.

Domenic is a vicious enemy, highly skilled in the long-sword and cutlass (both at level 3), all guns (at level 2) and hand-to-hand fighting (level 1). He is also a capable leader (skill level 2). In addition, Domenic's vicious nature gives him a base bonus +1 to all forms of attack.

Domenic keeps most of his equipment aboard ship. Yet he is ever ready for combat, carrying a jagged cutlass, a belt packed with a dagger and four double-barreled pistols, and a hidden dagger in his boot. Domenic always carries his own purse on him, holding 1350 pieces of eight, 1150 ducats, and the diamond necklace once worn by his sister (worth 3000 gold).