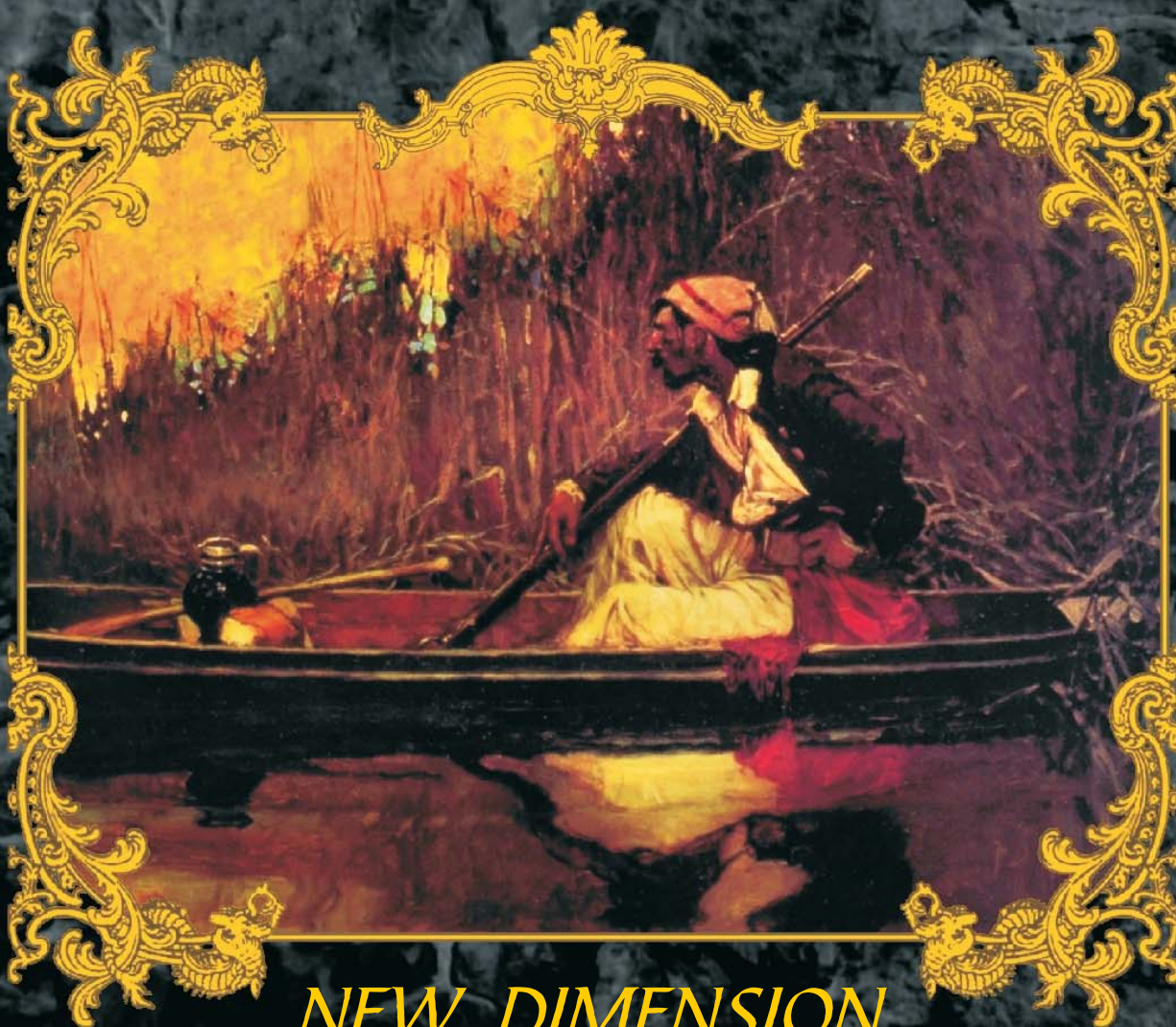


PIRATES™

OF THE
LOST TREASURES

BY: MATT DEMILLE



NEW DIMENSION
GAMES

FOR Davey Jones,
FOR haunting myth...

Credits

Designer: Matthew deMille

Cover: Frank Schoonover (historical picture)

Editing, Graphic Design, Typography: Matthew deMille

Producer: James deMille

PLANNING THE ADVENTURE

No fear have thee of ancient curses, says ye?

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 two individual, open-ended Adventures that will take the Characters on thrilling journeys across the Caribbean! These can be played individually, or used as an epic two-part story, telling a tale across generations of pirates. Or, they may be played in non-chronological order, assuming that Adventure #1 is never to be played and that the Encounters keyed to specific years are omitted.

Using this book: These Adventures are relatively short, requiring an estimated one full game session (roughly 10 hours) for Adventure #1 and two to three full game sessions (roughly 20-30 hours) for Adventure #2 to be played through. 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 key conclusions, and 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 also important to note that, as these Adventures are longer than most, that they should be played back-to-back, as part of their story arc's quality comes from continuing a battle fought long before, whether both Adventures are played by the same Characters, or their heirs. However, if there

are other Adventures played in the roughly 30-year gap between them, you should add emphasis to the original and returning story when the game reaches or returns to it. Otherwise, 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 with interim or interrupting storylines provided that the Players are **fully** aware of when a new story thread or theme is introduced and thus when one Adventure ends and a **new** Adventure is beginning.

Indeed, if you play these two Adventures as bookends to a larger story or Campaign, have a little time in-between each interim Adventure (or chapter), thus clearly establishing the time elapsed between adventures and helping the Players define the differences between themes.

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, 'Dead Man's Guest' takes place in the year 1633. The second Adventure, 'The Shaman's Secret', takes place in the year 1665.

Telling these tales: Both of these Adventures are about curses, and everything revolves around that theme, for both the Player Characters and all the NPCs as well. Thus, when telling these stories, maintain fear and superstition as the driving forces behind most themes and actions. Certainly other motives and ideals such as greed, love, patriotism and revenge can come into play, but they should never take precedence over horror.

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) Arm wrestling

Entering the smoky shadows of the tavern, you see several men watching an arm wrestling trial. On the table under each contestant's hairy log is a burning candle. The crowd watches with grim delight and seem to relish the smell of burning hair mixed with their stagnant rum and armpits.

It's a simple arm wrestling contest. After its over, the winner, a man with 11 Brawn, will offer a challenge to the crowd, wagering 50 gold to the one who can beat him, but taking an entry fee of 20 gold. He will not wrestle the same man twice.

2) The Roaming Wench

"Sail ho!" The call brings the crew amidships to see a large prize breaking the waves. As it flies closer, its full sails look to be largely patchwork, made from knickers and a hundredscore bodice. The name on the side of this vessel says it all; *'The Roaming Wench'*.

This is a barque crewed by 35 2nd Level men, all pirates and all English rebels. Their captain is a woman, one 'Diannis Greaves', a Buccaneer of 4th Level who uses a longsword with +10 skill instead of +8, and whose Defense Score is thus 16 instead of 14. She kills all women as she dislikes any and all competition to her considerable comeliness. Her male captives she rapes one and all, requiring an Endurance Check from them to see how long they can last in bed. If they succeed, they outlast her and so they are cast overboard or marooned (their choice). If they fail, they can join her crew, as she likes to remain the one in command in every way.

3) A change in the winds

There is a thin fog laying over the sea this gray, colorless morning. It's hard to tell where the sky ends and the waves begin. One of the crew is in the rigging, looking over amidships. Another man passes him by. "Checkin' the weather on deck?" he asks. "Aye," says the man aloft, "no signs o' mutiny this mornin', methinks".

These men can be doing several things. If the crew's Morale is within 5 of mutiny, the captain is going to have to make a Charisma Check to keep it from dropping to that level. If their Morale is already mutinous, they will ask the party to lead the revolt, and if they refuse, they are instantly and irredeemably seen as the enemy. If any Player Character is the captain, they will begin the mutiny by attacking him right now! However, if the crew Morale is not within 5 of mutiny, these two men are just drunk and playing with the party's heads.

4) Prisoners of a dead calm

The sun gleams off the horizon as if off of glass in a Church. The sky is stained by the image of a ship without any masts. Drawing closer, you see several man moving zombie-like about the decks. Marooned on a ship they are, the victims of a dead calm, prisoners in a small desert of wood surrounded by water they cannot use.

The ship, 'The Dorsal Cross', is a brigantine with only 28 Hull Points left from its last battle, although they won by sinking the other vessel. The crew are starving and dying of thirst. These 16 3rd Level men will eagerly sign on to any crew. There is nothing of value left on their own ship.

5) Helpful old bastard

Use this Encounter only if the party is greatly in need of information to get back on course with the Adventure's plot.

In a shady corner of the tavern, your eyes lock on a grizzled old sailor chewing on a long piece of jerky that looks like a dried monkey's tail.

The old sailor has as many tales to spit out as he does tails to eat. He can give the party the one piece of information they need to get back on the right course heading for their current Adventure for a price of but 65 gold. Or, as he will offer it; "I've more years drawing wrinkles in me face than there are longitude lines on a navigator's globe, so there is nothing that I can't recall or trace".

DEAD MAN'S GUEST

Avast there! Ye be seekin' adventure, eh matey? A wealth o' stories await ye, but they be easily found says I. What will ye spend 'em on, methinks? In the half-drowned harbors o' pirates an' dens o' them thieves there be plenty o' passages ta purchase, all o' them a sure voyage ta some dark adventure. It's a boon, a crossroads o' fate where earthly goods may be as scarce as a Devil's mercy, but where true treasure can be had fer a simple story...

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 1633. 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 edge of the Caribbean. The end of the New World. Here, the tides of time and the waves of war wash blood upon the shores of Florida. The Thirty Years War, as they are now calling it, has left great flotsam of wrecked ships and sailors' drowned bones upon the beaches of an island chain, the now renamed Florida Keys.

With the power of the great nations waning, smugglers and thieves are thriving in their trade. Especially here, within the shadow of the once great Spanish Empire. Its capital city, Havana, is like a specter looming over all surrounding ports, a bloodthirsty ghost of a bygone era, though it is blind in its apparent immortality, taking no notice of those who crawl amongst a nearby graveyard of ships, indeed the Florida Keys.

And yet here there is no more certainty of a future. Like the tangled forest of masts that fills up the various small harbors, it is difficult to tell which direction anything is, which way the winds of fate are blowing within their rotting sails. For there is both promise and peril in all directions, and no safe port, not even this one.

PART 1: TALES OF THE DEAD PARROT: A story may begin anywhere, like a voyage, but the storm of adventure begins with the first rise in the wind. The first crack of distant thunder will sound in a tavern of the Florida Keys, the 'Dead Parrot' by name. Play the following Encounters whenever applicable but in the order that they are presented.

1) Introduction

This Encounter shall introduce all Characters who are already part of an established party from an earlier Adventure. When reading this narrative, only read the second paragraph if the party has a ship.

The town welcomes you at night. It is difficult to find your way, for this is no island, but rather a series of shoals and ships bound together by a maze of robe-bridges and docks. Eventually, you pass through tall, brick archways rising up from the black depths, the remnants of an old French fortress. The always familiar yet ever alien smell of wet rock kindles nightmares of what drowned sailors you walk above while lights kindle in the distance—flickering lanterns of the pirate town, like will-o-wisps within the swamps, calling to you with a low, echoing music.

The haunting melody of music and laughter comes from all around—ahead in the darkness, as well as behind you, from the fog of shredded sails, the graveyard of ships stuck on the reefs or swamped in the shallows. Your own ship will remain there, perhaps, adding to the Florida Keys like dead men add to a legend.

The party's ship may very well be trapped on the reefs surrounding these islands, as the harbor has not yet been thoroughly sounded, and so some shallow areas still strike newly arriving ships. As it is, any ship's Value is its chance in 12 of being trapped in the shallows, stuck here like the others.

The path into town leads to the Dead Parrot Tavern, which acts as an unofficial tollbooth into the town proper—one must go through the tavern to reach the rest of the port. However, before any can pass through, those destined for adventure will have a few Encounters...

DEAD MAN'S GUEST

2) Introduction

This Encounter will introduce any Characters who have not been played before. However, give any who are French the option of waiting for later. Do not explain why—it is simply a choice they have.

You've spent many days and nights here at the tavern, the Dead Parrot. Tonight finds you just outside, overlooking the lagoon, where old cutters and longboats lie upon the colorless sand like the bones of shapeless beasts. Behind you, the door is aglow with blood-red light, a lamp enclosed in a skeleton's ribcage, mounted to the wall, so that it burns like the heart in the dead man's chest. You know why it is lit. You know why you've had to wait. Now is the time for your judgment. The captains in the tavern are awaiting for you to enter and pay for your passage to this port with gold, or with blood. You glance down at a fiddler crab—one claw is larger than the other, and perhaps there is a lesson to learn in that.

Each new Character must enter separately and either pay 30 silver (equal to gold), or survive a weaponless fight with 3 Pirates (in which death is considered to be merely a knockout). Those who fail will not be allowed in port unless hired onto a ship at a captain's discretion. Those who succeed are free to do as they will.

3) Introduction*

This Encounter will introduce any Characters who are of French heritage.

The tavern suddenly erupts into chaos. Men are tripping over each other to see the 'new arrivals' outside. Pressing against the windows, you see a ship unloading what look to be slaves, but to the apathetic disdain of the drunkards, who begin to drift back to their tables muttering disappointment and disdain, the newly arrived sailors are French refugees of the Thirty Years War. "Last thing we need—more people who can't fight!" grumbles a mountainous mass of muscle—the tavernkeeper. "Sorry lot, says I. Well, at least they're cheap".

What the innkeeper means by 'cheap' he will not explain unless asked directly, and then will his answer come at the cost of great insults as to the asking one's own weakness and obvious stupidity; "Refugees are the same as slaves, but whelps and weaklings aren't of much use here on the hard bones of the Florida's forbidden islands".

Amongst the newly arrived refugees will be the new Player Characters. They will not be sold into slavery, but they will be ignored by everyone in town—merchants, innkeepers, doctors, and even prostitutes. That is, until they stop being a 'ghost', and find someone accepted in town who will speak for them, and only the current Player Characters will be so willing. So, until a party forms itself, the newly arrived will not be able to carry out any kind of business.

4) The message

The shutters slam open with a gust of wind. A normally fixed and forgotten occurrence, yet all the drunkards, devils, cutthroats and whores hold their breath. Minutes pass, and then a ragged old parrot glides with, landing like an anchor on the end of the innkeeper's arm. He quickly removes a ragged parchment from its talons, and after his eyes quietly command others to fix the windows and put all other lights out, by lone candleflame he echoes the blood-stained words of the paper;

"To whose I hold in contempt . . . may your heathen ways which fly in the face of God and sail above the bottomless depths of Hell at last be of use to the crown. His Excellency, Marquis deMascar of Barbados, suffers from an ill gained in the West Indies. Brought upon by a curse of the Witch Doctor known as 'Ark-Khabala', his Majesty the King himself, dear in policy to the ailing Marquis, offers a prize reward of twenty thousand crowns to whomever can break the dark will of this curse by breaking its maker. All the gold awaits those who can find their faith within Barbados, fulfilled by bringing the vile Khabala himself before his victim's own good judgment".

Nobody will accept this mission, save for the Player Characters. The innkeeper will freely let the party have the parchment, provided as Handout 1.

DEAD MAN'S GUEST

PART 2: DIGGING UP A LEGEND: The party's search for the whereabouts of the Witch Doctor is one that will begin by skulking around the Florida Keys. However, there are only a few clues to be found, detailed in the following Encounters. Play them only when the party seeks out such places.

5) In the cemetery

If searching for clues in the cemetery . . .

The cemetery is flooded, leaving naught but an expansive swamp of tree stumps and headstones rising out of the mire. Trudging through it, you come at last to the mausoleum in the center. It too is flooded, though at least the floor is solid beneath your feet. Wading through the knee-deep slime, your efforts find only a domed chamber. Many drawers are open and choked with weeds. Rotten furniture floats against the walls. A large fireplace vomits vines down from its throat. It is a sad and melancholy place.

Each Round spent here, there is a cumulative chance in 12 that 1-6 Alligators swim inside here.

A search may find that there is a hole in the floor inside the fireplace, barely covered by a thin, stone slab. If removed, the floor will drain, but the secret tunnel beneath can then be explored. It will lead a short distance to an old seachest, now all but submerged and rotting fast. Inside is 120 gold, 5 jewels, and a scroll case containing Handout 2.

6) At the wharf

If seeking information at the wharf . . .

Passing the entrance to the town, the sign naught but a barrel with 'Welcome to the Thirteen Keys' carved on it, you come to the wharfs. Thirteen, indeed. Not a good number. The wharfs are very crowded with wrecked ships, all but the smallest doomed to remain here, adding to the Keys like choral to a reef, their cabins and holds becoming the new shoppes and brothels of the harbor, and all connected by roads of rope-bridges, gangways and the maze-like docks themselves.

There are several things one can learn at the wharf. Answers to various questions are as follows:

The Witch Doctor is a legend among some of the harbor regulars, including the harbormaster and several captains whose ships have become shoppes. They all agree that the fabled Witch Doctor died long ago. They do not dismiss the legend, though. On the contrary, they will encourage the party to seek for him, but simply with the warning that to seek him is to seek an undead man.

Why the old sign gives a different name is a question with no one answer. The harbor's original name, given by the pirates who founded it, was of 'The Thirteen Keys'. It has since been renamed by the French crown, but the old name lingers, and some say it is because nobody ever enters the everglades of Florida, but as there are 13 known trade routes nearby, this haven is thus the 'key' to raiding all of them.

7) Ghostly procession

If the party simply isn't finding anything . . .

The one real street that runs through town has become just as crowded as the rest, as a funeral procession is making its way along towards the old, sunken cemetery. Incense lanterns swaying, the chanting, robed priests seem more like spirits. As the salty wind of the sea billows the smoke, the procession within it is revealed to be skeletal men in ragged cloaks—one of them turns to look at you. The moment passed, your eyes flutter as if awakening from a dream, seeing the living procession continuing down the street.

Each Character can recall hearing the chant for 'what it really was' as well, provided he can make an Intuition Check. If successful, he will roll once on the following chart to determine what he heard the skeletons saying. This roll is increased by one's Religion Skill.

The Hidden Chant

Roll	What the individual recalls hearing
10-12	"Dead men tell tales to those who burn"
4-9	"Those not locked to land parley ghosts"
1-3	"Seek Hell beyond Heaven's fiery gate"

DEAD MAN'S GUEST

PART 3: INTO THE EVERGLADES: Once the party ventures into the Florida everglades, they will face an 18-league journey through the swamps, and so their movement will be reduced by -2 leagues every day. If they use a boat, it will negate this penalty. Run all of the following Encounters within this distance, and in the order they are presented.

Maps of the marshes: There are no guides that are willing to brave the everglades of Florida anymore. However, there are many old men who used to go there—before evil spirits took over—that will sell maps of old roads, rivers, landmarks, and other all too vague directions. If they are willing to spend a good 60 gold on scraps of maps, they will give them a +1 bonus to rolls on Table 8.

Stories of the swamps: There are many tales and superstitions about the swamps. If the party asks about them, have them continue to make Searching Checks. Each successful Check will get one roll on the following chart, until such a Check fails.

RUMORS

Roll	Rumor about the everglades
9-12	Those who sought the Witch Doctor are still out there, seeking not him, but you
4-8	When the sun is aligned it will reveal the gates of Hell beneath the Pool of Death
1-3	There are monsters there, hunting at night

8) Introduction

This Encounter will introduce all Player Characters that are not yet in the game.

Many miles into the bogs, the tall trees rising up from the quagmire seem like the wooden bars of a great prison. Just ahead, you see dozens of all too ghostly men tied to the trees. Most move no more, though some feign to still be living. The way the faint light falls on their flesh reveals the undead nature of these corporeal spirits.

These were people captured by the French that fled when they heard true ghostly voices, and left their prisoners here. Most have died, but the new Player Characters still live amongst them.

9) The bayou at night

With the fall of night, the world of the swamp changes. Fireflies dance among the silhouettes of the trees, their quiet song somehow able to lull your senses into forgetting about all the hidden dangers deep and asleep in the bayou. The blue light is somehow able to paint everything in a peaceful stillness as if it will never move. The shadows all blend together into a dark menagerie of colorless shapes.

A Searching Check might discover that one of the shapes is an overturned boat, still useable. If it is not used by the party, the 4 Alligators lurking in the waters ahead will get a free Round against everyone who fails to make an Intuition Check.

10) Chorus of Chronos

The will-o-wisps are getting thicker, like lanterns carried by shadows. Soon, these black silhouettes begin to encircle you, walking through the water without making a ripple. You can see them, their reflections clear—skeletal men consumed by dark cloaks, thirteen in all, closing in around you.

These are the spirits of all who tried to learn the Witch Doctor's secret and failed, Shadows all. If someone accepts their challenge, they will chant:

*Oh ye who'd be a dead man's guest
He must worst first a dead man's best
Thirteen locks on a dead man's chest
Ye who'll enter a dead man's nest*

This chant is reproduced as Handout 3. Once heard, the challenged Character will be dragged by some of the spirits under the water into a ghostly netherworld. Here, he is beyond the aid of others, where he must open all 13 locks on an old chest, a feat requiring Lockpicking Check at a -3. One can get a +1 bonus for each lock he doesn't do in one Check, but each lock opened causes only one Shadow to disappear. If someone is still underwater when they all disappear, he can take the otherwise unsalvageable chest back up to his world and open it. It holds 3 magical treasures rolled on Table 96.

DEAD MAN'S GUEST

PART 4: TERRORS OF THE JUNGLE: Once the party is deep within the everglades, they will thicken to become the Florida jungle, presenting the group with a 7-league journey, wherein their movement will still be reduced by -1 league every day. Run all of the following Encounters in this distance, and in the order they are presented.

11) Elder child

Your course plotted now thickens, as the swamps begin to give way to dense jungle. Soon, a small boy, no more than eight years old, calls to you from a tree branch above. He's covered entirely in black paint with a white skeleton, and his one remaining eye is encircled with a vibrant azure ring. He jabbers at you in some native tongue.

The 'boy' is actually centuries old, his body preserved by magic. He has a 12 on all Abilities, a DS 16, and fights with his fists at a +8 bonus! He never talks, but the party can still parley with him; A Charisma Check can get him to run off, motioning the party to follow, as he will thus become their guide, eliminating the -1 penalty to speed. However, if the Charisma Check fails, he will seek to destroy the speaker with a duel. If he will not duel one-on-one, the boy will flee. If this duel is won by the speaker and he shows mercy, he or any other can reattempt the Charisma Check.

12) Rope-bridge

The jungle is cut in half by a deep gorge, either end lost in the lush labyrinth of green. Several raging rivers converge hundreds of feet below in a storm of mist and thunder. Crossing the chasm is a rope-bridge of an older Spanish design.

The rope-bridge was made by Ponce DeLeon's expedition in the early 16th Century. It can support 130 weight for sure. After that, every 30 additional weight (rounded down) is the chance in 12 that it breaks. Those who fall into the chasm will face a fall of 240', and, if he can make an Agility Check at a -1 penalty, miss the rocks and hit the water for a Base Damage of only 4 instead of 24. The chasm runs 3 leagues in either direction.

13) Grave graves*

You pass by a sun bleached hill, where there are in plain sight the graves of dozens of men. The bamboo crosses are each capped with the helmet of a Conquistador. Clearly made by natives to mimic—or mock—Catholic grave markers, their biggest mistake are the weapons hanging from all of them, very ritualistic of savages.

The helmets and most of the weapons are all weathered and useless. The only things still useful are: 1 helmet, 2 cutlass, 4 daggers, 1 blunderbuss that operates with a -1 penalty, 4 gunshot, and 1 suit of Spanish plate armor with -2 penalty.

14) The Pool of Death

The jungle opens to reveal the crumbled outskirts of an ancient city. The encroaching trees do their best to conceal the majority of the stone temple, though they stand back from a large, ceremonial pool. The light of the midday sun glints off its surface as if it is a mirror.

A search of this area will discover an ancient inscription on a wall. Translated to English it reads '*The Pool of Death. When the source of life is at its strongest will the gate yield and the mirror reveal the path to the underworld enclosed in walls of stone. When the source of life is dying it will tell the tale of what occurs beyond the gates*'. If nobody can translate such native writing, give to the Players Handout 4 to study.

At two different times of each day, noon and sunset, a precise series of holes throughout the courtyard will catch the sunlight and cast a criss-crossing reflection on the pool, thus creating an illusionary map on the surface of the water. The noon map will be a 'hole' in the solid glow, for beneath the water is the submerged and safe way inside the ruin and into Part 5 of this Adventure. The sunset map will appear as a series of human figures diminishing in size and being devoured by what looks like a giant serpent—the smallest first.

If the party goes around this area, they will come to Part 5 none-the-less, but not before having to face 18 Cannibals who guard the ruined city!

DEAD MAN'S GUEST

PART 5: THE CITY OF THE DEAD: Now that the party is inside the city, they must enter the ancient step-pyramid. Play the following Encounters as they achieve them, but only in the order that they are presented.

15) The Stair of the Serpent

Beyond the tumbled wall of jungle and stones, you find a silent, secluded world. It is as if the ancient, ruined city is a volcano crater. And now in its midst, you look upon a great step-pyramid, its tiers carved like the coils of a serpent, with a giant head at the top, its forked tongue flowing down to the ground as a central stair. The thick growth spilling down the tiers moves of its own accord, as if writhing with thousands of real and deadly vipers.

The pyramid is indeed infested with thousands of poisonous snakes. One will have to battle 0-10 (a single dice roll -2) Vipers—each—in order to ascend the pyramid to Encounter 16. If the party stays on the stairs, the snakes they must fight will only be 0-6 (a single dice roll -6) instead.

16) The Gate of Judgment

The top of the steps enters a huge, carved snake mouth, like a doorway down into a slithering pit of Hell. As you approach, a voice echoes from the dark depths. You know not the language, but you can clearly understand it none-the-less: “Only he who is needing least the lost treasures is first to enter lest time be disjointed like a sick snake and all that follow it are equally poisoned . . .”

The Characters must enter in order of their age—youngest to oldest. Those who enter before a Character younger than himself will suffer a blow whose Damage totals the difference of their ages. In order to maintain the illusion of this, you may take every Player's Character Sheet and note their respective ages.

Solving this puzzle's challenge is worth 35 Experience Points to the one who first comes up with the correct answer, and 15 for the first one who risks himself to test it.

17) The Fountain of Youth?

A spiral stair descends into a grotto of ancient stalactites and stalagmites, filled with treasure! Discarded flasks, marks on the stones and other signs of previous Christian visitors is clear, yet little if any of the treasure has been taken. The center of the floor gradually slides into a natural pool of amazingly clean water, rippling as a dark voice echoes throughout the cavern—it is the one and same voice you heard above: “Each of you are worthy to take one of the lost treasures . . .”

The voice is that of Ark-Khabala's spirit. He prefers to be called a Shaman rather than a Witch Doctor, and prefers to talk. If treated respectfully, he will go on to inform the party through rather vague questions and answers that the one known as 'deMascar' drank from the pool without being worthy, and so his vitality slips away—he bought water from this pool taken out by someone else rather than coming here himself. Therefore, to undo his curse, someone must forfeit their own choice and bring him a flask from this pool.

There are 21 total treasure rolls here using the 'others' column. Is the pool the fabled Fountain of Youth? Anyone who drinks from it will gain 1-12 years of youth and not age for an additional count equal to the same roll multiplied by 10. Not until that time has passed can he so drink again.

If someone takes more than one treasure, he will never be able to benefit from the pool.

CONCLUDING THE ADVENTURE: Once the party has left the Florida jungles behind, there are some things to consider.

The return journey: It would be rather anticlimactic and boring to calculate the return journey. So, just assume it takes the party the same time to return that it did to enter. Only if they haven't the food for this march should you recalculate it.

The Governor's gratitude: As Marquis deMascar's offer of 20000 crowns was for a live Ark-Khabala, he will only pay 5000 for the flask of water, and not for its power—he will pay only because he is glad to hear that the Witch Doctor is dead.

THE SHAMAN'S SECRET

Pssst! Avast there! I'll tell ya tale o' gods amongst men, o' the rogues seen as heroes in the bloody light o' a different sun arisin', an' o' a once noble leader turned villain, in a world where curses may become faith an' devils become allies...

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 1665. 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 Seventeenth Century continues like a storm, showing no mercy as ship after ship, nation after nation is caught in the chaos of an unrelenting tempest of war. As towns disappear like ships in a hurricane, as islands burn and flags change as quickly as the clouds, one island remains strong; Barbados, English anchor to the entire Caribbean, and, like the seabed, it yields neither its grip nor the mystery of its strength. One can only guess at what lies in the depths of its legacy.

For the last several years, sailors have spun many a tale about this island colony. Most agree that the governor, Marquis deMascar, has gained some unholy power of a supernatural source. He is said to have eternal life, to have been granted amnesty from Death himself, and he's using this to command great fleets throughout the Main.

Given English ideals and their intolerance for anything outside their rules, many ask whether a god as governor will bring everlasting peace, or eternal war. All such lines continue to blur, with even pirates seen as both villains and victims. In the end, the immortal governor has become as murderous a man as any cutthroat captain, indeed a pirate in truth, even as pirates are organizing as well as any government to discuss means for bringing his head back into the mortal coil.

The governor's true power: Marquis deMascar was given his power by the events of Adventure #1. If the party never played that Adventure, then simply someone else did. If they 'killed' the governor, his heir will have fulfilled this same destiny. In any event, if he is attempted to be killed now, he will none-the-less have dozens of guards at all times, as he is still exploring his power and does not fully believe his immortality himself...yet. Nor should he, as he is not invulnerable, for he can be killed with silver weapons, though anything less than a killing blow thus will hinder him not at all.

PART 1: ANCHOR OF THE CARIBBEAN: This tale will begin in the city of Barbados, in the very shadow of Marquis deMascar. While here, all the Characters will gather their party and learn of the secret meeting of all the governor's enemies meant to achieve his end. Use the following Encounters whenever applicable, though they are most likely to occur in the order that they are presented.

1) Introduction

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

The streets of Barbados are bustling with activity and profit. You've seen it before—in pirate coves and hidden havens, but never in a colony. Truly has the governor's plunder become so great that it has spilled out of his coffers and into the very streets. Standing in the shadow of the new bell-tower, the scents of fresh fruit, coconuts, bread, boucaned swine and salted fish all mingle with the smell of the sea. It is pleasant, distracting...

The Character is being push-pocketed—a man is putting a parchment into his clothes. If caught, the pirate Crewman will simply plead that it is for the Character's profit. The letter is provided as Handout 5. If not read, a similar event will happen to a different Character once they are introduced, and continue to occur until someone finally reads the message. This continues to happen not just for story's sake, but also because those sending the messages are determined that they are received.

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2) Introduction

This Encounter can introduce everyone who is not in the Spanish Royal Navy.

Many have gathered in the Mermaid Lagoon, a waterfront tavern that is a shadow of its former self. The once blue and white paint on the walls has chipped and peeled like a ship on a beach, and the mermaid bust overlooking the bar wears a tricorne hat and sports a blue eye-patch. And, if wine or finer drinks were once served here, they have all been forgotten by the drunken stupor of sailors and swashbucklers. They're all talking so loud and drinking up their health in raw rum of such exorbitant amounts as though it were sugar water that you could discuss anything and have it go unnoticed. Into this cloud of depravity you have found yourself.

All Characters joining the tale can be here. However, after 2 Rounds a brawl will break out, giving each one 0-3 (roll one dice, divide it by 4, and subtract 1) opponents of pirate Crewmen.

3) The Good Samaritan*

This Encounter offers the party a ship, so do not use it if they already have (a good) one.

The crowded wharf is a moving maze of people. Finding your way through the knotted crowds, a man bumps into you—all too deliberately. After a moment, you recognize him as the legendary pirate, Henry Morgan. "Our accident will now be of no notice to the guards, however long we are to talk" he explains. "If you're seeking a ship, I will await you tonight at the gangway of the two masted 'Good Samaritan' yonder" and with that, he tips his wide hat and moves into the crowd.

If anyone goes to see 'The Good Samaritan' at night, it is a captured merchantman with extra gunports cut into her sides, totaling 14 mounts for cannon due to Morgan's skill, thus not taking any of its future modification value. He is not selling it for any gold, but giving it to a crew who are going to find means to destroy Marquis deMascar.

4) Passage to San Dios

The only ship bound for the Mission San Dios is a creaky old one-masted pinnace captained by an equally rickety one-legged pirate. He greets you with a broken voice, raspy from drinking far too much rum over his long years. And yet, for all his injury, he remains seaworthy, the same as his vessel, and you feel you can trust him.

Captain Wolbrecht will only charge 4 gold per person for passage to the Mission San Dios. If the party accepts, his ship, the 'Seachest', will arrive there without incident after 2 days.

5) Free food and insults

If anyone makes inquiries about easy wealth to be found in or around town, they will find this guy:

Your inquiries have led you to a dark corner of the Salted Slab Inne, where the food is as vile as the company. Here, a cockeyed sailor tells of a local treasure through endless belligerent boasts and nonsense. He spews such a defiant jabber of both English and Spanish that no Christian could understand what he said.

A Wits Check at a -1 penalty is required to glean information from what the drunkard said. If successful, he seems to have said that a treasure is buried under the trees in the governor's courtyard.

6) Secret of the governor's garden

Gaining access to the governor's courtyard and his house requires a Charisma Check at a -2 penalty, gaining a +1 bonus for each Naval rank one has.

The courtyard is a converted French garden. The flowing latticework and fountains remain, but the only plants are two enormous banyan trees. More like gigantic willows they are, with shallow roots and vines dropping down to form even more, so one tree can become a forest.

Buried under the roots is a chest containing 5 rolls for gold, 3 for jewels, and 1 special treasure.

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PART 2: THE MISSION SAN DIOS: It is 37 leagues west by southwest to Grenada where the Mission San Dios can be found. The journey will prove rather uneventful, save for normal difficulties such as weather and wind. Once the party arrives at the Mission, use the following Encounters when applicable but in the order that they are presented.

Trade at the Mission: There is no bonus or penalty for any kinds of coins at this Mission, not even Spanish ones, as the priests are very pious men.

Guards: There are no guards here, only priests.

7) The priest

From the single dock, stairs carved into the cliff-side sweep up into the fertile hills covered with clouds of sheep, moving as slowly and lazily as those in the Heavens above. The Mission itself dominates the bay, sprawling over a mile along the rugged headland. Arriving at the gate, you find the massive double doors flung wide. Turning to look back down the dizzying height, you see several other small ships anchored in the harbor. "Buenos dias," says the priest, giving you cause to turn back around, "good morning, and blessed be your welcome to the Mission San Dios!"

Have everyone make an Intuition Check at a +1 bonus. Those who are successful will notice the priest wearing Spanish plate armor and several gold crosses beneath his crimson robes. If asked about them, he will with a feigned pride explain they are of the Order of Santiago—he was one of the first of these Spanish Knights which began decades ago, but has now given up the sword for a Bible, only he wears them now as there are many pirates here and he is not entirely trusting of them. The priest used to be named 'Aram Sabates Bermudez' but now just calls himself 'Saerge'. He half-heartedly defends the greed of his countrymen by quoting the infamous Cortez; "We Spanish suffer from a disease that can only be cured with gold" and will happily do business with anyone, pirate or not. As for the party themselves, once they show the letter (Handout 5), they will be welcome to stay here at the Mission as long as they like, with free board.

8) Introduction

This Encounter will introduce to the game any and all Spanish Characters.

In the spacious courtyard, many pirate crews are gathered. It is a strange sight, like a blend of a palace and a tavern, blurred in the hot, golden sunlight. Yet these rugged sailors treat their hosts with respect, being themselves rather pious men.

The new Characters can be amongst the crowd regardless of how they arrived here. Indeed, if they came from wrecked ships or slavery, they will be all the more eager to join another crew, regardless of where they may be heading...

9) The Order of Santiago*

If anyone seeks prestige, title or recognition of any kind, the priests will invite them to be weighed for Order of Santiago. The trial is as follows:

The arch-priest, Saerge, sweeps into the room in a billowing cloud of crimson, his cloak twice as long as a man. Spanish plate armor flashes from beneath it like a steel sun through blood-stained clouds. He sits himself on a throne flanked by two rows of similarly dressed Knights, the priests one and all, though with less adornment than the arch-priest himself. "Let them be weighed", says the lordly priest, staring straight into your soul.

Amass a point total from the following chart, and that is the chance in 12 to be accepted into the Order of Santiago. All who are will receive Spanish plate armor and a cross (worth 300 gold) as a symbol of their membership, a necessity for all benefits: In all Spanish settlements, members of this new order gain amnesty, free board at inns and taverns, and half-price repairs for ships.

Worthiness of Santiago

Value	Aspect of the individual
+4	Spanish heritage
+2	Having no rank in non-Spanish navies
+1	Every rank in the Spanish Royal Navy
-3	Female

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10) The council

Tonight, the Mission's main chapel becomes the meeting hall for hundreds of pirates. Rather than a sermon, the arch-priest speaks of the governor of Barbados, Marquis deMascar, and how if he is not defeated, all of you will be. Yet how does one kill an immortal? Clearly, fear of deMascar's supernatural power has seized the minds of most sailors, private and pirate alike along the Main. The arch-priest explains that he knows of a way, that to find the secret works of the very Shaman who cursed him, and thereby unmake his magic. To this end all of you have been summoned and all have entered an equal ante into a gamble for all your lives. "There it is!" the arch-priest says, opening a massive chest filled with treasure, "the plunder of a dozen captains, a prize to whoever is able to return with the Shaman's secret! Now, who shall it be? Who will seek the secret works of Arvis-Khabala?" To this there is an answer of but silence. For all know that the treasure is but a bribe—seeking the Shaman's secrets would be far more dangerous than waiting for the English Navy under deMascar to hunt each of you down. "At least," one captain sighs, "we'll live a little longer than if we go seekin' the very devil . . ." "Aye", says another, "but the true treasure is the venture itself, to dare the darkest realms of the Caribbean where angels fear to tread . . ." This is the beginning of an endless debate, one which is doomed never to have an answer, or a volunteer.

Only the party will be brave enough to seek the Shaman's secret. Once they do, they will each be given 100 gold to equip themselves, 1000 gold to fit, rig and provision their ship, and 30 Levels worth of crewmen, all in addition to whatever they can achieve through normal means of preparation.

11) Ghostly visit

This will happen to a random Character sleeping in the Mission at midnight.

You sit bolt upright in bed, cold sweat masking your face. A pale shaft a moonlight falls upon the wall-mirror. Only, the window is closed . . .

The Character is being visited by a ghost. The ghost will take the form of a translucent woman in 2 Rounds, who will proceed to rape the individual if he does not flee or fight. This Ghost Lover thus attacks 'normally'. If he defeats her, the spirit will shriek the name 'Williamson' as she disappears.

12) The Drakkenspine

If the party needs a new ship, there is one for sale, just having arrived at the dock.

The sun beats on the barren rocks and casts a mirror glow upon the wet dock. Thus, the newly arrived ship seems larger than it really is, giving its rickety hull a skin of shining light. A narrow gangway leading aboard is flanked by a rather cadaverous quartermaster and a weatherworn sign; 'Abandon all hope we who sign aboard'.

The ship is the 'Drakkenspine', a sloop made by a renegade German. Its captain is now English, and its 30 crew are all of mixed Nationalities and Levels; 15 1st Level, 10 2nd and 5 3rd. However, it has morale bordering of mutiny, and so as soon as it sets sail again, they will elect a new captain . . .

13) Gunfight in a cemetery

A pale light lingers over the sea. Standing in the Mission's cemetery, you look out to the horizon, wondering where you will be buried, or indeed if you ever shall, or join Davey Jones, or plunge into Hell. As you ponder, some pirates approach and immediately contest your claim for the right to the quest and the treasure. Why they're even bothering to talk is as baffling as their belief in anyone even taking them seriously.

A fight with these 4 Crewmen is inevitable. Any implausible Critical Hit made by the party or Miss by the enemy will cause the headstone that is nearest to the Character involved to chip, revealing that its epitaph was re-graven, and the original one reads 'Captain David Williamson Jones'. The entire headstone pushes back as the opening mechanism for a secret door, revealing stairs that descend into the otherwise unfindable Part 3 of this Adventure.

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PART 3: THE SECRET CAVES: If the party did not find the secret passage in Encounter 13, go directly to Part 4 of this Adventure. However, if they explore this cave, use following Encounters one and all and in the order they are presented.

14) The door of doom

A drizzle of seawater casts a dark reflection off the stone steps which plunge steeply down into a dank, half-finished cellar. The rough-hewn walls lean in close, the orderly masonry reverting to its cavernous bones as endless streams of salt-cicles slither down the cracks like icicles of semen that slowly impregnate the walls with ruinous decay, giving birth to a stone womb of a dungeon. The only exits number two—a dark tunnel to the left, and a slightly bulged, iron door directly ahead.

A Searching Check may discover writing upon the door, though it is difficult to make out, thus requiring a Wits Check. If successful, it will read *'The Gate of Doom. May he who carries the code pass without a word. May he who keeps the word pass without the code'*. This writing is reproduced as Handout 6. If one is a pirate sworn by blood to the Pirate's Code, he can pass through the door safely. Otherwise, he must speak aloud 'Davenport' to pass. Failure of either condition will cause one to wither as he passes, his flesh falling off so as to leave only his skeleton—but he will remain not only animate, but alive! That is, so long as he is within this dungeon—the moment he steps outside, he collapses, a true skeleton, and thus truly dead. The door opens into Encounter 15, and the left-hand passage leads to Encounter 16.

15) The skull of doom

You enter a small, circular chamber with walls of tightly fit cobblestones. The floor is composed of skulls, and the ceiling of a thousand carefully fit bones. In the center rises a pedestal fashioned from a mummified hound's corpse, its head tilted back and its jaw broken open to support a skull carved from solid quartz-crystal. The way your light reflects off it evokes pale light within the hollow eyes of the cobbleskull floor beneath you.

The skull is worth 75000 gold! However, it is the source of the curse here, and to touch it is to invite the same skeletal doom from Encounter 14. Yet to expose the skull itself to the outside air is to cleanse its curse from both itself and everyone afflicted with it (including those who were cursed in Encounter 14). But to remove the skull from its pedestal is to activate a trap, causing the entire floor of skulls to fall through, sending everyone in the room 40' down to a steep waterfall and thus sliding hundreds of feet further into Encounter 17. Those who wish to avoid this fall may make an Agility Check to do so, but failure will cause them to have a bumpy ride down, a blow of 8 Damage.

16) The room of doom

Run this Encounter only if the party takes the left-hand passage from Encounter 14.

This appears to be some sort of living chamber. A large, four-poster canopy bed rests against the wall, its headboard crested with skulls, though it appears that the highest one is missing. Propped up against it is the skeleton of a woman holding a crystal ball as if studying it. Her hideous teeth magnify in the orb as you pass, almost jumping out to bite you! In the corner, the mountainous back of a very real and living man sits slunched in a rickety chair, and you can barely see that he is caressing a skull.

The man, 'Zach', hides a face born deformed, and he's trying to make a new skull for himself, to show his mother, whose skeleton is in the bed, to which he can use to crown her headboard. This skull is but plaster—the only fake skull here. Zach is a gentle giant but easily angered. He knows the word for Encounter 14, 'Davenport', but will only speak it if defeated in poker. As he says, "Some men long for company. Some for a priest. Me, I long for a game of poker". If the party does not have a deck of cards, it's a game of pirates poker instead. If threatened, Zach will just say innocently "Dead men tell no tales..." However, if someone befriends him with a Charisma Check (made with a +3 bonus if food is offered), he will be glad to join them. His statistics are provided as Handout 7.

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17) Flooded cave

You've ended in a flooded cavern. The depths of the rock are lost in a bewildering, ever-changing underground rainbow of pale, ghostly lights cast by fissures in the rock and the latent light from high above. As your eyes adjust to the gloom, a large cave mouth opens, and seems to grow even wider the longer you look at it. You almost miss a large, wooden angel floating just beside you—a statue from a ship's bowsprit broken off, now laying quietly upon the bosom of the water, arms folded across her chest, gripping a sword like an angel of Ages past.

Entombed within the wooden statue is a real longsword, possessed of spirits to give it a bonus of +2 to both Attack Rolls and Base Damage. No Searching Check can find this—someone must bust up the wooden angel intentionally and violently.

18) The grotto

The tunnel opens into a grotto large enough to hold an entire ship—which it does! There she is, in all her glory, one of the most magnificent, ancient, enduring myths of the Spanish Main, the missing galleon of Cortez! There's no mistaking the gold railings, the bronze-lined cannons, or the name flying upon her sterncastle; '*El Salvador*'. The savior she is indeed, of yourselves. For there is no way out of this cavern, and no land, save where enormous stalagmites arise from the depths of the water.

This galleon is not seaworthy, and has sunken to the shallow (10') bottom of this grotto. Sailed into this cove when it was still open to the sea, the men who began San Dios built their very floor above—the ceiling, shrouded in eternal darkness, groans with the ghost-like moans of timber settling with the Caribbean heat. If someone climbs all the way to the top of the highest mast, he can with a risky Agility Check reach these rafters and bust through into the Mission's food storage, though to fail this Check is to fall 120' onto the deck below. Yet before the party leaves, there is much to find upon the old galleon itself.

A Searching Check may find a trapdoor in the ceiling. However, it opens only onto planks, which are scrawled with writing. Translated from Spanish, it reads '*The gateway to Heaven lies above all the treasure of Hell. Captain David Williamson Jones*'. If nobody can read Spanish, the Players may try to translate it themselves by studying Handout 8. If a Character busts through the planks, he will enter the otherwise unfindable Encounter 19.

19) Captain's cabin

This Encounter area can only be discovered by one busting through the trapdoor in Encounter 18.

You climb into the captain's cabin. As cluttered as any museum, everything here none-the-less has a tale to tell of the lost crew. Most telling of all is a portrait of the devil over the captain's chair, wherein Lucifer is depicted as a woman. Perhaps this picture tells all one needs to know about the captain's feelings, and why all the skeletons that are seated around the table have daggers in their eyes, save the captain himself. The treasure piled before them all could never buy back their love; a pile in the middle, crowned with a garter-belt, clearly tells the tale of what they gambled over.

The captain's skeleton is of David Williamson Jones. His spirit still haunts this cabin. If spoken to, it will speak back. For a price, he will tell the tale the party wishes to hear. Every 20000 gold set on his table will earn one line further down upon the following chart.

The Tale Of David Williamson Jones

Total	Pieces of tales
20000	The Shaman is a captive of Davey Jones,
40000	himself held captive by land, the Lagoon
60000	of the Lost Abyss, where devils drink of
80000	the dry river, flowing to feed Gibraltar

The table is one large pressure-plate, so that once it sinks a little further, it can never rise back up, indeed no weight can be taken from it without tripping its trap: the floor gives way and the entire contents of the room spill into a bottomless abyss below that part of the galleon.

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PART 4: A BLOODY HORIZON: Once the party knows where they must go, Gibraltar indeed, they will face a 235-league venture westward along the Spanish Main. During this voyage, they will have many adventures. Play the following Encounters at your discretion, but use at least half of them.

Charting the course: Unless the party heard the full tale in Encounter 19, they may be totally lost as to where they must go. All they can learn from all laymen is as follows:

The Shaman Arvis Khabala is known only to a man buried beneath the Mission San Dios.

The real-life Davy Jones was last seen in his sacking of the Spanish city of Maracaibo.

The Lost Abyss was Davy Jones' own ship, so legends and myths alone tell, not any records.

The Lagoon of the Lost Abyss is a desert, not an actual body of water, due east of Gibraltar.

The Drakkenspine: What nobody will speak about this ship is that it is cursed by the same Shaman whom the party now seeks: Arvis-Khabala, so that anyone who so much as steps on board will die if they desert it. Indeed, if one steps aboard any other ship, he will suffer an effective wound of -2 each Round he is aboard. The crew does not speak of this curse as they are here to gather a greater crew to seek the Shaman's secrets and thereby their own freedom.

20) Pearl beds

After several uneventful days, you find yourself sailing through the glimmering whitecaps rising off the pearl beds of Margarita. It is tantalizing to be so close to such untold wealth, and unable to reach it. How it must drive the Spanish cities to madness! The way your prow cuts through the white foam, dashing over drowned wealth secure with the knowledge of heading towards a greater fortune is invigorating. Yet the tranquillity is lost as a crewmember suddenly dives overboard in a zeal of greed.

If the party is under the command of an NPC, he will order a random Character to rescue the man overboard.

21) The Santa Maria?

The setting sun sinks below the horizon like the eye of God Himself were He to turn pirate, his other eye hidden behind an eye-patch of golden clouds, the mote in his fiery vision a black slit, like a cat's—the masts of a ship! Heading direct for you, Spanish sails break the wind, and soon the name on the side is clear; the 'Santa Maria'. Could you really be seeing the ship of the Great Navigator? Or is it a phantom of the sunset?

The Santa Maria is a barque running 10 guns and manned by 52 hateful 1st Level Spaniards. The ship is so named as the people of Hispaniola both fear and respect it, and thus they offer better trade and prices—the crew of this ill-named vessel care only for gold, not for superstition. And being so greedy, they will attack the party's vessel unless it has twice as many cannons and crew (though not necessarily crew Levels) as they do.

22) The Iron Coconut

Days have passed, bringing you nary sight of a sail, unless one can count the clouds, drifting by like ships of dreams asail along the green hills of the Spanish Main by the wind of the peoples' hopes. Yet finally, this very noon, a ship has the ill-fortune to cross your path. Sailing directly in the way of your course-heading, the captain and crew must be mad, or dead.

This ship is a merchantman running 16 guns and manned by 35 pirates of 1st Level and 26 ill-minded madmen of 3rd Level. Their captain is quite mad himself, using for weapons grenades made out of coconut shells. His ship, the 'Iron Coconut', is named for this reason. If confronted, this pirate is to prove an unpredictable and maniacal foe, using his coconuts every third Round whether he gains the interim Initiatives or not, and with +3 Skill.

Trapped in the hold, buried amongst a cargo of coconuts (to be considered 3000 days of food) is a golden idol of a monkey's head, though with all of its 8 teeth missing, each one hidden within a different coconut, by the native's plan. The idol is worth 4000 gold, and each tooth 500 more.

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23) Strange sights

This day, the sunset is calm and uneventful. Yet when the fiery orb finally sinks beneath the gold horizon, there is a flash of green light that stains the heavens for a heartbeat, and then it is gone. While those who saw it stand bewildered, one of the crew remarks "Me grandfather, he sailed wih' Drake, an' saw somen' asame in the western seas, beyond the Panama".

The party may not know it, but a random one amongst the Player Characters has been cursed, so that each and every night a Skeletal pirate will rise from the sea and attack him. Always it will be the same person in appearance, judging from its cloth and cadaverous features no matter how many times it is 'destroyed'. Indeed, it will return each night for eternity, until the Shaman's secret is discovered and used to quell curses. Furthermore, each time it comes, roll on the following chart to determine the way it appears. If the Character guesses which way it will approach, he can for that night wave the otherwise required Intuition Check to avoid giving the skeletal assassin the first Initiative by surprise.

The Skeleton Approaches

Roll	How the Skeleton manifests that night
10-12	Moonlit mist that materializes into it
8-9	Climbs out of the or through the floor
4-7	Walks through the surrounding walls/hull
3	Appears as a crewmate approaching until it is close and then 'rots' into true form
1-2	Begins in a dream, when he awakens it is standing before him, waiting to fight

24) Ominous storm

A terrible storm has come upon you, seemingly out of nowhere! Gales hurl waves over the deck, and mountains of seawater roll towards you from the once becalmed horizon. You cannot tell it to be day or night for the accursed stormclouds. In the sporadic flashes of lightning, the ship appears a century older and your crewmates as skeletons, yet in the swells and darkness, they appear as living as they should. An omen, perhaps?

The storm is not natural and thus cannot be rounded. It is of a Magnitude of 6, and tightens its grip if resisted—if the party is in command of the ship, each time they try to avoid the storm in any way, its Magnitude increases by 1.

25) Call for a quartermaster

Midday, and the crew is unruly. Many men are amidships debating—nay, arguing about leadership and changing it. As you listen, it seems they are not at all concerned with the captain, but rather the quartermaster. They claim many disputes that the quartermaster never put down.

Should the current quartermaster be a Player Character, he needs to answer a challenge by the crew to prove himself worthy to keep the position. If no PC is quartermaster, they will automatically demand a new one, hence a Player Character can volunteer, though he must pass the same challenge to gain the station. Either way, the crew's required challenge is the same: He must defeat the 3 most unruly Crewmen, everyone sans weapons, and with 'kills' being instead unconsciousness. However, the consequences of failing are severe, as the men will warn him beforehand; "If ya fail, ye'll be drawin' anchor duty . . ." and this is true—if he fails, he'll be keel-hauled, requiring an Endurance Check at a penalty of -5 in order to survive.

26) Graveyard of ships

You've drifted into a series of small islands, all barren of palms, covered with naught but dead grass waving in the salty wind. Mired in a most accursed fog, the islands seem distant, like lands on the edges of children's tales, or nightmares. It is in this chilling stretch of sea that a forest of masts and rigging rise from the bleak depths, a graveyard of ships rotting in the shallows. What terrible fate they could have all met in the same place you cannot guess. There are no reefs, and no currents. Only the dull groan of their wooden bones echoes rumor of their tragic tale.

To round this area will add 30 leagues to the party's voyage.

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Should the party investigate anything, they will be the only ones willing to leave the ship here, as no NPCs will give or accept orders to depart the safety of their vessel, and the rest of the crew will unanimously support this defiance if needs be. Yet crawling amongst the wreckage, the Player party can with a successful Searching Check discover a native idol of bones, beads and a bloody skull that hangs from a leaning mizzen-mast. Whoever holds it will hear a faint heartbeat, which grows louder the closer they reach the actual Shaman's secret in Encounter 40. If the one who was cursed back in Encounter 23 keeps possession of this idol, he will be relieved of the nightly skeletal attacks.

If for any reason anyone enters the water in this area, when he comes back aboard, the rest of the crew will fear him, lowering Morale by -4 (-9 if he is an officer of any kind).

27) Slaughter of the deep

The lush, green coast of Terra Firma beckons to you with silent promises of unknown lands and unknown riches, as if all the sky is a reflection of the gold just over the horizon. Yet the seas surrounding your vessel are anything but golden, indeed they are suddenly darkening with a blood-red hue, as if its color has been hidden by the sun's glare or even that the blood is real... and that it is spreading. Suddenly, a giant, slimy eye rises out of the waves beside your vessel and all the men shriek in horror!

The eye is of a giant squid, and the blood is of a giant whale it killed in deeper depths—as the whale rose, the pressure difference caused it to just explode. However, the death-throws of itself and of the squid caught in its mass are about to severely damage the party's ship; 10-120 Hull Points each Round for the next 5 Rounds unless someone can either kill the squid (causing it to sink and take the whale with it), or maneuver the ship to safety.

Killing the squid is not easy, as it has DS 11, G 18, and gains 5 attacks each Round with a +4 bonus, delivering Base Damage 10 if it hits. If it scores a Critical Hit, it will wrap that victim in its tentacle and on the next Round eat him, unless it is killed before then.

Steering the ship away from the squid and the whale requires someone to make an Agility Check at a -3 penalty, this roll given a bonus equal to any Skill Level with Shipwright that he was. If the captain is an NPC, he will in his panic insist on steering, unless removed by force, something that the rest of the crew will not argue with.

28) The Jamaican Rover*

This afternoon, the sunburnt clouds fly high with the flag of an English ship amongst them. This merchantman bears a name familiar to all sailors, 'The Jamaican Rover', renowned for both its fast Caribbean crossings and its preservation of cargo. Even the Spanish do business with them in times of war because it's so profitable.

This merchantman has 12 guns and 90 crew, all 1st Level, hired-hands one-and-all. The Rover's current cargo is Jamaican sugar-loafs, these golden-orange cones valued at 900 gold a ton, and there are 10 tons aboard.

There is gold as well, about 20 Burden worth of gold dust in a chest. However, the chest is both hidden and trapped. So, even if found, opening it without first disarming the device, which requires a Wits Check at a penalty of -2 (this roll aided by any Skill in Lockpicking) will cause it to explode, completely destroying the ship and doing a total of 12 Damage to each person aboard—this will kill all except the Characters, and then they must make a normal roll versus Girth to survive and find their way back to their own ship, swimming amidst the gilded seaform of sunset...

29) Landing in Gibraltar

The tiny, seaside town of Gibraltar awaits you in the distance. Access to the harbor is a relatively easy matter. However, strangely, no flag is flying over the town's fort.

The flag is down because the town has been hit by pirates recently. They will wait to raise the Spanish flag until the party's vessel has flown their own colors. Henceforth, roll for 'pirate status' and any chance of raising defenses normally.

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PART 5: THE AMAZON WOMEN: The way into the tropical highlands, the 'dry river' as it is known, is an old road that has fallen into disuse because of native raids. For this road and the way the party must venture is through the heart of an ancient jungle where dwell 'Amazon Women'. The road itself will lead 45 leagues overland, and along that dangerous path, the party will have adventures aplenty. Use the following Encounters one and all and in the order they are presented.

Truth of the natives: Throughout this Part of the Adventure these warrior-women will appear often, and so their story and statistics are provided here, rather than being confined to one Encounter.

'Amazon' is a Latin word for one-breasted. It came from legendary (but nonetheless real) women-warrior tribes that cut off one breast to shoot a bow better. Disguised by being misperceived as myth by Greek scholars, these women still exist. In the New World, Spanish Conquistadors were often ambushed by native warriors. Having no hair, the Spanish assumed them to be women, and applied the ancient name to them. The 'Amazon River' far to the south gains its name from the same natives and misconceptions.

The warrior-women in these highlands are far closer to myths than those to the south, however. They have a Survival factor of 6 instead of 5, and appear in groups of 11-22 instead of 1-6, and ever with one of them 1 Level above the others (even reaching as high as 7) who is that groups' leader. When they fight, they choose specific targets, and once an individual has chosen her victim, she will not choose another until that one is dead. In order of priority, they target priests (they recognize them as 'false gods' obviously worshipped by the strange white men), then men, and then random victims.

Tales of de Montalvo*: Reading is popular amongst pirates, and it is entirely possible that the party's crew has been reading the Spanish stories named 'Amadis of Gaul' by Garciordonez de Montalvo, a series of action-adventures about a most chivalrous knight who constantly finds himself crossing paths with Amazon Women, thus giving rise to rumors. Though highly fictionalized, there are none-the-less grains of truth in it that will get the party's minds

on a clearer path to where they are going. There is a chance in 12 equal to the Player Characters who can read that such a book is on board (this chance indeed increased for every language they all have at Level 3), as their ability to read will have inspired their crew to learn the same. Possession of such a book will give the party a chance to tell if any rumor is true or false with a Wits Check, and this can be attempted once for each rumor by each individual Player Character.

Stories of the Dry River: Before venturing into the jungle highlands, the party can learn 2 different stories about the region by asking around town. If they possess the book 'Amadis of Gaul' as detailed above, they get 3 stories. Re-roll duplicate results.

RUMORS

Roll	Rumor about the highlands
10-12	The natives keep the ghost of Davy Jones prisoner in a lagoon of death (true)
5-9	The natives are all Amazon Women (true)
3-4	The natives know where to find secret cities made of gold (false)
1-2	The natives are a lost Hebrew tribe, and seek priests to reteach them faith (false)

30) The jungle road

The road known as a dry river runs due east out of Gibraltar. An old caravan track, perhaps once used by the Spanish Silver Train itself, it's now little more than an overgrown footpath. You pass ruins of Conquistador forts and small towns just barely visible beneath the tangled jungle. Yet the jungle grows so fast, you cannot tell if the ruins are a century old, or abandoned only last month. As the miles turn into days, the remnants of the civilization you know become fewer and further between. The sweltering heat is your concern at this point. How you'd long for a real river, no matter how dangerous, even the fabled Amazon flowing from the gates of Hell itself.

The party can make a Searching Check once each day for the first 5 days. Each time they are successful, they will find the dried corpses of men hanging from the palm trees.

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31) Amazon ambush

Have everyone make an Intuition Check. If nobody is successful, do not read the second paragraph of the following description. Or, read this narrative in its entirety, replacing 'NAMES' with the successive names of all who were observant.

The jungle road widens with each passing mile. Soon, it is of enough breadth to allow you all to walk casually, scattered or grouped, however you wish, rather than the single-file of the first few days. Even the heat is relenting, allowing you a dizzying relief and enough fluid to give you the watery eyes that take the jungle sting away.

'NAMES', you notice them just in time, and manage to duck back before these native women rise in a ring!

There are 31 Amazon Women here. They have surrounded those who failed their Intuition Check and so will gain the first Initiative automatically if it comes to a battle. However, those who made their Intuition Check will be able to roll for that first Round Initiative normally—the natives are well aware of them, and just choosing to focus on their unobservant friends for now. The Amazon's rather attractive leader will inform the party that they are captives, and if they do not resist, they will not be slaughtered. If nobody can understand the native's language, anyone can try to pick up on their meaning by adding their Wits and Intuition to the roll of a single dice and then applying the total to the following chart.

Understanding Amazon

Total	What one thinks they are saying
15+	Do not resist and you will not be killed
13-14	Resistance is futile and not tolerated
10-12	We want you alive . . . for now
7-9	Aggression is respected but not acceptable
3-6	We like fighting men—show fear by not resisting and you will be slaughtered

If the party does not resist, they will be taken to the Amazon's village, detailed in Encounters 32 and 33. If the party fights, skip these Encounters and move to Part 6 of this Adventure on Page 21.

32) Trial of the Amazons

If there are no women amongst the party, do not read the second paragraph of this narrative.

You're taken to the village of these savage—and savagely beautiful—women. There, they lash each of you to a pole surrounding an ashen pit that is their nightly bonfire. The tall, exotic beauty that is their leader walks slowly before each of you, stopping to point a knife at your heart, and then at your groin, implying a choice.

Realizing their mistake, some of the natives hasten to take your own women down from their bindings and let them stand freely.

There are a total of 48 Amazon Women here in the village today, should trouble arise, but only 11-22 can arrive for battle every 1-6 Rounds.

Each Character must decide for himself what he wants. Those who choose the heart will simply be killed outright: An automatic hit of 15 Damage, without armor. The choice of the crotch is to be used for breeding: He will be taken away and raped by several Amazon women, requiring him to make an Endurance Check at a penalty of -2. Any 'Lover' Skill Level will give an equal bonus to his roll, and the 'Lustful' Trademark will give him +1. To fail this Check is to wear out too early, and so suffer castration, which will also cost him -2 Luck. To succeed in either choice of trial is to win one's freedom and an invitation to the events that make up Encounter 33. Since no women had to endure this trial, all of them can go on to Encounter 33.

33) Voice of the water

Run this Encounter only for those who passed the 'test' of Encounter 32.

You are led deep into the jungle to the shore of a tiny lagoon. Several thin waterfalls spill down a cliff like the flowing, silver hair of a goddess. Bathing there is an elderly woman, her wrinkly, spotted skin at least a hundred years old, maybe two. She turns and, upon seeing you, curls one finger, inviting you to join her solitude.

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The Amazon Women will depart shortly. They have no fear, as the party cannot hurt this elderly woman—she is a spirit of the water, not a living being. Wait until all have decided to accept her invitation or declined, and only then give results. Those who join her will, once under the waterfalls, see her as a beautiful young woman. During their frolicking together, she will offer each individual a single piece of wisdom. In order of priority from the first entrant to the last, she will inform him of “The one you call Davey Jones sees in the dark”, then “The treasure is in the captain’s chest”, and finally “The Lagoon of the Lost Abyss lies at the end of the dry river . . .”

PART 6: LAGOON OF THE LOST ABYSS:

In the dense jungle there is indeed a place known to legend as ‘The Lagoon of the Lost Abyss’. Having now come to it, the party will face its dangers and reap its rewards, or they shall never leave. To tell the tale of this accursed place, use the following Encounters one and all and in the order that they are presented.

34) The unseen abyss

The mouth of the dry river is a dry lake. The flat ground looks like a wasteland from ancient myths, a smooth, cracked sea of dried mud. The entire lakebed has been converted to a Christian cemetery, with headstones predating at the days of the Conquistadors, the varying designs ranging a good two hundred years. In the center of this eerie world is a Spanish galleon, half sunken in the crusted mud. How an entire ship came to be here is a riddle woven as deep in mystery as the secret to eternal life.

The dried lagoon is a whirlpool of time, like an invisible abyss. Those who enter will be seen and assailed by the specters of many lost within this limbo. Each Character must fight 1-3 spectral Skeletons. Those who perish here will join these ghostly ranks. Those who flee will end up in some other place, as detailed in ‘Conclusions’.

The ship is real, though its name weathered away long ago. Inside the derelict, the party will come to Encounters 35 and 36.

35) The headless captain

When reading this narrative, read the quotes with a slightly different voice as a clue to the Players.

Once inside the crusty old galleon, you quickly find your way to the captain’s cabin. There, the captain himself remains seated, “the same as his brother Williamson”. Yet this ghost is seated all alone, like a king upon his throne, “powerful and yet friendless”. Neither has this skeleton a skull, “The price he paid for his misdeeds . . .”

Have each Character make an Intuition Check to notice that the voice is none of their own. It is the voice of a spirit, who will say no more. If the cabin is successfully searched, the party will notice a jeweled necklace inside the captain’s ribcage, just hanging from its severed spinal column. However, any move towards it will cause the skeleton to sit up, clench its sword, or otherwise prepare itself for a fight. Only once this Level 8 Skeleton is ‘killed’ can the party retrieve the necklace. It is worth a good 1300 gold to any respectable jeweler.

36) The skull of Davey Jones

This Encounter area can only be found by making a Searching Check of the entire derelict ship.

A trapdoor creaks open to reveal a hidden cabin. Inside is a small bed, a desk covered with stains of ink, and a human skull hanging from a chain like a lantern—candlepills flow from its eyes, as if they survived death, and then later melted.

This is the skull of the fabled ‘Davey Jones’, taken from the skeleton that was his own, back in Encounter 35. If the candles of its eyes are re-lit, so long as it is aboard this ship it will respond to all questions—its answer will be to spew fire from its mouth, which forms a Skeleton that attacks a random Character, and when defeated, bursts into flame, leaving its own skull just long enough to speak the answer before crumbling into ash. Most answers will be gibberish. However, the location of Arvis-Khabala is “The temple of the sunrise . . .”

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PART 7: TEMPLE OF THE SUNRISE: Due east of the Lost Abyss is an ancient temple, about 5 leagues through the dense jungle. It is known to the Amazon Women, but they do not see the need for anyone to go there. When the party does, they will face the following Encounters. Use them one and all and in the order they are presented.

Vision and light: Unless the party has a source of light, they will not be able to see once inside.

Native Characters: Those of native heritage will be blessed with a +1 bonus to all rolls in this temple.

37) Courtyard

The jungle parts to reveal a small tower-pyramid. Six crumbling tiers rise about forty feet into the molten, golden sky. From where you stand, rows of pillars crowned with serpent-statues guide the way through a shallow bog that was at one time a courtyard, ending at the base of massive, stone banisters carved like giant snakes, rising to flank steep stairs leading to the temple's only door.

The courtyard is shallow enough to wade, but a giant Constrictor is wrapped around one pillar, all but indistinguishable from the stone snakes that are carved alongside it. Everyone passing through this area must make an Intuition Check. Amongst all who fail, the one with the lowest total between their Intuition Score and their dice roll will be the one that this giant snake uses its free Round of surprise attack on. Going through the surrounding jungle requires an Agility Check to avoid short but steep drop concealed by the underbrush, which will thus cause a person injury of 5 total Damage.

A search of this area might find writing above the door. Translated, it reads: *'The temple of the sunrise. Enter not unless the goddess is watching you. Enter veiled from her and be veiled forever'*. If nobody can read this writing, the Players may attempt to decipher it themselves using Handout 9. If anyone passes through the door at sunrise, then he will be safe. Otherwise, he will be struck blind! Blindness causes a permanent -4 to Defense Score and Attack Rolls. Unraveling this riddle earns those who solved it a total of 30 Experience Points.

38) Dark corridor

Inside the temple, a circular chamber leads into a narrow corridor. In this waiting area, you see a great deal of ancient writing along the walls, yet it has been defaced with smeared blood. Standing in here is like some sort of purgatory, waiting to enter the darkness wherein you shall be judged.

The dark corridor has many stone blocks that are rigged to fall from the high ceiling and crush trespassers. There are tripwires which anyone with their eyes open and light-lit can easily see and so easily avoid. Yet all those who stumble blindly forward must make a Luck Check at a -4 penalty. If one is tripped, an Agility Check at a -1 penalty (-3 for the blind) is required to avoid being hit and killed. Since there are dozens of such blocks, all who enter must avoid this peril. Yet once any block has fallen, others can carefully move around it and continue forward, provided they can avoid the same peril for their own part.

39) Accursed floor-tiles

The corridor widens to reveal shallow alcoves on either side. Skeletons hang within each one, and spikes protrude through them. The varying moss gathered on these stone-circles clearly tells that all of them shot from the walls in different days. The fashions of the pirates they impaled tells the same tale. In some alcoves there are several dead men impaled together, each of different periods. The floor ahead is a series of smooth stone tiles, randomly shaped but tightly fit together.

The party must cross the floor-tiles, the area of which is 10' wide (up to the alcoves) and 40' across. Trying to cross it will cause more spikes to shoot out and impale the Character(s) who try this, and as they retract, drag the unworthy off the floor to join the skeletons gathered alongside who must watch for all eternity. The floor-tiles are all blank, with no way to tell where to step. However, if all light is extinguished, letters will appear upon them, in blood, and in the native language of all who see them, so they appear different to all. The letters will form names, listed on Handout 10, the

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names of all who have died here, so anyone who gets impaled as described earlier will have his own name added to this list. In order to safely cross, a Character must walk the letters spelling a name whose characters equal his own in number—first name for a first name, or last name for a last one. Those who do otherwise will be impaled as before. Solving this puzzle is worth 50 Experience Points.

40) Treasures of the Shaman

Cracked, uneven steps stagger down into a large cavern, roughly hewn into vaults and walls, thus forming an underground temple. The larger stone stalagmites have been carved into the statues of serpents writhing around men, whose arms and eyes seem to cower from the temple's far end. There, the sun is trapped beneath the earth, for a gold sheathed sphere as wide as a man is tall is cradled in the giant, stone hands of a goddess carved from the wall. You know her not from any stories or scriptures, a lost deity, as lost as the sunrise itself in this cavern. Yet perhaps not lost at all . . . even as you watch, the figure of a native woman materializes in the air before the golden sun. In an echoing voice, she speaks out; "I am the spirit of Arvis-Khabala . . . come to see me and be seen in turn . . . be not afraid lest the fear bring you sunset rather than sunrise . . ."

The spirit is Arvis-Khabala in truth—he is a she, and she is immortal, invulnerable, and patient. Each Character who approaches may attempt one Charisma Check, with failure being dismissal, but success gaining her help. She will explain all that the party needs or desires to know, as follows.

"There is a single, silver thread of immortality running through the lives of many men, both your kind and mine, a thread which defies the knife of fate. I know of your language, your beliefs, and so I speak in ways and words you will understand. I want you to believe me, and to trust me. It is in the end your decision to do so.

Many lifetimes ago, the waters of youth were a treasure of my family. When the Conquistadors arrived, many were forced by fear or weapons to see them as gods, to pay them with gold, and with

flesh, and ultimately with our most sacred treasure. Yet we hid the fountain and a legend it became, giving renewing vitality only to stories about it, shadows, ghosts, but not truth.

In time, the greed of white men discovered it, or soon would have. The priest to whose care it was entrusted sought to bring the evil of our white invaders back upon themselves, like a reflection in the pool itself unmasking the false gods that they were. He sought to take the place of the leader of these invaders.

Ark-Khabala, my grandson, my pupil, he chose to forgo his duty of guarding the waters of youth and brought a flask of it to that white leader, the Englishman known as Marquis deMascar. Yet his betrayal of his duty betrayed him as well. What he thought would give him renewed life within the Marquis' flesh only gave him possession of it, just as the white men possessed our treasures. And so that flesh began to wither . . .

. . . until he dispatched adventurous souls to the fountain and bring back its waters, sacrificing their own worthy claim to it and give it unto him. Thus his spell completed, Marquis deMascar was gone, and the spirit of Ark-Khabala took his place. Now he uses the very weapons that destroyed his own people to destroy their makers. He will not stop with war on the Spanish. In time, this snake in a man's clothing will turn upon itself, trapped in its own nefarious coils.

Perhaps it already has. For now you are come. Now you know the Shaman's secret. And to the spirit world, to me, flesh is invisible. I see only a man's heart. Whatever greed or pain compels you, there is none-the-less brotherhood and courage in your blood. Therefore I impart unto you the words of unmaking. You will remember them when you next dream. Speak them to all immortal ears. The false Marquis will be exposed as if flame burned away his face. But beware, for the light of the sun shines equally upon all. Farewell . . ."

If anything in the temple is disturbed, a stone slab that is unbreakable will block the entrance. It cannot be moved. However, a Searching Check can find that one of the stalagmite-statues moves with a Brawn Check, revealing a stairwell descending to Part 8. This Check can be attempted once a day.

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PART 8: ESCAPING THE TEMPLE: Escaping the temple will prove to be an adventure in and of itself. When the party is ready (or thinks they are ready) to leave, play the following Encounters one and all and in the order that they are presented.

41) Treasure vault

A set of steep, narrow stairs descends into a vast treasure room! Carefully aligned mirrors reflect the faintest light a thousandfold, revealing a vault greater in size than the temple above, and filled to capacity! The only visible floor is a winding pathway between the hills of treasure, like a path through a fairytale dream—are you dreaming? Is there so much gold in the world? There is even enough here to make the Spanish envious. At the end of the path is another door.

There are 31 rolls here for gems and jewels, 13 for special treasures, and as much gold as the party can carry. However, there are also countless booby-traps riddled throughout the vault, unable to be disarmed. Using the following chart, there is a chance in 12 of the room's trap being sprung each time treasure is taken, and is pressure-sensitive, so this chance builds the more in total that is taken, the entire room resting on a water-table that only re-sets with the passing of many years.

The Weight Of Treasure

Weight	What treasure is taken
1	Every 3 rolls for jewels (rounded down)
2	Every 3000 gold (rounded down)
3	Every special treasure

If ever the trap is tripped, both doors leading into (or out of) this room will be sealed with thick slabs of stone that will prove beyond the party's ability to break, blow-up, or otherwise open. Their only hope is to dive through the far door before it seals, requiring an Agility Check to do so. Each successive Character suffers a cumulative -1 penalty to this Check—once someone fails, he will block the area for too long, and it will close.

A search of this vault will find the skeletons of several long dead pirates, and on them, a sealed scroll-case containing Handout 11.

42) Flooded tunnel

This narrow passage leads on and on, descending rather than going up. Along the way, you notice and avoid several metal tripwires. Soon, your feet hit water. The tunnel ahead sinks deeper into the dark, chilling blood of the dead world.

Have everyone make an Intuition Check at a +3 bonus to notice that this water isn't water at all, but some sort of oil . . . and very flammable.

The tunnel only gets about 5' deep before it levels off, and 80' ahead it reaches a rough-hewn stair that begins to ascend. So the party will have to swim this 80', for to fail is to trip one of the sunken tripwires. If this is ever done, flames will ignite at the back of the tunnel, sending a cloud of fire rolling up behind the party, giving them 6 Rounds to reach the stairs or else the oil where they are will ignite. If someone sinks beneath the surface, the fire will only burn thereon, and so he will be safe, but the flames will last for 2-13 Rounds, so he may not burn but still may drown. Those hit by the fire will be instantly killed.

43) Behind the waterfall

The stairs enter a tunnel, which grows moist the further you go. Soon, the sheen of water glows on the rock like rainbow hues, ignited by a faint but rising glow—sunlight! Finally, you come to the end of the tunnel—behind a great waterfall. Through the curtain of water you can see the coast miles away. High above, the water covers everything. Far below, all is lost in the spray it evokes as it thunders into an unseen pool, ever hammering and taming the rocks.

The pool (and the rocks) are 180' below. One must jump straight forward and make an Agility Check to leap far enough to avoid the rocks. For if one falls too short, he will hit the rocks rather than the water. Furthermore, if someone climbs his way down, any failed Climbing Check will result in his hitting the rocks, as he hasn't the leverage to jump far enough to clear them. The pool at the bottom feeds a river that runs almost straight to the village of the Amazon Women.

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PART 9: THE RETURN JOURNEY: Once the party leaves the Shaman's secret temple behind, the true challenge lies not behind them, but ahead of them. For the return trip will challenge them at every turn. Use the following Encounters when and where they are applicable.

44) Aid of the Amazons

Run this Encounter only if the party returns to the village of the Amazon Women.

The village seems the same as ever it did. Only this time, upon your approach, a line of Amazon Women seems to be waiting for you. Spears in hand, their faces are hard, but respectful.

If the party has any treasures from the temple (Encounter 41), the same chance that they activated the trap is now the chance that the Amazons will worship them, and indeed, guide them all the way back to their ship, 20 of them ensuring a safe journey with plenty of food, and assistance against what the party will find waiting for them there . . .

45) Gibbets of Gibraltar

Run this Encounter when the party returns to the town of Gibraltar.

The town of Gibraltar seems the same as ever it did. Only this time, upon your approach, a line of Spaniards in full armor and helmets seems to be waiting for you. Pistols and cutlass in either hand, their faces burned by the hot sun, they all seem to be awaiting the order of their captain. He rides forward on a large horse, and only then do you notice the flotilla of ships in the harbor and gibbets being prepared on the distant wharf.

The Spaniards came in numbers enough to just barely overpower whatever forces the party left in the town, leaving these 30 Spanish guards to block the party's entry to the town and leave from the highlands. They will demand all treasure that the party has found. They will not listen to any plea, as they have their orders from the Inquisition, they themselves are not members of that order, however.

They are privateers, so they're attacking of anyone in the name of Spanish service will be legal, but then, the reverse is also true. The town will stay out of this fight, no matter what authority that any Characters have, as they cannot defy the Spaniards, either. In the end, the party will have to give up all treasure they carry save for weapons and basic equipment, or fight to the death. If successful, they will find their ship damaged down to a mere 50 Hull Points and 4 cannons, and entirely depleted of crew, the same as the ships of the Spanish—their demands for treasure were based largely on having lost more than they could regain in men, cannon and vessels. However, if the party fails against the Spanish privateers, they will all be tried here in Gibraltar, and hung if 'guilty'.

46) Spanish ships at San Dios

Run this Encounter only if the party returns to the Mission San Dios.

The Mission of San Dios seems just the same as ever it did . . . doesn't it? This time, upon your approach, there is no apparent difference as you might expect. Still the cove is choked with ships, and still the sun shines down on the pueblo wall surrounding the compound.

The ships in the harbor are different ships, as a close look can easily notice. They are not at all pirates as before, but Spanish ships, having come to claim whatever treasure the party has—already have they sunken, captured or driven off all of the other pirates once anchored here. Much the same as the privateers in Gibraltar, these Spanish will demand all—even the party's ship! Thus, they will be forced to fight. Those who are members of the Order of Santiago will be allowed to leave and go to the Mission before battle begins, lest they be deemed traitors and treated the same as the rest of the pirate party. However, once inside the Mission, the priests will clearly be upset about the treachery of their fleet, and allow their fellows in the Order of Santiago full use of the compound's defenses, which is the same as a fortification of Level 4, its 'garrison' all the pirates imprisoned by the Spanish fleet, whom the priests will allow to 'escape'. The

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Spanish fleet itself consists of ships equal in size, crew and cannon to the party themselves (they are well informed and plan accordingly), with one ship more, their flagship, a Spanish galleon running 20 guns and manned by 160 men, all of 1st Level, its captain though being a 'Pirate' Captain of Level 4 and using a cutlass instead of a longsword, and so delivers a total Base Damage of 15 with it. This being the Cardinal Carlos Seville's close friend, the 'Baron Juan San Villam Verossa', he is worth a hefty ransom, and if about to be killed will plead for mercy, using this as his trump-card.

47) Blood in Barbados

Run this Encounter when the party returns to the city of Barbados.

You reach the island colony of Barbados amidst a raging storm. The crew didn't want to go on, but the port seemed safer to seek than to just try persevering against the gales out at sea. Some strange fortune has been with you, as the ship has taken minimal damage for enduring such a tempest. As you maneuver around the reefs, the sporadic flashes of lightning reveal several ships leaving the harbormouth. Who would be maniacal enough to set sail in such accursed weather, lest they be mad indeed, or seeking you specifically? That question is answered with a golden flash of smoke as a cannon fires across your bow. The lightning quickens, the gales blow harder, and the waves rise to walls of water, setting the stage for the battle to come.

Marquis deMascar is sending out his warships to sink the party at all costs, guessing rightly that they have a means to take his immortality from him. Thus begins a naval battle amidst the storm. The ships of Barbados are all alike: 3 man-o-war, each with 16 cannons and 80 men: 50 of Level 1, 20 of Level 2, and 10 of Level 3. They are each captained by a 'Pirate' Captain of a random Level. They will fight aggressively, wishing to win before they are sunk by the storm. For indeed, the storm will add many difficulties to this battle, for both sides. Use the following charts in place of those normally used for naval battle.

Modified Table 41: Cannon

Crew per cannon	Attack Roll modifier
7+	+2
6	+1
5	+0
4	-1
3	-2
2	-3
1	-4

Modified Table 42: Ship Damage

Roll	Damage to the ship
11-12	1-12 crewmen killed
10	1-6 cannon destroyed
9	Crow's nest lost; -1 to Navigation Checks
7-8	Sail damage; -1 league to base speed
5-6	Swamped; -2 to next roll on this chart
2-4	Lost a mast; -3 leagues to base speed
1	Hold hit; 1000-12000 in treasure lost!
0*	Hull drawing water; sinks in 1-12 Rounds

Modified Table 43: Critical Salvos

Roll	Critical salvo
12	Hit's powder hold; enemy ship destroyed!
11	Enemy needs time to recover; loses Turn
10	3-36 crewmen killed
6-9	Waves disable enemy; +3 to next Initiative
5	1-12 cannon destroyed
4	Terrify enemy crew; 1-12 of them flee
3	Triple normal Damage
1-2	Double normal Damage

Modified Table 44: Critical Blunders

Roll	Critical blunder
12	Attacker's choice
11	Backfire; 1-12 crewmen killed
10	Crew terrified; 1-6 abandon the battle
9	Disabled; enemy gets free Turn
8	Backfire; 1-12 cannon blow up
7	Ship swamped; lose 1 Turn
6	Hit by wave; 2-24 Hull Points lost
5	Ship listing; use only half guns next Turn
4	Hit by wave; lose 2 Turns
3	Hits allied ship (if there is one)
2	Defender's choice (except results of '1')
1	Ship rolls; will sink after 1-6 Rounds

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Modified Table 45: Broadside Tactics

Tactic employed	Attack	Crew
Using the wind	-2	15
Musketry	+1*	20*
Grapeshot	-1	10
Hot coals	-2*	10*
Hooks	-3	0
Doubling the guns	+1	20

Modified Table 46: Boarding Tactics

Tactic employed	Modifier
Boarding axes	+1
Swinging between ships	+2
Playing dead	+4
Stealth approach	+2

When the battle is over, the end of the tale is near. If victorious, the party can easily go ashore and find Marquis deMascar. However, if they are captured, they will be brought before him anyway. Regardless, if they speak aloud the ancient words imparted to them in their dreams by Arvis-Khabala, the governor will shrivel and die in a matter of moments, his skin peeling back from his bones, leaving a skin-stained skeleton. However, the same incantation will also undo the longevity gained by all the Characters in Adventure #1 (provided that they hear it spoken).

CONCLUDING THE ADVENTURE: Once the party has left the governor and his accursed life behind, there are some things to consider.

Adventure Points: This Adventure is more of an epic than most. Given the length of this Adventure, one can earn as many as 7 Adventure Points for it rather than the normal allotment of 3.

The lost treasure of Marquis deMascar: Once the Marquis deMascar is unmasked, indeed once he is revealed as Ark-Khabala, then the entire governor's house will be exposed and, by the frenzy of the pious townsfolk, torn down, who will in doing so discover the lost treasure of the Witch Doctor—the treasure he smuggled out of Florida long, long ago. A portion of this treasure will be given up to the party, the total gold value depending on all of the factors which apply. Use the following chart.

Lost Treasure Given To The Party

Gold	Aspect of the party
3000	Every Character who is a noble by birth
2400	Every man whose home is in Barbados
2000	Each crewman that's English
1600	Every woman whose home is in Barbados
1200	Each crewman that's British (not English)
1000	Each English rank of each Character
-200	Every Level of the captain's Notoriety
-300	Every crewman who is of Spanish blood
-900	Each person in the Order of Santiago

Baron Juan San Villam Verossa: A close friend of the Cardinal Carlos Seville of Spain, this man is a fair prize, worth a ransom of 9000 gold. If he is held and taken directly (and boldly) into a Spanish port, the ransom is worth 12000 instead (perhaps this is a matter of the governor the party would otherwise sell him through not taking a cut).

God's Revenge: The ship named on Handout 11 is indeed in the port of St. Kitts, waiting for a new owner to claim it. If the party goes there and files their paper, they will be granted the ship with no difficulty if they are British. If the new owner(s) are of any other heritage, they will have to pay a tax of 400 gold to the governor. This cannot be haggled unless one sees the governor personally, who influences Bartering Rolls by -1 on Table 22. All statistics of God's Revenge are on Handout 12.

A new governor for Barbados: With the Marquis deMascar dead, a new governor will have to be appointed. There are plenty of officials in the city that will be more than eager to squabble over the appointment. However, they are just as capable of nominating and recognizing a Player Character for the task, if he is worthy of it, that is.

For a Player Character to become governor of Barbados, he stands a chance in 12 equal to his rank in the English Royal Navy of doing just that. If there is more than one contender, the duty shall be given to, in order of priority, the one with the highest Rank, then the highest Charisma, and then in the end the highest Notoriety Level.

The new governor must retire, as detailed in Chapter 12 of the Player's Book. However, having reached this pinnacle is worth 100 Fame Points.

THE SHAMAN'S SECRET

Friendship of natives: In their dreams and visions, many natives will hear the words of Arvis-Khabala and so hold the Characters in higher regard than other white men. This will give them a +1 bonus to Charisma Checks when dealing with any natives in the Caribbean.

The myth of Davey Jones: Having come literally face-to-face with Davey Jones, or at least A Davey Jones, his skull will be the seed of many legends, new stories and superstitions involving the party. Indeed, each Character must roll on the following chart to determine what story shadows him for the rest of his natural life. These stories the Character can dismiss only by spending 5 Story Points.

Legends Of Davey Jones

Roll	Tale that haunts the Character
9-12	The immortal pirate
8	The wet footprints
7	The Antichrist
6	The talking skull
4-5	The hidden treasure
2-3	The jinx of ships
1	The hunt of Davey Jones

The Antichrist is a name that is applied to a great many men, but in this case the name will be somewhat justified, as mention of the Character's name will cause priests to blemish, giving him an increase of +10 Notoriety Points and even +1 to his Luck Score, but at the loss of -1 his Charisma Score as well.

The hidden treasure is a persistent belief that anyone who found Davey Jones also found some vast, lost treasure, and that its absence is proof he hid it, and intends to return to find it, and therefore his steps will always be dogged by treasure-seekers and cutthroats, giving the Character a bonus roll to recruit crewmen but also penalizing his rolls on Tables 115 and 116 alike by -1 as authorities will use the opportunities of trial to 'force a confession on the whereabouts of his treasure'.

The hunt of Davey Jones is what most believe the Character's fate to be, indeed to be hunted by the spirit of the fabled devil of the depths until he joins him on the ocean floor, a reputation that will give any crew cause to disallow this individual to

ever be any manner of officer, lower their Morale by -10 simply by his presence on the ship, and be the reason why any NPC on 'his side' that makes a Critical Miss involving hitting a 'friend or ally' automatically hits this individual.

The immortal pirate is what sailors will come to believe the Character to be due to his having seen and survived Davey Jones, thus giving him a bonus of +1 to all Initiative Rolls, both personal and naval, as his enemies will fear that he cannot be killed (note that this bonus is not cumulative if more than one Character has it).

The jinx of ships is a name that will become popular with the Character, referring to the legend of Davey Jones being at the bottom of the sea, so that any ship this haunted man gets on will also be soon to sink, lowering Morale by -5 regardless of his duties on the ship (-8 if the Character is a woman), and thus becoming a self-fulfilling belief as the crew runs the ship poorly.

The talking skull is a myth about how the old skull (from Encounter 36) was kept and is used as a means of communing with the spirit-world, a tale that inspires fear in sailors, giving the Character it is often ascribed to 13 Notoriety Points, but also a loss of -4 to the Morale of any crew that he joins, regardless of his duties on the ship.

The wet footprints lead in as many directions as the stories themselves, telling of seawater footprints that follow in the wake of the Character, or that he follows himself, though either way with the drowned spirits of his victims not far behind or ahead, giving him a bonus of +1 to Initiative Rolls in normal battle (not naval battle) as people fear the spirits around him (note that this bonus is not cumulative if more than one Character has it).

The treasure of the pirates: The promised treasure of the brethren of the coast for undertaking this mission was added to that aboard the Spanish ships when they arrived at San Dios. Therefore, to get any of it, the party will have had to win the battle of the Mission.

To whose I hold in contempt

*May your heathen ways which fly in the face of God
and sail above the bottomless depths of Hell at last be
of use to the crown.*

*His Excellency, Marquis de Mascar of Barbados,
suffers from an ill gained in the West Indies. Brought
upon by a curse of the Witch Doctor known as
'Ark-Rhabala', his Majesty the King himself, dear
in policy to the ailing Marquis, offers a prize reward of
twenty thousand crowns to whomever can break the dark will
of this curse by breaking its maker. All the gold awaits
those who can find their faith within Barbados, fulfilled
by bringing the vile Rhabala himself before his victim's
own good judgment*

Lord Whilibey,

Advisor to his Majesty,

King Charles The First

There be a fitting punishment.
It is the agreement of the crew
one and all that we give the
punishment proper according to
the Articles of the Elder Child:

Twenty and six lashes
above the belt of
Neptune for the eighty
and one years our
Captain followed the sun,
seeking eternal life.

Let that be a lesson to all of
the same brain fire that would
lose good men in search of the
legend that is a fool's errand.

*Oh ye who'd be a dead man's guest
He must worst first a dead man's best
Thirteen locks on a dead man's chest
Ye who'll enter a dead man's nest*

the path of life

when the source of life
is at its strongest
the gate yields and
the mirror reveals the path
to the underworld
enclosed in walls of stone
when the source of life
is dying all the fate
of man occurs
beyond the gates

To the brethren of the coast . . .

The governor Marquis deMascar has become too much for our cannons. All of ours. Cursed he is. Some say blessed by the heathen gods. Truth be it told there is no captain in the New World who can chart a course for a safe haven so long as a god is to be his shadow and make the sun rise ever as the wake of the ship for his children's children.

Policy has turned to piracy. The mad deMascar is a greater cutthroat than any honest sea-faring or God-fearing man could ever be. Even the monks of San Dios slake their tongues with venom when the mention of his name escapes their mouths.

It has come to the laws not of God, not of a king, not of a country to becalm the storm, but the laws of nature. Under the guise of God, given sanctuary by the gold of a king, and bound by the borders of the invisible country, we are calling a council. From up and down the Main will brethren come to the Mission San Dios to unravel the riddle of how one kills a god amongst men. There is a bounty pooled from the coffers of all who attend. Bring your best coat, your heaviest gold, and your bravest heart if you would not be hunted down like dogs at sea.

The Gate of Doom. May
he who carries the code
pass without a word. May
he who keeps the word
pass without the code

Zach

Brawn:	12	Nationality:	English	Age:	28
Agility:	06	Class:	Buccaneer	Born:	1637
Endurance:	11	Experience Level:	0	Height:	6'8"
Girth:	12	Notoriety Level:	0	Weight:	220
Wits:	02	Defense Score:	11	Handed:	L
Intuition:	04	Carried Weight:	000	Move:	100'
Charisma:	06	Notes and Changes:	_____		
Luck:	05	_____			

This monstrous man was deformed from birth, as his entire face is distorted, especially his mouth and right eye. His mother tattooed his name, 'Jack', on his arm, but in his inability to properly pronounce it due to his deformity he has adopted the name 'Zach'. He is a gentle giant to all except those who threaten his friends.

Zach only knows one thing, and that is fighting his way through life, using his massive hands with +4 Skill for a +6 total attack due to his sheer size for a total 9 Base Damage. However, he is also good at cooking and making dumb jokes.

Zach is a mountain of a man, but carries very little in the way of equipment, preferring instead to rely on a few simple things; his gloves, a lucky deck of cards, and a good supply of clean shirts. However, he will gladly be the porter for anyone who is his friend, if they ask him nicely. If they don't, he'll carry their gear anyway, but a good wrestling match or brawl is necessary first. That's what friends are for!

*La puerta al cielo
es arriba el tesoro
del infierno.*

Captain David Williamson Jones

the temple of
the sunrise

enter not unless
the goddess is
watching you

enter hidden
in her and be
hidden forever

Michelle Addams
Gunther Bloodsmate
Alexander Davidson
Jo DeVry
Carlos Gambello
Rex Gilliamson
Arnold Gull
Daniel McFee
James Norington
Dan Peterson
Anderson Rumrunner
Sebastian Smith
Terry Smith
Timothy Thomson
John Weatherby
Williford Wellington II

God's Trust

By the decree of His Majesty December 10th, 1651, the High Council is giving the H.M.S. God's Revenge to the trustees of Berris Williamson. All those whom by the grace of God are given right by the signatures of the undersigned have equal ownership in the frigate marked by my Lord.

The house of Gods Trust has by leave of His Majesty the King full ownership and responsibility for the frigate formerly known as H.M.S. Bristol Slaver, now rechristened Gods Revenge, by direct appointment, and by the undeniable Grace of God Himself

This property is hereby with this sole appointment dedicated to the redistributing of naval ownership in accordance with the Last Will and Testimony of Admiral Berris Chester Williamson.

This letter of ownership is for the former Royal Navy frigate last in service in St Kitts, in the Indies, as proven by documents provided by the offices of Horrace and Homlin, solicitors of the Lord William of Yorkshire. The undersigned are given full ownership of said vessel and hereby accepts equal and irrefutable responsibility for the same, once witnessed by the English Governor of St Kitts

Legal owners _____

Legal owners _____

Witness _____

Lord William Connely
1651

God's Revenge

Captain: None	Design: Frigate	Crew: 100
	Hull Points: 500	Levels: 100
	Mounted cannon: 30	Morale: 00
Flag: English	Reserve cannon: 20	Hold: 10000
Speed: 14	Men per cannon: 3	Cargo: 4450
Notes and Changes: _____		

God's Revenge was intended to be unleashed upon the Caribbean many years ago, but peace came before it was launched, and so it remains unused, but ready.

God's Revenge is the pride of a great many men who live in the English port of St. Kitts, who regularly careen, clean and practice-sail this ship designed by their trainer in days gone by, Admiral Heath Jameson. All merely 1st Level due to their lack of experience, they none-the-less all dream of actually setting sail rather than performing for parades and other ceremonial trips around the harbor. In the last few years they have become bloodthirsty as wars continue to ignite between nations.

God's Revenge is continually provisioned for battle due to Royal Naval regulations, even if nobody really believes it will be used. None-the-less it always has on board 20 spare cannons, 30 salvos of cannonballs, and a total 50 days worth of food for its 100-man crew. Also according to regulations there are 2 longboats, 2 anchors, weapons for everyone, and spare sails.