



DEAD MEN TELL NO TALES



A Savage Worlds One Sheet™ By Craig Baugh
for use with Pirates of the Spanish Main™ or as a swashbuckling diversion

The crew come into possession of an ancient map. Will it be plunder or purgatory?

Use the Pirates characters found on our Savage Website www.peginc.com or make your own.

THE SOUL SURVIVOR

About a day out of Nevis, aboard the Sloop *Lady Faire*, the lookout spots a small dingy adrift. The wood of the hull is rotting and pitted, the metal jigs and oar hooks, rusted. The only occupant is a haggard, half dead sailor. His face gaunt and yellow, eyes sunk deep in his head. His clothing is half rotted, tattered, and torn. Oddly his hands and feet are manacled. A small metal chest is secured by a chain to his foot manacle.

"Me mates...is dead," the man says. "I bringed trouble...to the ship...an' the Cap'n set me adrift." The sailor coughs, blood foaming out his mouth. "There be plunder...aplenty...finish what ye start." Another cough, "Beware...the cur..." With a final cough the sailor keels over and dies.

15 MEN ON A DEAD MAN'S CHEST

The iron chest is bound with steel. It's encrusted with barnacles and rust. The rot around the hinges and lock have been cleared. A clear crack between lid and case indicate the chest has been opened.

Little does the crew know they have already begun the curse simply by bringing the chest aboard the *Lady Faire*.

Inside rests a rolled up leather parchment. The cracked ivory scroll caps are yellow

with age. A new leather tie secures the scroll. Unrolled, a map identifies an island four days sail west of Saint Kitts.

GHOST SHIP

If the crew pursues the treasure, the lookout spots a two-masted sloop on the second day. The sails are tattered, one mast broken two thirds the way to the top. The cannon covers are gone or hanging, hinges busted. It lists hard to port. From the aft deck hangs the Jolly Roger.

As they approach, they see no movement on deck. Several bodies are visible. The helmsman is slumped across the wheel. A lookout is hanging from the rigging, his leg caught in the lines. Several more bodies lie on the deck. It is unclear what happened as no sign of battle damage is seen.

If they board the pirate sloop, the heroes are met by a grisly scene. The crewmen are rotting, their insides spilling on the deck through cracked ribs and yellowed parchment flesh. Feasting rats scurry away as the crew boards. The scene is such the crew must make a Guts check suffer a -1 penalty to all trait rolls while aboard.

STOWAWAY

As the crew explores the upper deck have them make a Notice roll (-1). Below deck the penalty is -2, due to the lack of light. With a success they spot a translucent figure watching them from across the deck. The ghostly apparition appears as a young lady, dressed in a style of clothing from half a century ago. As the crew member looks at her she fades away, leaving a gentle smile and tiniest of nods. On a 1 (regardless of the result of the Wild Die), the spirit fades from the beautiful young lady, into a decayed, tattered,

corpse. The departing smile is accompanied by a flash of red eyes. (Each crew member sees her just once.)

THE CAPTAIN

Nothing of value exists aboard, all having decayed, rotted or corroded. As they reach the last place oin the ship to be searched, they encounter the ship's Captain. More walking dead than living human and completely insane, he immediately attacks. Check for surprise normally.

X MARKS THE SPOT

As the crew leaves the doomed vessel, dark clouds have rolled in and the seas have begun to swell. For two days the storm continues, with rough seas and low clouds. The crew notices several ropes have begun to rot, canvas to stiffen and crack, and they too start to age visibly.

On the fourth day of the journey the storm breaks and an island is visible on the horizon, home to a ragged dock, and the remains of a small fishing village.

All around are the skeletal remains of the villagers, long dead. A tall steeple church with a cemetery lies at the far end of the village. The map leads the crew past the church to the gated entrance of a mine. Breaking through the gate the entrance tunnel leads down to a cavern. Half-way along, several skeletons have been draped with the Jolly Roger.

In the cavern are several chests surrounded with gold and silver treasure. Hanging by the neck over the chest is a decayed corpse—the physical body of the young woman on the doomed ship.

THE CURSE

As the crew examines the cavern the pirate skeletons animate and attack. Even if they are destroyed, they reform an hour later. The crew and the *Lady Faire* continue to rot away whether they leave with any treasure or not. There is only one way to free themselves of the curse.

The young woman must be cut down and buried in holy ground. If this is done, the curse is gone and its effect reverse. It does not bring back those who have died or return the pirate ship, however. The rotting hulk is beyond repair and the heroes may need to replenish their crew. But that is another adventure.



PIRATE CAPTAIN

Complete with tattered and torn red waistcoat, scuffed knee boots, and armed with two cutlasses and two single shot pistols. He is crazed and attacks on sight.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d4, Shooting d6

Charisma: -2, **Pace:** 6; **Parry:** 6; **Toughness:** 8

Hindrances: Delusional, Death Wish

Edges: Ambidextrous, Florentine, Two-Fisted

Gear: Cutlass x2 (d8+d6); Flintlock Pistol x2, (5/10/20 2d6+1 RoF: 1, Shots 12 c&b 2 actions to reload)

Special Abilities.

- **Fearless:** The Captain is immune to Fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. Arrows, bullets, and other piercing attacks do half-damage. Ignores Wound Penalties.
- **Weakness (Head):** Shots to a zombie's head are +2 damage, and piercing attacks do normal damage.

SKELETON X6

The skin has already rotted from these risen dead, leaving them slightly quicker than their flesh-laden zombie counterparts. There are six skeletons waiting for the crew. Each is wearing the tattered remains of fifty year old clothing. Each skeleton has a Jolly Roger worn over his shoulder like a baldric.

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace: 7; **Parry:** 5; **Toughness:** 8

Gear: Cutlass (2d6)

Special Abilities

- **Bony Claws:** d6+d4
- **Fearless:** Skeletons are immune to fear and Intimidation.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage to such creatures. Arrows, bullets, and other piercing attacks do half-damage

ALL HANDS ON DECK!



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