

Pirates Adventure Deck

New Adventure Deck Cards for the Pirates RPG.

This is a free fan-made supplement to tweak your Adventure Deck to better fit the **Pirates** Savage Setting. You can find the original 54-card Adventure Deck at the Pinnacle online store:

<http://www.smithandrobards.com>

To use these cards, print onto cardstock and cut out, along with the basic deck. **Pirates** themed card backs are included to use with the entire set. Each player draws one per his character's Rank at the start of each session; he may play one during the game, and the rest are discarded.



Becalmed

"Dead eerie it is. The winds've stopped cold for sure."

For 1d12 rounds, winds die down, so ships in the vicinity may not move by sail. Alternatively, play this during a sea storm (p. 229, Pirates RPG) to reduce its severity by one rank.



Foul Winds

"Batten down the hatches and smartly about it!"

A freak storm blows in (see "Storm, Sea," p. 229, Pirates RPG), with randomly-determined severity and duration. At sea, this effectively ends most combat, since cannon fire is no longer possible, and ships are separated.



Mermaids

"Look! A mermaid!"

There is a timely distraction that allows you to play a Smarts-based Trick (p. 85, Pirates RPG) on an enemy ship crew. In ship combat, the crew makes a group Smarts check against you. If you succeed, they are at -2 to ability rolls for their next action; if you get a Raise, they aren't Shaken, but the penalty to their rolls becomes -4.



Cursed Zone

"Have ye e'er heard of the curse?"

Bad luck strikes your opponent at a critical moment. You may play this right after your opponent makes an ability or damage roll; you may apply a -1 penalty to the result.



Raft

"Bring down that post, and make quick with those ropes!"

Play on a destroyed ship (even by magazine explosion) to save the crew and valuables, as a raft is made from wreckage. The raft can carry one Cargo Space, and all crew and passengers. It has the ship's Toughness but no armor, and a Top and Travel Speed of 1 unless the ship had Oars or was a Galley (use its rowing speed).



Duel

"Come out, ye scurvy dog! Let's settle this man to man!"

Play when in group combat. Combat stops. Your character and the leader of the opposing group settle the fight with a one-on-one blade duel. (How the outcome of this duel impacts the battle at large depends on the sense of honor - or level of cowardice - of your opponents.)



False Treasure

"Blimey! No gold at all ... just rocks!"

Play on a character or group attempting a Notice check to search for something (or someone), causing them to suffer a -4 penalty to the roll as they are befuddled by a decoy or other distraction.



Favor of the Gods

"The winds be blowin' in our favor!"

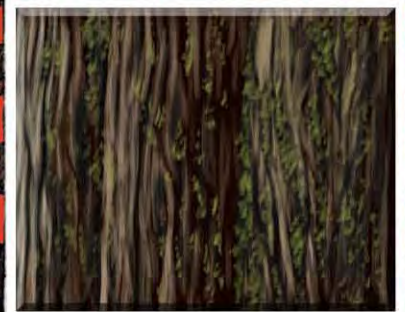
The winds are in your favor. When using the Contact rules (p. 131, Pirates RPG), play this card to either escape or catch up to your foe automatically. If using Chase rules, you get +4 to your Boating rolls. Or, when traveling, gain +1 to your ship's Travel Speed until your next stop.



Belling Fog

"Thick as pea soup, it is!"

At sea, you may place a fog bank anywhere on the table, or move a fog bank up to 6" in any direction. (See "Fog," p. 133.) Or, you choose the fog visibility condition (clear, light fog, or heavy fog) for the whole area, for the remainder of this encounter.



Trees

"Land ho! A rocky island - but a fine cluster of trees!"

Trees on a nearby island or salvaged wood from a wreck provide just enough lumber to repair all wounds and critical hits on the ship. The ship must be beached (as with careening, p. 129). Repairs take 1d4 days per wound/critical if you have a shipwright (p. 42), or twice that long otherwise.



Sunken Treasure

"It's heavy! Haul it up an' let's see what's inside..."

You catch a glimpse of a sunken shipwreck in the water. A successful Swim check (-2) is required to reach and extract its treasure - which will take a few trips. You recover one Cargo Space worth of cargo (either "generic" cargo worth 500 pieces of eight, or the GM may determine randomly).



Buried Treasure

"Start digging, and smartly! This be the spot!"

Play when booty is distributed. You alone get a chance (via a Notice check at -2) to discover a little extra. Add 1d10x10 pieces of eight to your share, with a 10% chance of finding a relic. It's up to you whether you decide to divvy it up or keep your extra haul a secret.



Martyr's Amulet

"Pray ... pray like ye've never prayed before!"

You and your crew gain a +2 bonus to Guts checks for the remainder of this encounter. You may play this after one or more characters have failed Guts checks, allowing them a reroll with the bonus. Furthermore, any undead or sea monsters that attack you or your ship suffer a -1 penalty to all rolls to hit.



Holy Water

"I've got just the thing for it..."

Play at any time. You conveniently find (or had stashed away) a vial of holy water or some other small, fairly common item of no more than 3 lbs. weight and 150 pieces of eight in retail value, good for one use only. For example, a rusty flintlock with one shot before it's ruined, or a set of picks that will break after one use.



Rum

"Arrrrright, ye lily-livered scalawag! (Hic!)"

Due to a quick chug of liquid courage, or perhaps just the heady drunken thrill of battle, you shake off any fear. Play at any time to gain a +4 bonus to a Guts roll or to automatically recover from being Shaken.



Cross of Coronado

"'Twas that blessed cross, I tell ye! It spared us all!"

Your fervent prayer is heard at just the right moment. Play when any character - or your ship - takes damage. Roll your Spirit, and treat this as a Soak Roll for the ship or character. You may spend Bennies on this roll if necessary.



Pandora's Box

"No fear of curses, says ye? Fairly warned, says I."

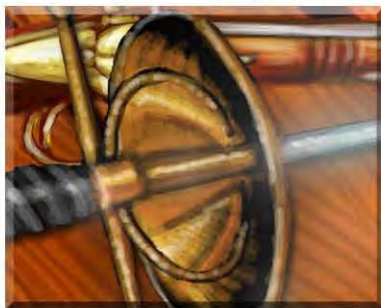
Play when searching for or distributing booty. You find a mysterious coffer. Inside is a randomly-determined relic. However, it comes with a curse: The GM draws an Adventure Deck card and uses it against you and/or your ship at the next possible opportunity.



Barrel's Monkeys

"Quit 'cher jumpin' around like a squiffy monkey!"

For the remainder of this encounter, you may perform one Trick each turn as a free action; you do not suffer a Multi-Action penalty for combining the Trick with an attack or other action.



Weapons

"Oh, you picked a right bad time to start a fight, now!"

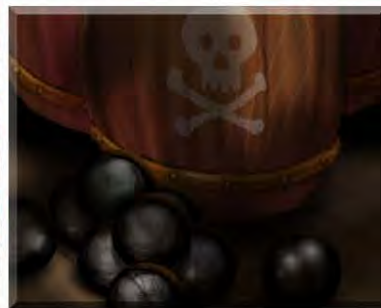
Maybe it was time to clean the weapons, organize the armory, or test the cannons. Whatever the case, your crew happens to be ready. Play if anyone in the group is surprised; your crew ignores the surprise and all are dealt in as usual, and (unless impossible due to circumstances) have weapons at the ready.



Driftwood

"My strength ebbing, I clung to a loose timber..."

Play when a character would be otherwise killed (and not by a patently suicidal action of his own doing). Instead, he is incapacitated and out of the action for the current encounter, but spared by fortune and borne to (relative) safety - e.g., drifting with some flotsam to a nearby island.



Dry Powder

"Wait 'til my mark.... FIRE!"

This round, you and your crew may spend Bennies to reroll cannon damage; you may spend your own Bennies for any extras firing the cannons. Alternatively, your crew automatically passes any rolls to check to see if gunpowder is ruined by Moisture effects (p. 55) for the remainder of this encounter.



Wine

"A bottle of the good stuff! Bottoms up, lads!"

You picked just the right wine for the occasion, or you made the perfect witty remark. One way or another, you make a favorable impression. For the duration of this encounter, you gain a +2 bonus to Charisma.



Eye of Insanity
"The dreams! Make them stop!"

Tormented by strange visions, you see alternate possible fates. You may copy the effect of any Adventure Deck card held by another player or already played this session, as if you played it instead of this card.



Shipping Charts
"Wait! I recognize those sails!"

Due to a chance rumor, past encounters, or keen intuition, you can identify one ship and its allegiance by sight and guess at its statistics, its cargo, and the ability of its captain - at least, anything that might be publicly known in the right circles. (Some ships still have their well-kept secrets, and some cargoes aren't listed in any manifest.)



Relics
"This here is my lucky charm."

In answer to your prayers or just good luck, one of your weapons is considered magical for the duration of this encounter, capable of dealing full damage to Undead and Ghosts and the like. Alternatively, you may play this card to make a Soak roll (using your Spirit instead of Vigor) for yourself or for the ship if hit.



Karmic Idols
"To everything a season."

Due to a blessing, strong faith, plain old luck, or maybe a dramatically-appropriate speech to build the resolve of your crew, one supernatural effect upon your ship and/or crew (such as a mermaid's song enticing the sailors, or a storm magically conjured by a sea hag) is negated for this encounter.



Hidden Cove
"I know these waters like the back of me own hand."

Your maps are remarkably detailed about this area, with notes from someone who's been here several times - or maybe you've come this way yourself, a long time ago. For the duration of this encounter, you gain a +2 bonus to Boating and local Area Knowledge checks.



Voodoo
"Do ye really believe in that sort o' thing?"

There's good juju in the air - for you, anyway, not so much for someone else. When action cards are dealt, you can make one or more people (including yourself and/or NPCs) redraw their action cards from the deck.



Livestock
"Better you than me, poor beastie."

When a sea monster attacks the ship, instead of doing damage to ship or crew, it takes one cargo space (partial or complete) of livestock or provisions; the monster will usually withdraw to eat for at least 1d12 rounds. Alternate: If your ship takes a crew or passenger critical hit, one livestock or provisions cargo is destroyed instead.



Spices
"...imported from faraway Cathay!"

Play when selling treasure, cargo and goods in port. You may double the sale value of one cargo or item due to your uncanny performance at underscoring its fine qualities. Alternatively, play this card for a +4 bonus to any single Streetwise roll involving buying or selling goods.