

# THE MALAY COINS



AN ADVENTURE FOR

## THRILLING TALES



# THE MALAY COINS

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**A**fter inadvertently foiling a museum robbery, Our Heroes get caught up in a race to recover seven mysterious coins which, when put together, show the way to a fabulous, long-lost treasure! After acquiring the coins they proceed to the Orient to try to recover the treasure, only to run afoul of Li-Ming Jade, Pirate Queen of the South China Sea!

## BACKGROUND

Centuries ago, a pirate ship full up with valuable cargo sank to the bottom of the South China Sea during a fierce storm. The only survivor was a Chinaman who made it to the shores of the Malay Peninsula. Determined to recover the ship's riches someday, but not wanting to rely on his memory or an easily-destroyed paper map, he crafted seven silver coins that, when laid down together in the right arrangement, formed a map to the treasure. As a warning to those who'd seek the treasure, he also inscribed a message on the edges of the coins that can only be read when they're stacked in the proper order.

Unfortunately for the Chinaman, he was never able to recover the treasure, and after he died the seven coins were split up among his heirs, who didn't understand their significance. Since then they've become scattered all over the world.

Li-Ming Jade, Pirate Queen of the South China Sea, learned of the coins and their secret recently when she recovered one of them from a person on board a ship she and her men waylaid. She now seeks the other six coins.

## THE COINS

The seven coins are made of silver, though age and tarnish have given them a brownish-purplish sort of coloration. The silver they're made of, and certain stylistic elements, point to a Malaysian origin, but the coins themselves are not in the Malay style. Malay coins are solid, like American coins, whereas these coins have a square hole in the center like Chinese coins. (This is mostly just a point of curiosity, but a PC with an appropriate background or Knowledge skill, or one of the

NPCs they encounter, may mention it as a way of showing that the coins are unusual, and probably hand-crafted.)

The central coin has groups of incised lines at six points around its rim; the first group has one line, the second two lines, and so on. The other six coins each have one matching set of incised lines on their respective rims. By matching the lines up, the characters can arrange the coins properly to form the map. Throughout the text, the coins are referred to as “Coin One” through “Coin Six,” based on the number of incised lines they have. For example, the coin directly below the center coin is Coin Four — the one with four incised lines at one point on its rim.

Carved on the coins are various islands, rocks, and other landmarks, and the center coin has a star-shaped symbol indicating where the wreck is. By bringing together all seven coins, the heroes can determine the location of the wreck in relation to the islands. Closer to the point in time when the shipwreck occurred, it would have been possible to find the treasure with fewer than all seven coins, if one knew the area well. However, the passage of centuries, intervening seismological and volcanic activity, and other factors have altered the shape (and perhaps even existence) of the landmarks, complicating the situation. Without all seven coins, the heroes will have a much harder time zeroing in on the shipwreck. In game terms, a

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character with the Boating skill, a knowledge of the South China Sea (or appropriate maps and charts) and at least one coin can make a skill roll to determine the longitude and latitude of the shipwreck. If he has all seven coins, the roll is unmodified. If he has less than all seven coins, the roll is at a cumulative -2 penalty for each missing coin. Thus, if he has four coins (meaning he lacks three), he can locate the shipwreck only if he succeeds with a roll at -6.

In short: without all (or almost all) of the coins, the heroes probably won't be able to find the treasure.

Additionally, each of the coins has a series of tiny cuts and incisions along its edge. If the coins are stacked in order, the center coin on the top and Coins One to Six below it, these marking line up to form several columns of Chinese writing. The writing is centuries old, so unless a hero has a Knowledge of Chinese History (or the like) in addition to being able to read Chinese, he has to make an any Smarts roll at -2 to read them. If the roll succeeds, he interprets the writing correctly.

It says:

*Let he who seeks this treasure beware, for it includes a chest of gold coins we took from a man who, in dying, placed a curse upon them that those who kept them from him should nevermore know rest or ease.*

If the roll fails, the heroes mis-read the text. They think it says something more like this:

*Let he who seeks this treasure look carefully, for it includes a chest of gold coins. They will not be taken from me, and I curse anyone who would keep them from me and will pursue them without rest or ease.*

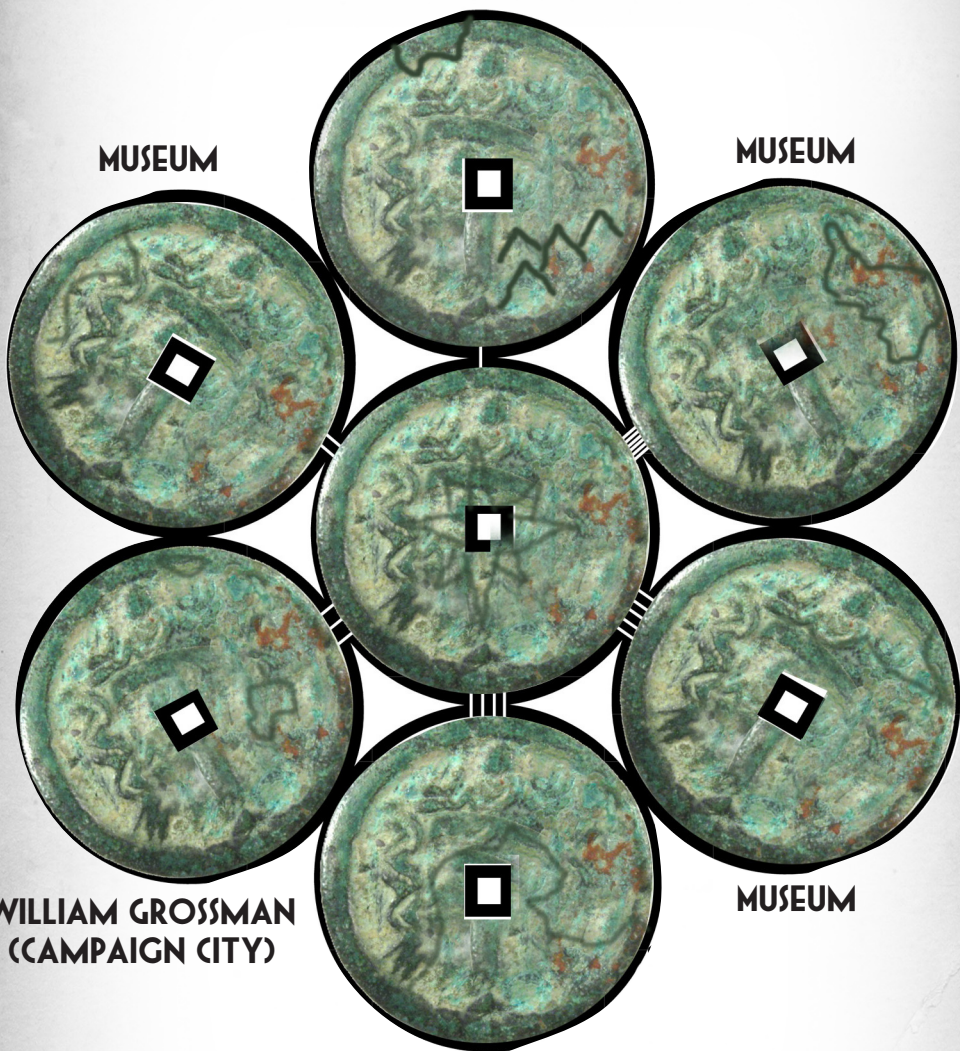
Li-Ming Jade possesses Coin One. This coin is particularly important because the jagged rocks shown on its lower right have largely withstood the ravages of time unchanged, making it a crucial component of the map as a whole.

The accompanying illustration shows the seven coins placed together to form the map (with a notation by each coin to indicate who possesses it at the start of the adventure). For a fun prop, print out an extra copy of that page, cut it apart into the individual coins, and give the paper coins to the players as the heroes recover them. (The illustration does not show the Chinese characters on the edges of the coins.)

**LI-MING JADE  
(SOUTH CHINA SEA)**

**MUSEUM**

**MUSEUM**



**WILLIAM GROSSMAN  
(CAMPAIGN CITY)**

**MUSEUM**

**CHITRASH MUTHANNA  
(DELHI)**

**CENTER COIN:  
HWA ZHYA-SUNG  
(SHANGHAI)**

## ADVENTURE SUMMARY

The adventure begins at the museum, which has three of the three of the coins but knows nothing about them. After the heroes foil an attempt by Li-Ming's men to steal the coins, they realize the coins are more than antique money... and the chase is on! They've got to get the other four coins (including the one Li-Ming already has) and then go in search of the treasure!

But the Pirate Queen of the South China Sea isn't so easily foiled. As the heroes close in on the sunken ship, Li-Ming pursues them, eventually forcing them to join battle with her to drive her away from their prize. And if they fail, they'll wind up as food for the sharks.

Once the heroes reach the ship, one last, terrible surprise rears its ugly head: skeletons! A curse placed on the treasure has brought the men who went down with the ship back to unlife as skeletal warriors. Only after they fight their way through cutlass- and kris-wielding bony foes can the heroes finally claim the treasure as their very own!

## PART ONE: RECOVERING THE COINS

Broadly speaking, you can divide *The Malay Coins* into two parts: learning about and recovering all the coins; then using the map on the coins to seek the treasure. You can easily draw the adventure out as much as you want. For example,

the quest for each coin or group of coins (see below) could be expanded to make up a complete scenario on its own, followed by a one- or two-session adventure involving the recovery of the treasure itself. (The text has suggestions and options for lengthening the scenario.) If you want to keep things shorter and simpler, don't worry about playing out the acquisition of each coin separately. You can quickly roleplay through those encounters... or gloss over them entirely and just assume the heroes get what they need to keep the adventure flowing along smoothly.

## FIGHT IN THE MUSEUM!

The adventure begins *in media res* when the heroes are visiting the museum in their campaign city for some reason (to give a presentation, enjoy a day off, accept an award, unveil a new exhibit they helped recover, or the like).

The museum features an exhibit of coins and money from around the world and throughout history. It includes three of the Malay Coins — Two, Five, and Six. The heroes shouldn't be in this room, but they should be close enough that they can hear the commotion and get there quickly.

Suddenly, the heroes hear screams and the sounds of breaking glass from the Coin Room! Rushing there, they discover a group of Asiatic thugs robbing the place. The Chinese

robbers are armed with hatchets, knives, and pistols. There should be enough of them to give the heroes a good fight, but not one they can't win.

## CHINESE THUGS

**Attributes:** Agility d10, Smarts d8, Spirit d10, Strength d8, Vigor d8.

**Skills:** Climbing d8, Fighting d10, Guts d8, Intimidation d8, Notice d8, Knowledge (Chinatown) d8, Stealth

d12, Shooting d6, Streetwise d10, Throwing d10

**Charisma:** 0; **Pace:** 8;

**Parry:** 7 **Toughness:** 6

**Hindrances:** Obligations (Tong)

**Edges:** Acrobat, Block, Combat Reflexes, Dodge, Fleet Footed, Level Headed, Quick Draw

**Gear:** Knife (Str +d4), Hatchet (Str +d6), Revolver (12/24/48 Damage 2d6+1, ROF 1 Shots 6)



## AVENUES OF INVESTIGATION

Once the fight's over, the heroes can start investigating the situation in several ways.

### **The Museum Staff**

By talking to Assistant Curator Maxwell Griffies (who's in charge of, among others, the coins and money exhibit) and Head Curator Rogers MacIntire, the heroes can learn what the museum knows about the coins. The display containing the coins is labeled "*Malaysian Coins c. 1650 (?)*". Based on the metal content and artistic stylization, Griffies believes the coins to be Malaysian in origin, but the square center hole is a feature of Chinese, not Malay, currency. Griffies assumes from the markings on the coins' rims that there must be at least three more of them (i.e., ones with one, three, and four incisions), and probably a central, seventh, coin as well.

Griffies and other experts are puzzled by the fact that the coins feature no indication of their ascribed value, of the king or nation who made them, or the like. If the heroes suggest to Griffies or MacIntire that the coins might be a picture or a map, they'll agree that it's possible, but without having more of the coins to examine they won't commit to any particular theory.

Either Griffies or MacIntire can tell the heroes that a local coin collector,

William Grossman, owns a coin that seems to come from the same set as these three coins. He's tried to buy the museum's coins several times, but of course the museum doesn't sell items from its collection.

If the heroes are well-known or have good reputations, the museum is willing to let them borrow the three coins in an effort to find out why someone wants to steal them. Griffies will even provide a wooden, velvet-lined, waterproof container (it floats) that can hold up to ten coins in special slots so they don't get damaged during the heroes' travels.

If the heroes aren't well-known or have bad reputations, they'll have to get someone to vouch for them before the museum lets them borrow the coins.

### **Captured Thugs**

It's entirely possible the heroes will capture some of the Chinese thugs. If the heroes are on good terms with the police, or if they think fast and interrogate the prisoners before the cops arrive at the museum, they may learn something from questioning the thugs.

The thugs are tong warriors hired by Li-Ming Jade through intermediaries to steal the coins. She learned the museum has three of them, though so far she's had no luck locating the other three. The tong warriors were to take the coins back to their boss, Yen Lo Chee, who'll ship them to Li-Ming Jade through the man who hired him. They were only to steal



these three particular coins, plus a few handfuls of other coins just to confuse the authorities; nothing else was to be taken.

Getting the thugs to talk requires an Intimidation roll at -2. All they know is that Yen Lo Chee instructed them to steal the coins as described above. They can also tell the heroes where to find Yen Lo Chee.

Yen Lo Chee runs a tea shop in Chinatown. If confronted by the heroes, he admits nothing. It takes an Intimidation roll (again, at -2 -- use the same stats as the Chinese Thugs) to get him to reveal that a fence and "underworld broker" named Cheng Tsai in Shanghai hired him to obtain the coins by any means necessary. The coins were to be shipped to Cheng Tsai; Yen Lo Chee can provide the shipping address, but knows nothing more.

### **Research**

The heroes can try to research the coins further by reading books on the subject, talking to numismatists, and so forth. They won't turn up anything (unless maybe they roll 2 or more Raises on their Investigation roll, and even then they'll just find a picture of one of the coins they already have and some vague information). The coins are too obscure to have made it into standard records and reference sources.

## THE OTHER FOUR COINS

At this point, the heroes definitely have one lead to follow up (William Grossman, located in the same city they're now in), and possibly two (this "Cheng Tsai" of Shanghai). As described below, Grossman can put them on a track to recover most of the rest of the coins.

Since this part of the scenario involves traveling around the world, if you want to you can draw it out based on how the PCs choose to travel. If they're on a ship, a murder mystery or attack by undersea fishermen might make for a fun game session; if they're flying, plenty of adventures begin with a plane crash in the wilderness....

### COIN THREE: WILLIAM GROSSMAN

Grossman is a wealthy man who lives in a fine house in the city. If the heroes are well-known or have good reputations, he'll gladly agree to meet with them; otherwise they'll need a letter of introduction from Griffies or MacIntire.

During their meeting, Grossman explains (truthfully) that he knows nothing about his coin — Coin Three — except what the museum personnel have already revealed. He'll show it to them, and happily compare it to the museum's three (which he's wanted for years). He bought his coin in a Damascus marketplace over a decade ago; he

can't remember the seller's name, but knows he had no information about the coin.

If the heroes ask to borrow Grossman's coin, he's willing to do so, with a few conditions:

1. The heroes explain, truthfully, why they want it.
2. The heroes agree to return it to him (regardless of its condition) within two months. If they lose or damage the coin, they must return whatever remains of it to him and pay him the sum of \$500.
3. If the heroes have explained or hinted that the coins might form a treasure map, he insists that, if the treasure includes any coins, he be allowed to choose ten coins from them. He gets first selection, before the heroes take any for themselves, sell any, give any to museums, or the like.

If the heroes won't meet his conditions, he won't let them borrow his coin, make rubbings or drawings of it, or anything of the sort. If the heroes agree to his terms, Grossman will also reveal that he knows a coin collector in Delhi, Chitrash Muthanna, who possesses a coin "very much like mine." He'll even give the heroes a letter of introduction, if they've impressed him with their courtesy and heroic natures.

### **Expanding This Encounter**

If you want to expand the scenario

a bit, Grossman is wealthy because he's a mobster. He's in the middle of some sort of gang war or conflict right now, and as an additional condition for borrowing his coin he wants the heroes' "help" to harm his rivals or conduct some sort of criminal activity. You decide exactly what's involved, based on the nature of your campaign and your PCs. If necessary, make Grossman out to be a relatively non-violent and likeable crook, whereas his rival is a brutal butcher who definitely needs to be removed from the picture.

### **COIN FOUR: CHITRASH MUTHANNA**

This scenario works best if the heroes decide to follow Grossman's lead and go to India. If they want to pursue Cheng Tsai in Shanghai, try to discourage them and point them in the direction of Delhi.

Muthanna is a merchant, a man who's made himself wealthy dealing in spices, dry goods, and the like. He collects coins as a hobby. He bought Coin Four from a sailor he met in Calcutta and hasn't seen since; he has no idea where the sailor got it.

Like Grossman, he's willing to let the characters borrow his coin (unless they offend or annoy him somehow), provided

- (a) they promise to return it, and
- (b) pay a non-refundable fee of \$300, with another \$300 to be paid

if they lose it or damage it in any way.

Muthanna has heard rumors that a coin-dealer in Shanghai named Hwa Zhya-sung has “a coin very similar to mine.” That should be all you need to keep the PCs heading onward.

### Expanding This Encounter

There are three ways to expand this encounter. The first is to have some of Li-Ming Jade’s hirelings show up at the same time as the PCs, sparking a fight for the coin. However, since this also happens in Shanghai (see below), it might be too repetitious to do it here.

Second, if the heroes have had any encounters with the Thugee (see Chapter Eight of *Thrilling Tales*), perhaps they’ve somehow learned about the coins and want to obtain them. The heroes arrive at Muthanna’s home to find him strangled with a yellow scarf and his coin missing. Now they have to track down the assassins and get the coin back!

Third, if the Thugee have yet to appear in your campaign, Muthanna may want a service from the PCs instead of money. For reasons he refuses to disclose (but which you should concoct in case you need to know), he’s attracted the unwelcome attentions of a malign cult — an offshoot of the Thugee, he believes. He wants the heroes to put an end to the cult before it kills him.

## CENTER COIN: HWA ZHYA-SUNG

The last coin waits for the heroes in Shanghai... along with a deadly surprise! Like the heroes, Li-Ming Jade has learned that a dealer in coins, jewelry, and antiques named Hwa Zhya-sung owns one of the Malay Coins. Rather than buy it from him for 900 yuan (\$333 US dollars), she sends some of her men to steal it. In a typical Pulp coincidence, those men show up just as the PCs arrive!

### LI-MING JADE’S ASSASSINS

**Attributes:** Agility d12, Smarts d8, Spirit d10, Strength d8, Vigor d8.

**Skills:** Climbing d10, Fighting d10, Guts d8, Intimidation d8, Lockpicking d10, Notice d10, Spellcasting d8, Stealth d12, Shooting d8, Streetwise d10, Throwing d10

**Charisma:** 0; **Pace:** 8;

**Parry:** 7 **Toughness:** 6

**Hindrances:** Obligations

**Edges:** Acrobat, Arcane Background (Magic), Block, Combat Reflexes, Dodge, Fleet Footed, Level Headed, Quick Draw

**Gear:** Hatchet (Str +d6), Do (Chinese Sword) Str +d8 -- GMs who are particularly evil may have a few armed with modern weapons, too.

**Powers:** The assassins have 15 Power Points and the following powers: *boost trait* (mental discipline), *deflection* (iron hand block), *fly* (wire fu), *quickness* (kung fu) *smite* (chi infusion), and *speed* (super speed).

As with the museum fight, make it a tough one, but not one the heroes can't win. If possible, arrange things so that Hwa himself, or his beautiful granddaughter (who just happens to be the PCs' age...) are threatened by the assassins.

After they save his and his granddaughter's life, Hwa will be so grateful that he'll sell them the coin for only 270 yuan (about \$100 US). He explains that he acquired the coin many years ago during one of his periodic collecting trips through the region. His records say he bought it from a merchant in a marketplace in Singapore, but that's all.

## COIN ONE: LI-MING JADE

If the heroes capture any of Li-Ming Jade's men, or have the chance to follow one of them as he escapes, they can interrogate them for information about their mistress. They'll reveal that one of her ships is tied up right here in Shanghai... and that her coin is aboard! If neither of those paths work, the heroes can look up the fence Cheng Tsai — he can tell them where the Pirate Queen's junk is.

The scene now shifts to the docks, where the heroes have to obtain the seventh coin by force or trickery. If you think you can arrange it and that your heroes won't just kill her outright, let Li-Ming herself be present but escape after the heroes defeat her men (if necessary, give her a generous helping of Bennies to spend to ensure her getaway). Otherwise, a trusted lieutenant commands the junk.

Make this a tough fight — tougher than the others the heroes have had so far. They're on enemy territory now, fighting Li-Ming's pirates in their natural environment (ships and docks). At the very least, they should come through the fight a few Bennies poorer.

Li-Ming Jade's crew should be made up mostly of rank-and-file pirates, with a few of the tougher assassins thrown in for tougher fights. Use the stats for the Chinese Thugs and Li-Ming Jade's Assassins that have appeared earlier in this adventure.

Then, of course, there's Li-Ming Jade herself:

## LI-MING JADE, PIRATE QUEEN OF THE SOUTH CHINA SEAS

**Attributes:** Agility d12, Smarts d10, Spirit d10, Strength d8, Vigor d8.

**Skills:** Boating d10, Climbing d10, Fighting d10, Guts d8, Intimidation d8, Notice d10, Persuasion d10, Spellcasting d8, Stealth d10, Shooting d8, Streetwise d10, Taunt d8

**Charisma:** +4; **Pace:** 8;

**Parry:** 7 **Toughness:** 6

**Hindrances:** Overconfident

**Edges:** Acrobat, Arcane Background (Magic), Block, Charmer, Combat Reflexes, Dodge, Fleet Footed, Level Headed, Quick Draw, Very Attractive

**Gear:** Chinese Pirate Cutlass (Str+d6+2), Luger P-08 (12/24/048 Damage 2d6, ROF 1, Shots 8),

**Powers:** Li-Ming Jade is a master of the mysterious martial arts -- she has 15 Power Points and now the following powers: *boost trait* (mental discipline), *deflection* (iron hand block), *fly* (wire fu), *quickness* (kung fu) *smite* (chi infusion), and *speed* (super speed).

For added excitement, keep putting the coin in constant danger: it's just about to fall into the water!

— a fire's broken out on the ship and the coin's going to melt! — a pirate's grabbed it and is running away! If possible, put the coin in peril every couple of rounds so the heroes have something to do other



than just duke it out with Li-Ming's men (and possibly the Pirate Queen herself!). But in the end, they should get the coin. At this point they can probably find the shipwreck without it, but letting Li-Ming Jade keep it probably isn't a good idea... and the matched set looks better.

## PART TWO: IN SEARCH OF TREASURE!

With all seven Malay Coins in hand, the heroes are ready to go in search of the shipwreck and its treasure. But more difficulties are soon to present themselves... and a deadly secret lurks beneath the waves!

### OUTFITTING THE EXPEDITION

Now the PCs have to outfit their expedition. It should be obvious to them by now that they're after an underwater prize, so they'll need a ship, at least one diving suit, food, water, and other such supplies. Tramp steamers are available for hire throughout the South China Seas.

There is an excellent, fan-created resource for Tramp Steamers in pulp gaming (specific to *Savage Worlds*), available here for download: <http://home.earthlink.net/~djackson24/TrampSteamer2.pdf>

To make the final encounter exciting, you'll want to allow as many heroes to work underwater at a time as you can. If necessary, let a gadgeteer or scientist hero (or a helpful NPC) equip the heroes with Weird Science diving equipment, Oxygenation Pills, or whatever other plot device gizmos you need to keep the action moving along.

#### An Unexpected Encounter

For an added human interest element, one day while they're out-

fitting their expedition the heroes chance to see several dockyard thugs pushing around a kid who looks to be about 10 or 12. As heroes, they've got to go to the rescue! It won't take much to scare the bullies away — they were after the boy's money, which he earns performing odd jobs and uses to support his family. His name is Tay Siang-loke, and he's half Malaysian, half Chinese; the heroes can refer to him as "Sammy."

Sammy's family have been fishermen in the South China Sea for literally centuries. As such, he knows the region well (Knowledge: South China Sea d8) and would be happy to work as a "guide" and helper (read: kid sidekick!) for the heroes. (A wage would be nice, but if they don't offer, he figures he owes them for saving him from those thugs.)

He'll spend the rest of the adventure getting into lighthearted trouble, playing the part of the designated hostage and NPC-in-peril, and generally providing comedic relief. Think "Short Round", and you're not too far off.

#### "SAMMY" TAY SIANG

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4.

**Skills:** Boating d4, Fighting d4, Guts d4, Knowledge (South China Sea) d8

**Charisma:** 0; **Pace:** 6;

**Parry:** 4 **Toughness:** 4

**Hindrances:** Young, Curious

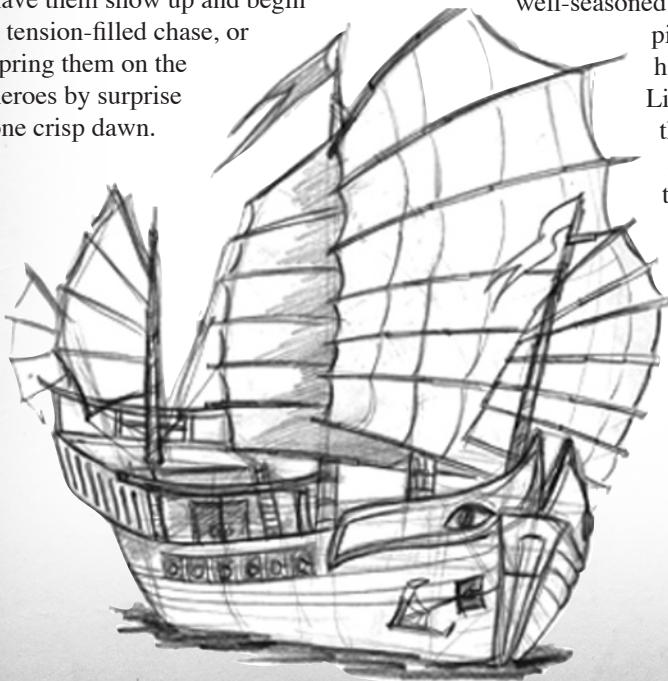
**Edges:** None

**Gear:** Rumpled baseball cap.

## CANNONS & CUTTHROATS

With their expedition ready to go, the heroes set off to sea in search of fame and fortune... or at least fortune. Unfortunately for them, they've still got an enemy on their tail: Li-Ming Jade. The Pirate Queen of the South Seas has plenty of contacts and resources in the region, so it doesn't take much for her to find out where the PCs are and what they're up to. From that it's a simple matter to have her converge on the heroes and try to capture the coins by force.

You can spring this attack on the heroes whenever and however you like: she can come after them while they're still sailing to the wreck's location, or wait until they've already dropped anchor and begun hunting for the wreck itself; you can have them show up and begin a tension-filled chase, or spring them on the heroes by surprise one crisp dawn.



Li-Ming's junks are armed with cannons and other guns. However, she probably won't use them on the PCs' ship for other than warning shots, because she's afraid of sinking it and losing the coins. She plans to close to boarding distance and then swarm over the heroes' ship with superior numbers.

### LI-MING'S JUNKS

**Acc/TS:** 2/10 **Toughness** 14(4)

**Crew:** 20 **Cargo:** 5KT

**Armament:** Varies. One or more Cannon (50/100/200 Dam 3d6+1), or Machineguns (50/100/200, Dam 2d10)

This should be the toughest fight the heroes have had in the scenario so far. They're out in the middle of the sea, unable to flee or get help, and badly outnumbered by a well-seasoned group of

pirates. If they happen to lose, Li-Ming takes them prisoner and forces them to work as slaves... thus giving them the opportunity to escape!

## PIRATE'S BONES

Sooner or later, the heroes overcome all the obstacles you've put in front of them and make it to the area where the wreck went down. They don't know exactly where it is, so they'll have to start searching... but this is a Pulp story, so they'll find it!

But even once they do, it's not payday just yet. Part of the treasure is a chest of gold coins the pirates stole. The man they stole it from placed a curse on it that the thieves would never know rest. As a result, not all of them died forever when their ship went down.

Some of them remain horribly alive, the flesh eaten off their bones by fish — undying skeletal guardians of the treasure! (Of course, if your campaign doesn't feature any mysticism or Weird elements, feel free to ignore this encounter.) When the heroes get too close to the wreck, the skeletons attack. They fight until destroyed.

## PIRATE SKELETON

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

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

**Pace:** 7 **Parry:** 5 **Toughness:** 7

**Gear:** Pirate Cutlass (Str+d6)

### Special Abilities:

- **Bony Claws:** Str +d4
- **Fearless:** Skeletons are immune to fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from being Shaken. Called Shots do no extra damage.

## CONCLUSION

After they defeat the skeletal pirates, the heroes are home free. All they have to do is haul up the loot. You can throw in a storm, some sharks, or another encounter with pirates or other enemies if you like, but at this point the adventure's pretty much come to a (hopefully successful) conclusion.

In addition to the previously-mentioned chest of gold coins (from which William Grossman will gleefully take his pick), the treasure includes Chinese porcelain from the seventeenth century, some jewelry, and a variety of artifacts valuable to any museum. And who knows? Perhaps some other item in the trove will be the start of another adventure....