

Buccaneer R

Through Hell & High Water



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Thanks to the wind that keeps me sailing, my loving wife Kathy Weihing.

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I: Introduction



Overview

It is the Golden Age of Piracy buccaneers sail the strange waters of the Caribbean: living by their own rules, plundering galleons laden with treasure, avoiding capture, fighting off terrors from the deep, and exploring strange and dangerous new lands. Daring captains, crews, and ships are becoming stories of legend and the appeal of adventurous deeds and freedom draw many to a buccaneer's life.

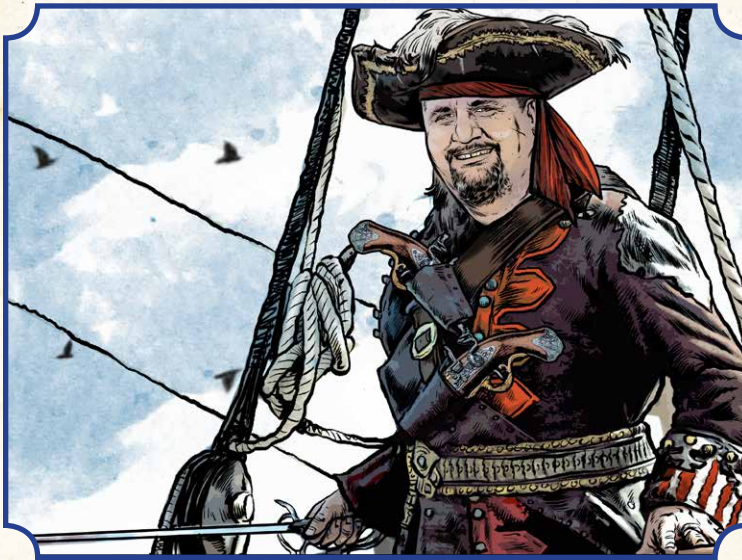
Buccaneer: Through Hell and High Water is a *Savage Worlds* roleplaying setting that re-imagines piracy's golden age between the years of 1660 and 1720. Everything changed after the Vodou Awakening and a dark restlessness permeates the seas. Vodouisants have profound new abilities and are in league with the buccaneers against the dominion of the colonial powers. The nations of Europe send bands of zealot priests called witch hunters to eradicate the "evil" which threatens their dominance over the "New World" and the lucrative commercial shipping lanes which breathe new life into the "Old World."

Dark spirits helped the Vodouisants release miracles into the world, but there was a price. Deep on the seafloor south of the Greater Antilles, a breach opened between Hell and Earth. A crack at the bottom of the sea released a yellowish black ichor from the depths into the world. The ichor flowed from the bottom of the sea and ascended to the surface where it congealed and formed new islands. These are the High Water islands, called so because of their

slow rise from the sea. On these islands, creatures of legend, restless spirits, and enormous monsters sprang to life. Sailors fear the islands and their dangers, but the buccaneers find them a haven from vengeful nations.

The image of the romantic pirate life comes from movies, television and literature. **Buccaneer: Through Hell and High Water** embraces the swashbuckling lifestyle. Buccaneers are lawless, rebellious adventurers, and still heroes. This is a game of high seas exploits and mystic fantasy, in a world where the gods not only hear our prayers but also grant miracles. So draw your cutlass, mate, and climb aboard, there be danger on the horizon.

In this book, you find a bold new setting featuring swashbuckling heroes created with new archetypes, equipment, edges and hindrances. Use the adventurous new rules for exciting game play and fast-paced action. Ships are not just scenery, they take on a life of their own and become part of the crew. Can you smell the salt water? Just be careful - new enemies and creatures await.



Game Terminology

Admiral: The Admiral is the highest-ranking officer of any navy and in charge of the fleet. In **Buccaneer: Through Hell and High Water** we use the term Admiral to describe the Game Master.

Bounty: In any Savage World game, the Bounty are a key component for players when taking their actions. We use the term Bounty instead of Bennie to fit the period.

Crew or Crewmate: This terminology describes the heroes of your game. Each player is a crewmate and they combine to form your crew. Later, we describe how each crewmate must have a position onboard making them truly a crew.

Gun: While onboard a ship, the cannons are always referred to as guns. We use the same terminology and do not refer to them as cannons to keep the feel of the era.



Setting Rules

We use the following Setting Rules from the Savage Worlds Core Rulebook.

Blood & Guts: Buccaneers love the butchery and bloodshed of a good fight. The crew can spend their bounties to reroll damage.

Born a Hero: In Buccaneer: Through Hell and High Water the crew takes on the roles of a swashbuckling hero that is there to save the day. During character creation, your crew may ignore the Rank qualifications for Edges. They must still have any other requirements as usual. The usual rules for Rank requirements apply after the character is created.

High Adventure: The adventure never stops. Your buccaneer can spend bounties to gain a one-time use of a Combat Edge you don't have. You still have to meet the Rank and any Edge requirements, but can ignore Trait requirements for this one-time use. Multiple bounties can be spent in one round for multiple Edges, either for different effects or in order to meet a needed requirement to gain another Edge.

Joker's Wild: When any one on the crew draws a Joker during combat, they receive the normal +2 bonus to Trait and damage rolls. In addition, all of the crew receive a Bounty.

SPECIAL SETTING RULE

Available Arcane Backgrounds: The Loa grant miracles to the world. To be able to cast powers the only acceptable Arcane Background are Vodou, Witch Hunter and Miracles.

Take a Leg!: Life in the mystic waters of the Caribbean was dangerous. The image of the peg legged Captain or one-armed buccaneer was common. We allow your crewmate to roll on our Take a Leg! chart rather than dying or taking serious injury. But be warned you may not come out of it intact.

2: The Crew



Buccaneer: *Through Hell and High Water* uses the standard character creation rules from the *Savage Worlds Core* rule book.

While aboard a ship each crewmate has duties to perform. That means crewmates must either choose a position, or be assigned one by the Captain. Occasionally, a crewmate plays a character that is not part of the crew, and hence cannot participate in crew activities such as **Captain's Orders**. For quick character generation, we provide archetypes for each position.

Though Vodouisants, witch hunters, and priests are archetypes not listed under positions, they may still be part of the crew, taking a crew position as well. Additionally, you do not have to take one of these listed crew positions, and can instead be a swabbie or a mate performing the most menial of tasks on board.

Shipboard Position

CAPTAIN

There is great responsibility commanding a sailing vessel. You make the tough decisions and then are accountable to everyone around you. As Captain, you must decide which ships to prey on and which ones to avoid. To command means you must be a strong, charismatic leader, with the respect of the crew, while possessing knowledge of naval tactics and sailing operations. Buccaneer Captains do not have unlimited power and still answer to their crew.

If you are too brutal, the crew may lose faith in your leadership and seize control of the ship through a mutiny.

With a novice group, one player should consider the **Salt of the Sea** edge to provide the necessary experience for this position.



Captain Archetype

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

Skills: Boating d6, Climbing d4, Fighting d6, Intimidation d4, Knowledge (Caribbean) d6, Notice d6, Repair d6, Shooting d6, Swimming d4

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

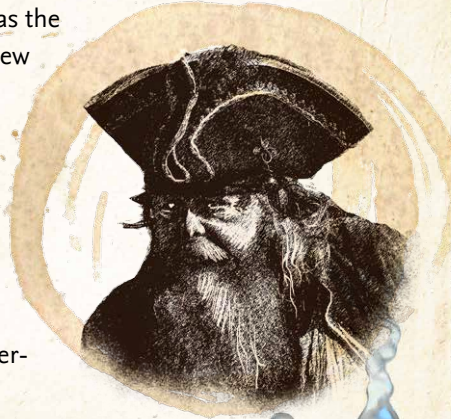
Hindrances: One Major, Two Minor

Edges: Command, Opportunist



QUARTERMASTER

Next to the Captain, the quatermaster holds the most responsibility on a ship. They are second in command. The quatermaster handles day-to-day operations and act as the ultimate authority over the crew. The crew usually shows great respect for the quatermaster, as they traditionally portion out treasure and provisions from captured ships. When a member of the crew breaks the rules, and it is sometimes up to the quatermaster to be the judge, jury and even, in rare circumstances, executioner. Instead quarter-



masters usually maroon the most egregious offenders with a pistol and a single shot. When a captured ship is too valuable to destroy or let go, the Captain may trust the quartermaster to command the new ship. The quartermaster often captains the new vessel until it is sold or ransomed.

Quartermaster Archetype

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

Skills: Boating d6, Climbing d4, Fighting d8, Persuasion d8, Notice d6, Repair d4, Shooting d4, Swimming d4

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: One Major, Two Minor

Edges: Common Bond, Lunge



HELMSMAN

The Helmsman, or Coxswain, is the pilot of the ship. They know the ship intimately, and know how it reacts in different conditions. The helmsman uses the ship's speed, weather conditions, and water depth to make vital maneuvers. They rely on timely reports from the crew to avoid running aground on a sandbar or coral reef, and manage pursuits of target vessels. Working closely with the Captain gives the helmsman authority over the crew, and they also fill the role of navigator when required.

Helmsman Archetype

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

Skills: Boating d8, Climbing d4, Fighting d6, Notice d6, Riding d4, Shooting d6, Stealth d6, Swimming d6

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 4

Hindrances: One Major, Two Minor

Edges: Ace, At the Helm

NAVIGATOR

Navigators must be skilled in nautical astronomy, reading, and making charts to calculate the ship's relative position and direction. Trade ships lacking a skilled navigator have difficulty sailing over open water between ports, making them easy prey for buccaneers. The ever-changing geography of the High Water islands makes this a vital position, and navigators often share charts with other crews as an unwritten bond between buccaneer crews.



Navigator Archetype

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

Skills: Boating d8, Climbing d4, Fighting d6, Knowledge (Navigation) d8, Notice d8, Shooting d4, Swimming d4

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: One Major, Two Minor

Edges: Alertness, Wind Sense

BOATSWAIN

The boatswain (“bosun”) inspects the ship from stem to stern daily, managing the carpenters and deck crew to make necessary repairs and keep the deck and hull in “ship shape.” A bosun is the glue that holds the ship together, also overseeing the anchor, the long boats, and cargo. On most ships, they are considered third in command, behind the captain and quartermaster. It is not uncommon for the boatswain to treat the ship more like a living part of the crew than an inanimate vessel.

Boatswain Archetype

Attributes: Agility d6, Smarts d10, Spirit d4, Strength d6, Vigor d6

Skills: Boating d6, Climbing d8, Fighting d6, Notice d8, Streetwise d4, Swimming d4, Throwing d4, Repair d6

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: One Major, Two Minor

Edges: Jack of all Trades, Wall of Steel

CARPENTER

Skilled at woodworking, repairing sails, waterproofing the hull, and tying ropes, a carpenter handles most of the upkeep on a ship. They answer to the boatswain who provides a seemingly never-ending list of tasks. Since ships are wooden, a good carpenter is crucial, even when the ship has not seen combat. The carpenters of captured enemy ships are often taken as part of the prize. Because of their skill with tools they may sometimes double as the ship's surgeon.

Carpenter Archetype

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

Skills: Boating d4, Climbing d4, Fighting d6, Healing d4, Notice d6, Swimming d6, Throwing d6, Repair d8, Streetwise d4

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 6*

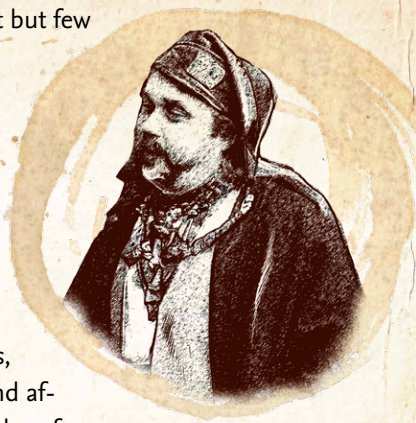
Hindrances: One Major, Two Minor

Edges: Brawny*, Iron Jaw



SURGEON

Most ships have a medicine chest but few have a trained doctor that fully understands the treatments and tools within. If you have any schooling or understanding of biology or pharmacology, you get the job. Medication is hard to find, so ship surgeons raid and rob what they can to restock their supplies. A surgeon lances boils, wraps wounds, removes splinters (a common wound after ship combat), treats diseases and performs surgeries and amputations often using crude methods and equipment. They are likely the most literate member of the crew.



Surgeon Archetype

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

Skills: Boating d4, Fighting d4, Healing d8, Investigation d4, Knowledge (Medicine) d6, Notice d6, Persuasion d8, Swimming d6

Charisma: 0, **Pace:** 6, **Parry:** 4, **Toughness:** 5

Hindrances: One Major, Two Minor

Edges: Healer, Blackmail

GUNNER

Without artillery, a buccaneer ship is not a threat. A gunner's job is to keep the weapons in working order and ready to fight at a moment's notice. Gunners are constantly training gun crews—historically comprised of three to four mates—in how to maintain and fire the artillery. The gunner also oversees a few young men, called “powder monkeys,” whose duties are to keep the powder stores dry,

run munitions to the gun crews from below deck, and shift cannon balls to keep the craft in balance.

Gunner Archetype

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

Skills: Boating d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Swimming d4, Repair d6

Charisma: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 5

Hindrances: One Major, Two Minor

Edges: Dodge, Close Fighting



VANGUARD

The craziest, wildest, and most fearsome warriors on a ship are part of the vanguard. They are the first to engage the enemy, brandishing cutlass, dirk and daggers. They are also tasked with binding two ships together to expedite boarding, and defending the ship from enemy raiders. The vanguard goes ashore as intimidating personal escorts for exploration and raiding parties. Nobody holds the position for long: they either get too smart, too slow, or too dead.

Vanguard Archetype

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

Skills: Boating d4, Climbing d6, Fighting d8, Intimidation d6, Notice d4, Shooting d4, Swimming d6, Throwing d6, Tracking d4

Charisma: 0, **Pace:** 6, **Parry:** 6, **Toughness:** 6

Hindrances: One Major, Two Minor

Edges: Block, Spearhead



3: Mystic World



Miracle Workers

The Vodou Awakening has let loose miracles, giving specific crew who commune with their god(s) access to mighty powers used to combat the strange horrors which are emerging from the depths. Player characters who have access to miracles can and should take on sailing positions while aboard ship.

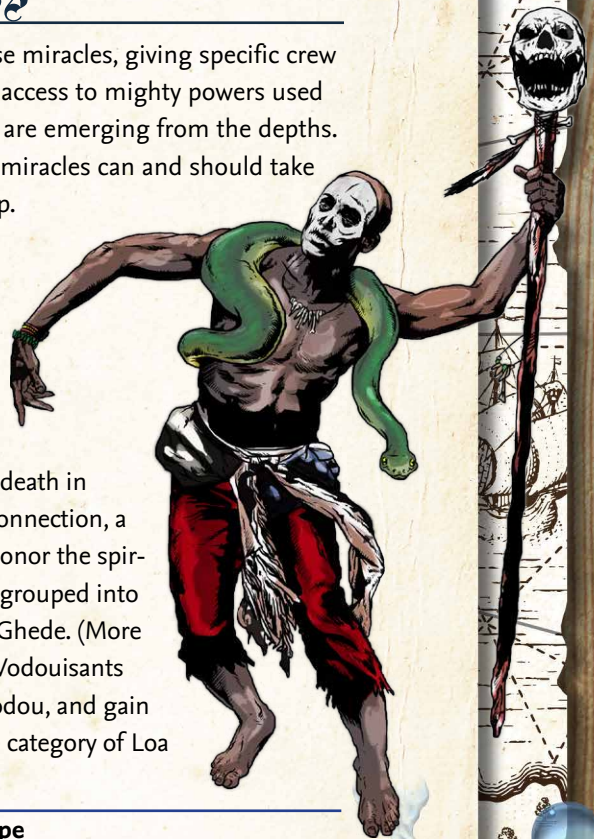
Vodouisant

A practitioner in the art of Vodou, the Vodouisant dabbles in the power of miracles. Vodou is a spiritual connection with the forces of life and death in the surrounding world. To keep this connection, a Vodouisant performs daily rituals to honor the spirits called Loa--which we have broadly grouped into three categories: the Rada, Petro and Ghede. (More information can be found Chapter 3) Vodouisants must take the **Arcane Background: Vodou**, and gain access to unique powers based on the category of Loa they choose to commune with.

Vodouisant Archetype

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

Skills: Climbing d4, Faith d8, Fighting d6, Intimidation d6, Notice



d6, Persuasion d4, Stealth d4, Survival d4, Throwing d6

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: One Major, Two Minor

Edges: Arcane Background (Vodou), Rapid Recharge

Witch Hunter

Vodouisants are not the only faithful to find their prayers being answered with profound new powers. The practitioners of old world religions have been emboldened by access to miracles and empowered to bring their “one true faith” and unyielding beliefs to the “unenlightened” inhabitants of the new world. While they are often the natural adversary of Vodouisants, the emergence of true horrors from the deep has encouraged some witch hunters to form uneasy alliances with Vodouisants while pursuing the fight against evil.

There is a great diversity in the beliefs and goals of witch hunters, see the Witch Hunter section for more details.

Witch Hunter Archetype

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

Skills: Climbing d6, Faith d8, Fighting d6, Intimidation d6, Notice d4, Swimming d4, Throwing d6, Repair d4

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: One Major, Two Minor

Edges: Arcane Background (Witch Hunter), Holy Warrior

Priest / Holy Man

Unlike the zealot witch hunters, priests are spiritual leaders of their faith, tasked more with helping their tribes and compatriots than weeding out heresy. With the uprising, priests and holy men gained the ability to cast miracles. They have many titles, for example: padre, cleric, holy man, monk or bishop. Native and African tribes have holy men and healers that fall into this category.

Priest Archetype

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

Skills: Climbing d4, Faith d6, Fighting d4, Healing d8, Knowledge (Medicine/Herbs) d6, Notice d6, Persuasion d4, Streetwise d4, Swimming d4

Charisma: 0, **Pace:** 6, **Parry:** 5, **Toughness:** 5

Hindrances: One Major, Two Minor

Edges: Arcane Background (Miracles), Healer



Arcane Backgrounds



ARCANE BACKGROUND (VODOU)

Arcane Skill: *Faith (Spirit)*

Starting Power Points: 10

Starting Powers: 3

Both Hands: *Vodou is a ceremonial religion featuring dance and gesture. Casters must have both hands and feet free to cast.*

Vows: *A caster must perform their rituals every day. If they don't, they become less in tune with the Loa and suffer -2 to arcane rolls until the next time they perform the ritual. See Rituals potions and Powders for more detail.*

Power List from Savage Worlds Core Rules

Armor, Barrier, Bolt, Burst, Disguise, Dispel, Divination, Drain Power Points, Havoc, Intangibility, Slumber, Speak Language, Teleport

New Powers: *Possession of Loa; Blessing of Luck, Money or Love; Curse*

FOLLOWER OF RADA LOA EXCLUSIVE POWERS

Banish, Healing, Succor

FOLLOWER OF PETRO LOA EXCLUSIVE POWERS

Blind, Puppet, Fear

FOLLOWER OF GHEDE LOA EXCLUSIVE POWERS

Boost/Lower Trait, Dark sight, Zombie

*When taking this Arcane Background, Vodouisants must choose one Loa family--Rada, Petro, or Ghede--from which they gain access to that family's exclusive list of powers. To access the other Loa exclusive powers, Vodouisants must take the **Loa Powers** edge.*

ARCANE BACKGROUND (WITCH HUNTER)

Arcane Skill: *Faith (Spirit)*

Starting Power Points: 10

Starting Powers: 2 plus *Dispel*

Signature Power: *Witch Hunters begin with the Dispel power.*

Vows: *Breaking religious vows gives a -2 penalty to arcane rolls until penance is made. Example vows are listed in Witch Hunter section. Work with your Admiral refine your vow.*

Power List from Savage Worlds Core Rules

Armor, Banish, Barrier, Blast, Bolt, Boost/Lower Trait, Burst, Confusion, Dark sight, Detect/Conceal Arcana, Dispel (Auto), Divination, Drain Power Points, Environment Protection, Far sight, Greater Healing, Healing, Light/Obscure, Mind Reading, Quickness, Slow, Slumber, Smite, Speak Language, Stun, Succor, Warrior's Gift

New Powers: *Radiance of Belief, Confess*



Powers

BLASPHEMY

Rank: Seasoned

Power Points: 2

Range: 100 Yards

Duration: Instant

Trappings: Sparks from your mouth, glowing hands, white eyes

You call upon your god to silence someone for just a moment. Make a standard hit roll using your **Spirit**, if you hit the target it is Shaken and rendered mute until they are no longer shaken.

On a critical failure, your god has forsaken you and you may not spend a Bounty to re-roll. Your turn ends and you are shaken.

BLESSING OF LUCK, MONEY, OR LOVE

Rank: Novice

Power Points: 2

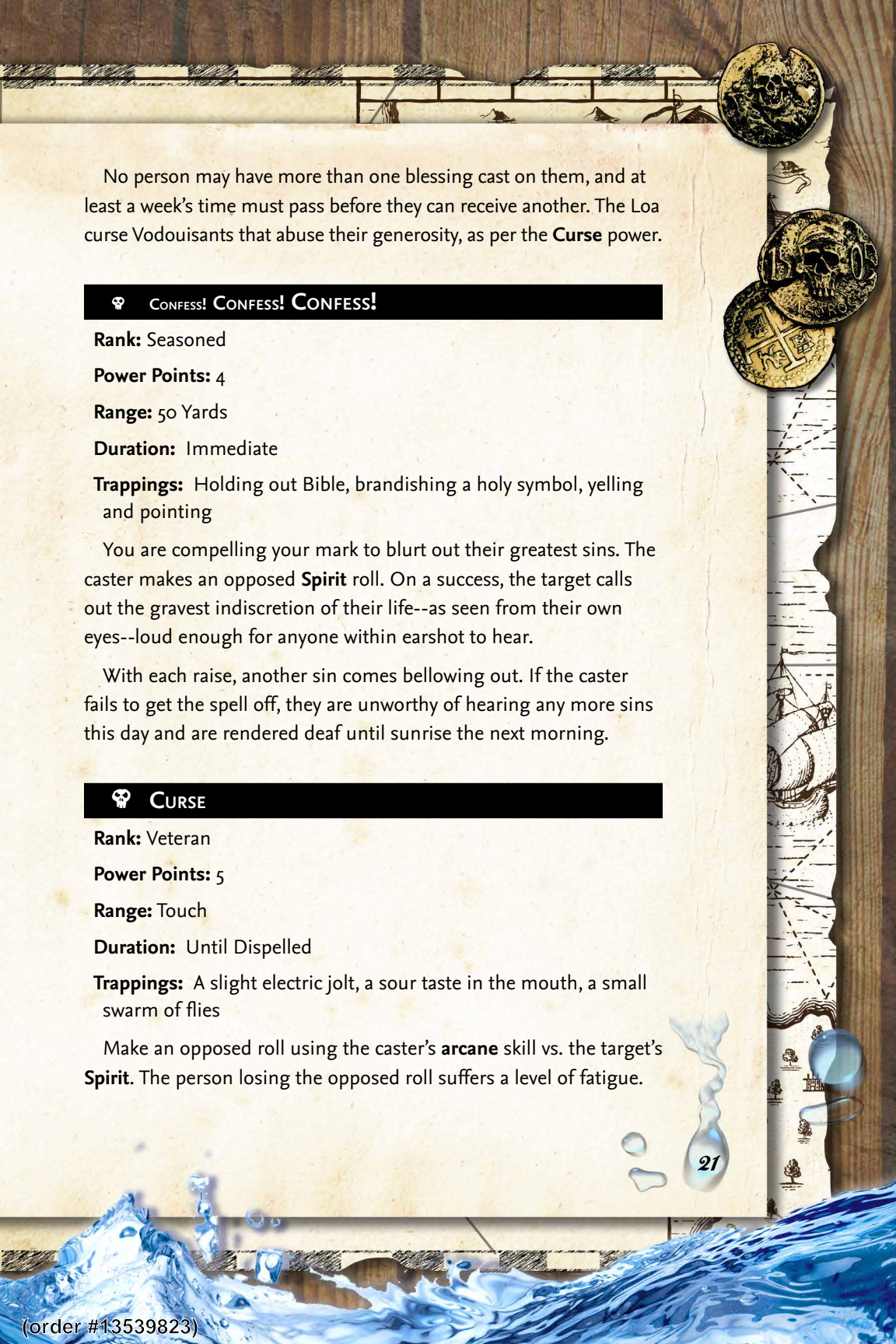
Range: Touch

Duration: Until the blessing occurs.

Trappings: the rattling of chains, the dance of the dead, blowing of flour in the air

Choose luck, money, or love before the power is cast. Your target must accept the blessing in order for it to work. It always fails if cast on an unwilling soul.

The target of Luck gains a Bounty. The target of Money finds a modest sum of coin (usually a day's wage) at the Admiral's discretion. Target of Love receives a +2 on their next **Persuasion** roll.



No person may have more than one blessing cast on them, and at least a week's time must pass before they can receive another. The Loa curse Vodouisants that abuse their generosity, as per the **Curse** power.

 **CONFESS! CONFESS! CONFESS!**

Rank: Seasoned

Power Points: 4

Range: 50 Yards

Duration: Immediate

Trappings: Holding out Bible, brandishing a holy symbol, yelling and pointing

You are compelling your mark to blurt out their greatest sins. The caster makes an opposed **Spirit** roll. On a success, the target calls out the gravest indiscretion of their life--as seen from their own eyes--loud enough for anyone within earshot to hear.

With each raise, another sin comes bellowing out. If the caster fails to get the spell off, they are unworthy of hearing any more sins this day and are rendered deaf until sunrise the next morning.

 **CURSE**

Rank: Veteran

Power Points: 5

Range: Touch

Duration: Until Dispelled

Trappings: A slight electric jolt, a sour taste in the mouth, a small swarm of flies

Make an opposed roll using the caster's **arcane** skill vs. the target's **Spirit**. The person losing the opposed roll suffers a level of fatigue.

The blighted immediately loses a Bounty and gains the **Bad Luck** hindrance until the curse is dispelled or as long as the caster lives. A cursed opponent in a fight will immediately deprive the Admiral of one of their bounties.

Curses can stack, and a player may have multiple curses on them but only to the limit of Bounties they have.

RADIANCE OF BELIEF

Rank: Novice

Power Points: 5

Range: 50 Yard radius from the caster.

Duration: up to 3 rounds

Trappings: A bright light from the caster, a holy symbol, a soft mist, light smoke on the ground.

The radiance of belief emanates from the caster for three rounds. Any caster of an opposing belief suffers a -2 to **arcane** rolls while in the radius.

SOUL ENTRAPMENT

Rank: Veteran

Power Points: 4 + 2 points per inflicted harm

Range: Touch

Duration: Until the entrapment is destroyed, broken, or caster becomes incapacitated.

Trappings: Human bones, Vodou doll, Small bird cage

A piece of your soul has been stolen from you and bound to an object. The caster can inflict harm to the object, causing you pain.

It costs 4 power points to trap a soul. This is done by making an

opposed **Spirit** roll against the target. On a success, the target's soul is trapped in an object. The opposed roll occurs even if the target is incapacitated. By spending two power points, the caster can now inflict harm to the target by manipulating the object, as described below. This damage is temporary and only lasts for one round.

Only the caster can inflict harm on the soul that is trapped. The object must be within 100 yards of the caster to inflict harm. The trapped soul can make an opposed roll using the appropriate attribute to avoid the abuse being inflicted. Below are some examples.

Vigor check: (causes a level of fatigue) Holding to a fire, dunking under water, freezing or any elemental abuse.

Agility check: (causes target to be shaken): Dropping off a cliff, throwing in air, spinning round and round or any movement abuse.

Strength check (causes half movement.): Bashing against a rock, dragging in the mud, or snapping a branch.

Smarts check (causes target to be blinded): Cast a spell on it, obscure it in fog, or wrap it in a blanket.

Spirit (causes a -2 to fighting or shooting ability): Sticking a pin in it, twisting it, or holding a religious symbol to it.

SOUL TRANSFER

Rank: Heroic

Power Points: 8(5)

Range: Touch

Duration: Special

Trappings: Meaningful Object

Soul transfer can be used on any deceased individual within a day of their death. The subject must have a **Spirit** of at least d6 for the power to function.

On a successful **Arcane** roll, the soul is removed from the body and placed in a meaningful object for a cost of 8 power points. The soul may remain bound to the object until it is released, or the object is destroyed.

With an additional **Arcane** roll, the soul can be released back into a corpse for a cost of 5 additional power points. The target can be the subject's original body, another human corpse, or the corpse of another creature, at the Admiral's discretion.

A failure on either **Arcane** roll will release the soul from its earthly tether, and no further transfer attempts will succeed. The soul is permanently lost.

Upon transfer, the subject will never again be the same person. Their spirit drops by a die type to minimum of d4. A subject whose **Spirit** is reduced to d4 may never have their soul transferred again. The **Spirit** of a transferred subject may not be raised through advancements or other means.

When transferred into a new body, the soul takes on all of the attributes of the target corpse with the exception of **Smarts, Spirit,** and skills. The subject retains their current skills; however, any skill greater than the associated attribute of the target corpse is lowered permanently to a die type equal to that attribute.

VODOU POSSESSION

Rank: Novice to Veteran

Power Points: 2-8

Range: 50 Yards

Duration: 1 round for each 2 Power Points

Trappings: Bones from an animal, locks of hair, drops of blood, feathers from a bird

At novice level, the caster can only cast Vodou possession on themselves. When seasoned, this power can be cast upon another willing soul. Veteran casters can make an opposed **Arcane** roll against the target's **Spirit** in order to take possession.

On a success, a random Loa takes possession of the body and acts under the direction of the Admiral. Questions asked to the Loa receive only a yes or no answer, one question per turn. The Loa may spend the possessed bounties.

On a raise, the player can control the actions of the Loa, gaining an additional wild die on any roll.

When the person awakes from the possession, they take one level of fatigue.



Rituals, Potions, and Powders

Loa grant their powers to those that honor them with ritual and service. Rituals varied from small to elaborate, but each maintained their importance. A Vodou caster does rituals each day involving singing, chanting, dancing and honoring their family of Loa.

To honor the Rada family of Loa, a Vodouisant might use things of the earth like dirt, wood or water. A Petro Vodouisant demanded attention from the Loa using loud noises like gunfire, whips or chants. Ghede Vodouisants channeled the Loa of life and death using ashes, bones and living beings such as snakes as part of their rituals.

A Vodouisant that takes the Vodou Crafter edge gains the ability to create potions and powders. Once created these items grant different one-time powers or edges to the user. Potions for sale are scarce, as crafters don't want to sell to those outside their communities.

To craft a potion, the crafter makes a smarts roll, the imbiber has to make a spirit roll to gain the potion's effects (See Vodou Crafter edge). Loa punish those with a failure of spirit, and skeptical recipients suffer poison (knockout), even when the crafting succeeds.

A person with the Arcane Background (Vodou) always has a potion succeed, and those with the Arcane Background (Witch Hunter) always fail the spirit check. The Loa grant these miracles and not the crafter. A potion by itself has no mystic powers.

To find someone willing to sell a potion in town requires a street-wise check. Since they are hard to find the check has a -2 penalty. The Admiral may adjust the penalty based on the conditions. A town with a strong Witch Hunter presence might be -4, whereas a village of natives might be a 0. No one sells powders to non-Vodouisants. The price for potions is lower for Vodouisants and high for everyone else.

Below are some examples of potions and powders with their associated costs. This list is not exhaustive and crafters are encouraged

to work with their Admiral to create potions and powders of varied and unique effects.

Prices vary depending on where and who is buying.

Potions

Pot 'e Gad	(\$200-\$500) The user is granted the armor power for 5 rounds.
Anvwa	(\$300-\$550) The user is granted the boost trait (specific) power for 5 rounds.
Pwen Cho	(\$500-\$1000) This works the opposite of drain power points and the drinker regains 1d6+1 power points and 1d8+2 with a raise.
Pwen Acte	(\$1000-\$2000) Special. The drinker gains a second wild dice taking the better of the two for 10 rounds
Mariaj	(\$100-\$250) The user is granted the boost trait (specific) power on a skill and not a trait. This lasts for a d6 + 10 rounds.
Lave Tet	(\$200-\$500) The user is granted the succor power removing one fatigue.
Kanzo	(\$300-\$550) The user is granted the healing power regaining one wound or two with a raise.



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Powders

Ago	(\$500-\$1000) Blow in their face, the recipient gains the Charismatic Edge for 1 hour.
Dezod	(\$1000-\$2000) This wild powder causes a random hindrance to be bestowed upon the target for 24 hours. Roll a d6 on a 1 or 2 the target is Delusional (Major), on a 3 or 4 the target is Lame (Major) and on a 5 or 6 the target is Yellow (Major).
Gree-Gree	(\$200-\$500) Throwing this into the eyes of an enemy Blinds them as per the power in core rules.
Juju	(\$1000-\$2000) By throwing the powder in the air, this acts as a mass heal, granting everyone in a small blast template the effects of the Heal power from core rules.
Pridezeye	(\$500-\$1000) By rubbing this in your own eyes the Vodouisant gains the Divination power from core rules, but suffers a level of fatigue.
Wanga	(\$500-\$1000) Pouring the powder on an object it does two things: When the powder is touched an intense scream is heard as an alarm and the person or being touching the powder suffers the effects of the Fear power from core rules.
Zombi	(\$1000-\$2000) Anointing a deceased body with Zombi powder raises it from the dead as per the Zombie Power from core rules.



The Witch Hunters

Witch Hunters hunt evil and destroy it. These zealot priests have travelled the seas to abolish what they declare as unholy. However, just as beauty is in the eye of the beholder so is evil. Not all of them believe Vodou is the root cause of the disruption in the world. On occasion Witch Hunters and Vodouisants are able to see past their prejudices and join together on the same crew for the greater good. Some are even able to recognize that all Vodouisants aren't inherently evil.

No matter what their religious beliefs are, a Witch Hunter's devotion to their religion borders on fanatical. They justify all of their actions with the belief that they are doing holy work.

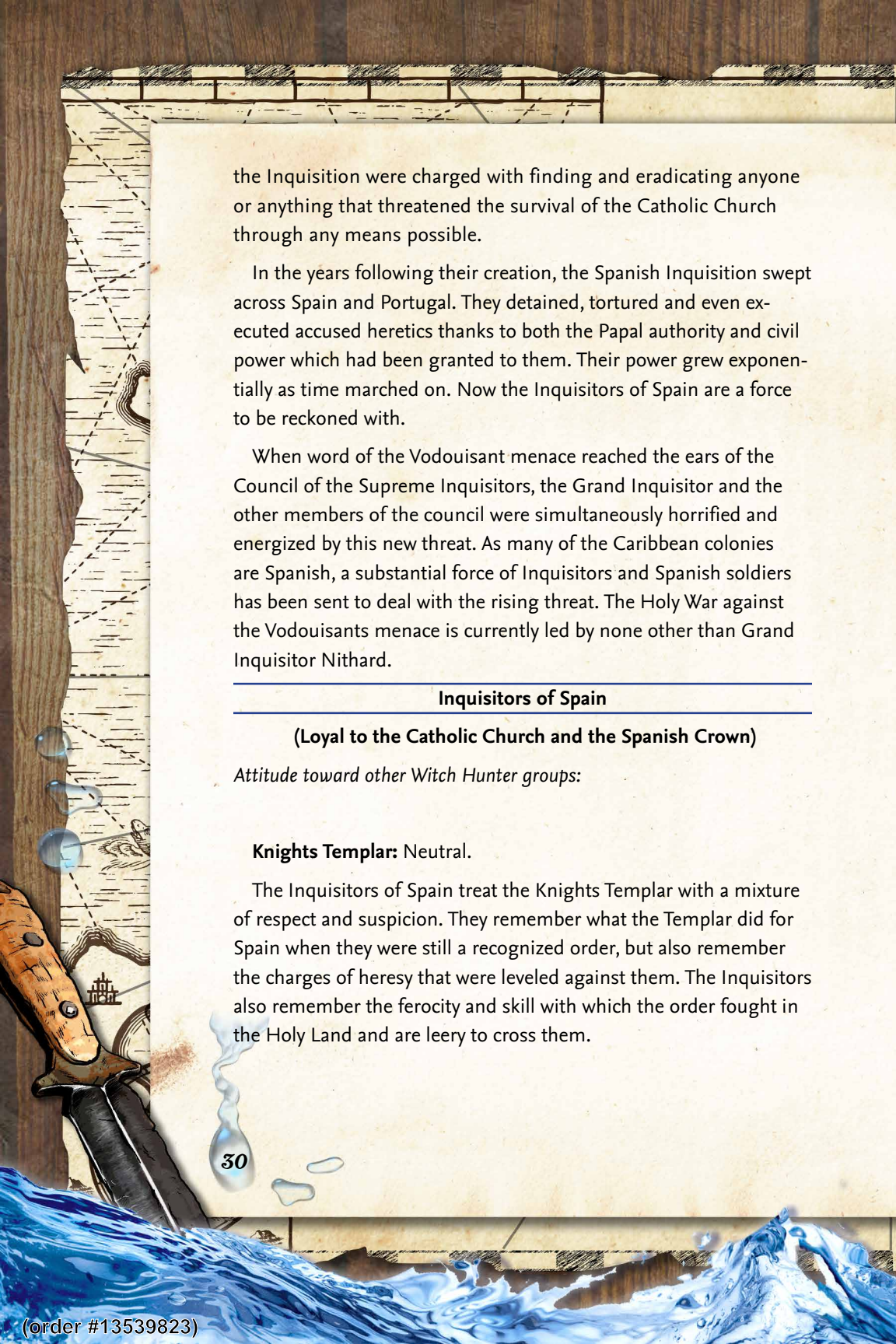
The demons and abominations that have risen in the new world have a natural hatred towards Witch Hunters. They wish to destroy Witch Hunters just as the Witch Hunters seek to destroy them. Witch Hunters with the Demon Hunter edge attack these abominations on sight. Despite their focus on the destruction of Vodouisants and other abominations, there are many different types of Witch Hunters and even two from the same group don't always see eye to eye.

Below are five of the biggest Witch Hunter organizations in the Caribbean.

† INQUISITORS OF SPAIN

Vow: To seek out and destroy anything the mother church deems as evil.

Although not originating in Spain, the Spanish perfect the concept of the Inquisition. Given their history with invaders and heretical sects, the Catholic Church realized that they needed to root out heresy and maintain a traditional, orthodox line of Christianity. From this fear was born the Inquisition. Members of



the Inquisition were charged with finding and eradicating anyone or anything that threatened the survival of the Catholic Church through any means possible.

In the years following their creation, the Spanish Inquisition swept across Spain and Portugal. They detained, tortured and even executed accused heretics thanks to both the Papal authority and civil power which had been granted to them. Their power grew exponentially as time marched on. Now the Inquisitors of Spain are a force to be reckoned with.

When word of the Vodouisant menace reached the ears of the Council of the Supreme Inquisitors, the Grand Inquisitor and the other members of the council were simultaneously horrified and energized by this new threat. As many of the Caribbean colonies are Spanish, a substantial force of Inquisitors and Spanish soldiers has been sent to deal with the rising threat. The Holy War against the Vodouisants menace is currently led by none other than Grand Inquisitor Nithard.

Inquisitors of Spain

(Loyal to the Catholic Church and the Spanish Crown)

Attitude toward other Witch Hunter groups:

Knights Templar: Neutral.

The Inquisitors of Spain treat the Knights Templar with a mixture of respect and suspicion. They remember what the Templar did for Spain when they were still a recognized order, but also remember the charges of heresy that were leveled against them. The Inquisitors also remember the ferocity and skill with which the order fought in the Holy Land and are leery to cross them.

Puritan Devotees: Mild Hostility

Given the religious position of the Puritan Devotees, it is inevitable that they find themselves at odds with the Inquisitors of Spain. The Inquisitors of Spain view the Puritan Devotees as heretics, yet they tolerate their presence given their single-minded focus on defeating the Vodouisants.

Jesuit Priests: Friendly

In many respects, the work of the Jesuits and the work of the Inquisitors of Spain are complementary as both groups have placed a strong emphasis on protecting correct Christian doctrine. They respect the Jesuits for the fanatical devotion to the work of eradicating Vodouisants and are often found in each other's company.

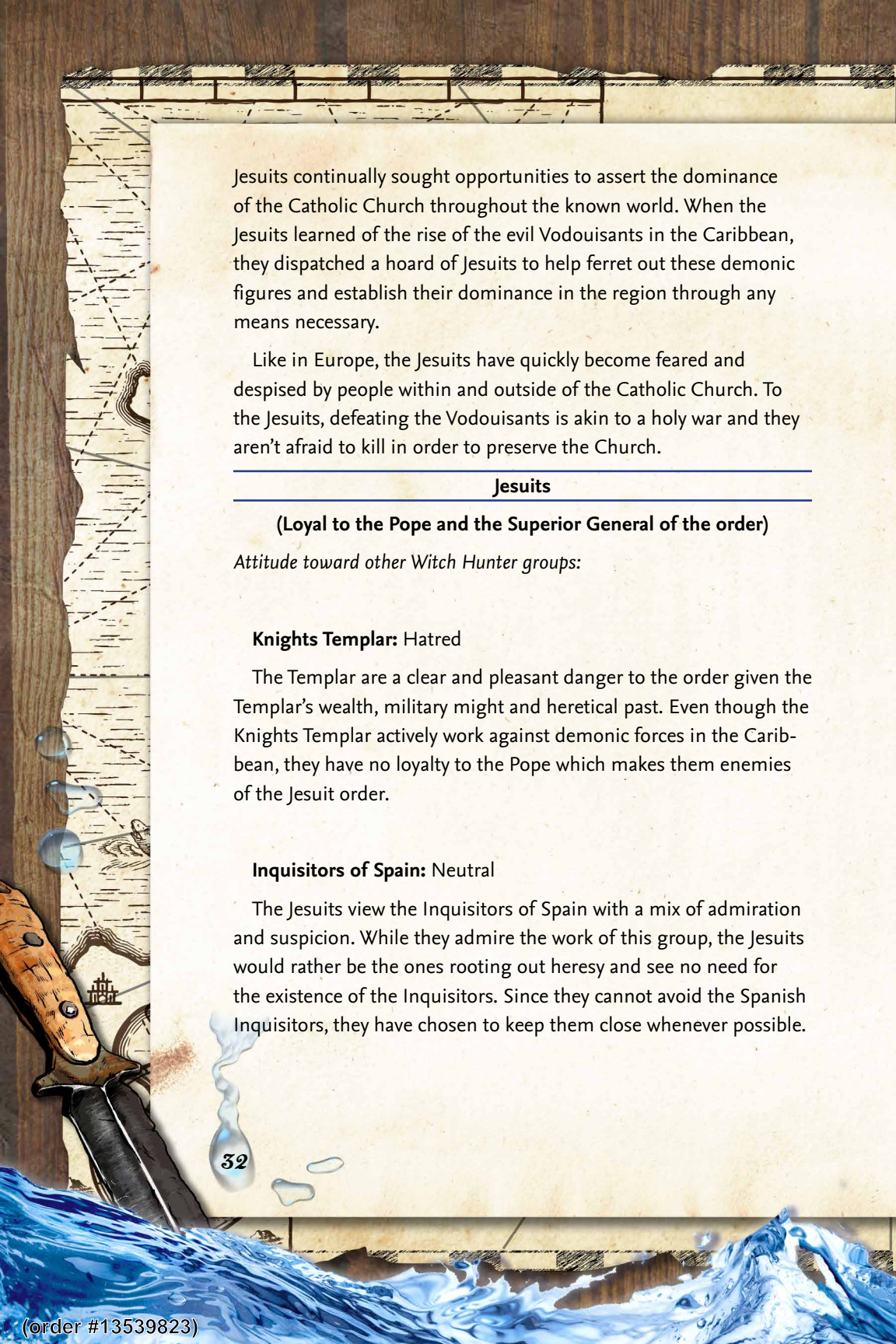
Papal States: Friendly

As an officially sanctioned group by the Pope, the Inquisitors of Spain enjoy a very friendly relationship with the Papal States which affords them numerous privileges and access to resources. The Papal States are more than happy to support the Inquisitors of Spain as they seek to destroy the Vodouisants and their supporters.

† THE JESUITS

Vow: To destroy the demonic activity that sprang forth from La Fissura Profana.

In 1534, a former soldier, Ignatius of Loyola, founded a new religious order known as the Society of Jesus or simply the Jesuits. This order quickly inserted themselves into the politics of Europe and became confessors to Kings. As they grew their political power, the



Jesuits continually sought opportunities to assert the dominance of the Catholic Church throughout the known world. When the Jesuits learned of the rise of the evil Vodouisants in the Caribbean, they dispatched a hoard of Jesuits to help ferret out these demonic figures and establish their dominance in the region through any means necessary.

Like in Europe, the Jesuits have quickly become feared and despised by people within and outside of the Catholic Church. To the Jesuits, defeating the Vodouisants is akin to a holy war and they aren't afraid to kill in order to preserve the Church.

Jesuits

(Loyal to the Pope and the Superior General of the order)

Attitude toward other Witch Hunter groups:

Knights Templar: Hatred

The Templar are a clear and pleasant danger to the order given the Templar's wealth, military might and heretical past. Even though the Knights Templar actively work against demonic forces in the Caribbean, they have no loyalty to the Pope which makes them enemies of the Jesuit order.

Inquisitors of Spain: Neutral

The Jesuits view the Inquisitors of Spain with a mix of admiration and suspicion. While they admire the work of this group, the Jesuits would rather be the ones rooting out heresy and see no need for the existence of the Inquisitors. Since they cannot avoid the Spanish Inquisitors, they have chosen to keep them close whenever possible.

Puritan Devotees: Hatred

In the mind of the Jesuits, the puritans are members of a heretical group that is only slightly better than the Vodouisants that they hunt down. They secretly would love to see the Puritan Devotees routed and leave the islands in defeat.

Papal States: Friendly

Since they are loyal to the Papacy and the Pope's senior leadership, the Jesuits are quite friendly toward the Papal States. The Jesuits sometimes ignore orders from Papal Legates in favor of their own goals. However, the order is typically quite loyal to the Papacy.



† THE PAPAL STATES



Vow: To protect the interests and beliefs of the Catholic Church.

Although their power has waned somewhat since the Middle Ages, the Papal States are still a formidable force. Representing the heart of the Catholic Church, they have deep connections with many of the rulers in Europe and much of the populace. They continue to amass a sizeable fortune, which they use wisely.

As both a political and spiritual power, the Papal States have been able to exert considerable influence in the Caribbean both directly and indirectly through allies such as the Inquisitors of Spain and the Jesuits. Upon learning of the rising menace of the Vodouisants and other demonic forces, the Pope decided he needed to take more direct action. The Pope created a naval force and let it loose on the Caribbean.

Each ship in the armada is commanded by a Bishop while the flag ship is commanded by a former Venetian sailor and current Cardinal, Giuseppe Cordoli. Cordoli is tasked with maintaining the standing of the Catholic Church in the region and supporting their allies whenever it is advantageous.


Papal States

(Loyal to the Pope)

Attitude toward other Witch Hunter groups:

Knights Templar: Hostile

There is no love lost between these two organizations. The Papacy is jealous of their wealth and annoyed by their very existence. Since they cannot control the Templar, they would like to see them eliminated.



Puritan Devotees: Hostile

Members of the Papal States, including the Pope himself, view this group as a band of heretics who are bent on the destruction of the Catholic Church. They view the Puritan Devotees as little better than the Vodouisants that they combat.

Jesuit Priests: Friendly

As an official religious order of the Catholic Church, the Papal States openly treat the Jesuits with respect and fondness. However, the Papacy is aware that the loyalties of the Jesuits are somewhat divided as they seem to have their own goals.

Inquisitors of Spain: Friendly

As an officially sanctioned group by the Pope, the Inquisitors of Spain enjoy a very friendly relationship with the Papal States which affords them numerous privileges and access to resources. The Papal States are more than happy to support the Inquisitors of Spain as they seek to destroy the Vodouisants and their supporters.

† **PURITAN DEVOTEES**

Vow: To spread their religion by any means necessary.

When the short-lived Commonwealth of England collapsed, the Puritans were forced to flee the changing tides of England. As both a military commander and the leader of the English Commonwealth, Cromwell brought acceptance and power to the Puritans. It was this military prowess and religious zeal that the Puritans took with them as they sought refuge in the Caribbean.

When Puritan Devotees learned of the Vodouisants and the rising evil in the Caribbean, they felt compelled to act. They could not



allow the presence of demonic forces to stand. Wearing their traditional white long coats, which symbolize purity, Puritan Devotees began a campaign against the Vodouisants and anyone else whom they deemed as aligned with these demonic forces.

The navy in white, as they are called by many, is vicious and has quickly become one of the most feared groups in the Caribbean given their brutality and unwavering devotion to their cause. Puritan Devotees bring martial law with them wherever they land. These militant Puritans arrest Vodouisants, buccaneers, and anyone else that doesn't conform to their rule. To purify the souls of those they deem heretics, Puritan Devotees often burn them at the stake after a brief trial. This has earned them respect from few and ire from most.

Puritan Devotees

Loyal only to the Lord General

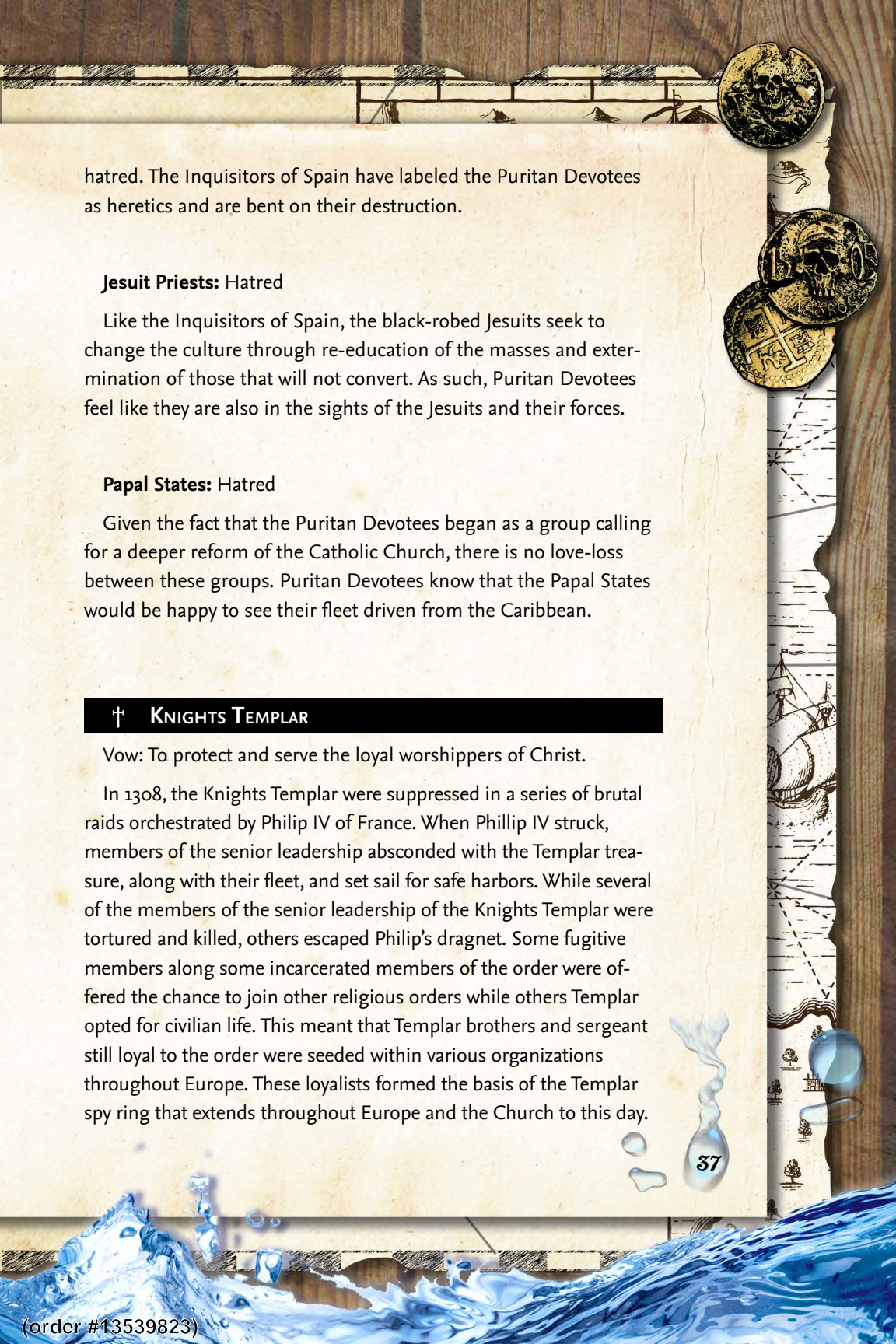
Attitude toward other Witch Hunter groups:

Knights Templar: Neutral

The forces of the Puritan Devotees typically view the Knights Templar with a wary respect. They can appreciate both their rigid religious code and their hatred of the Papacy. However, previous charges of demon worship leveled by the Catholic Church have given the Puritan Devotees pause.

Inquisitors of Spain: Hatred

While the Puritan Devotees can respect the zeal with which the Inquisitors of Spain hunt down Vodouisants, they view this group with



hatred. The Inquisitors of Spain have labeled the Puritan Devotees as heretics and are bent on their destruction.

Jesuit Priests: Hatred

Like the Inquisitors of Spain, the black-robed Jesuits seek to change the culture through re-education of the masses and extermination of those that will not convert. As such, Puritan Devotees feel like they are also in the sights of the Jesuits and their forces.

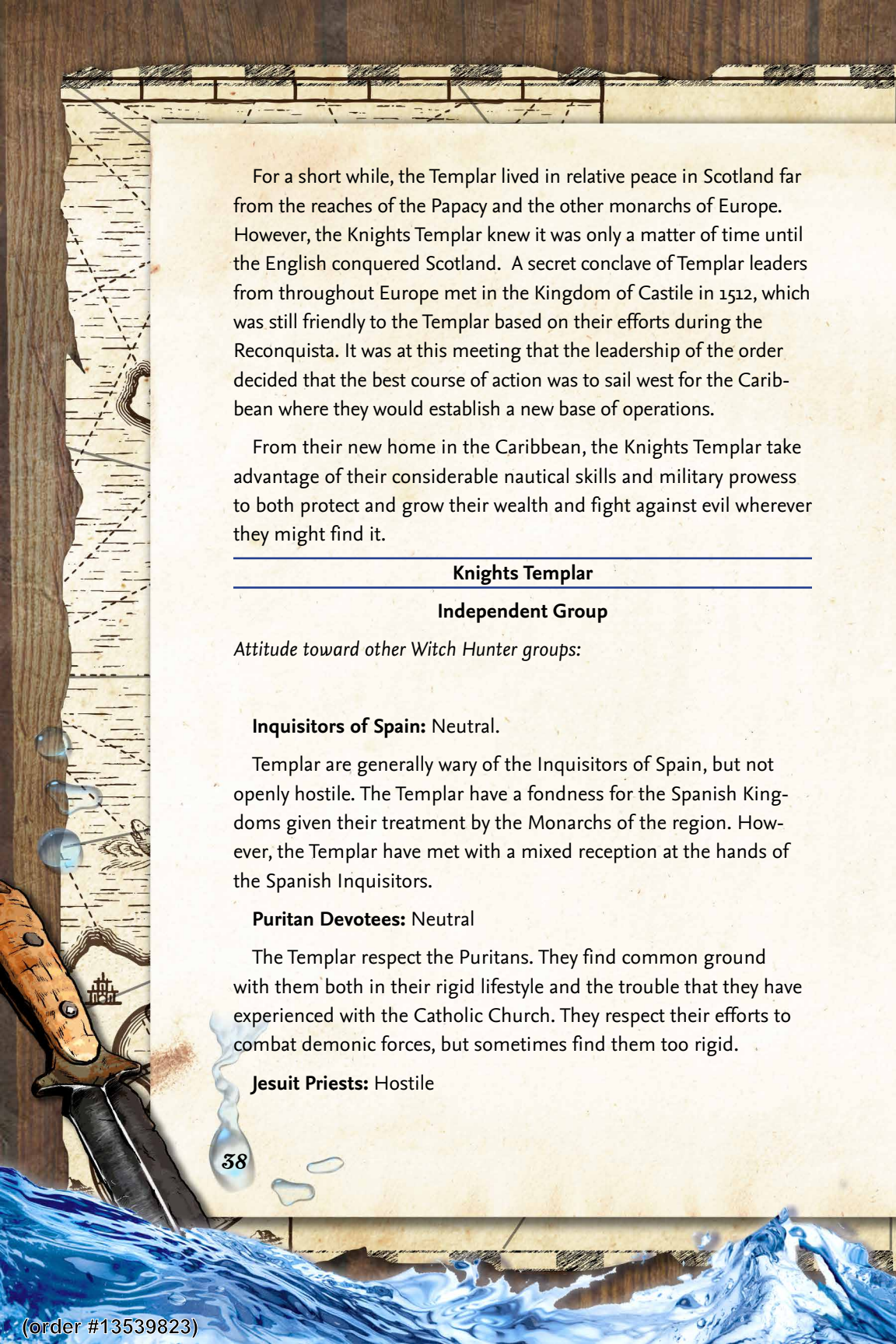
Papal States: Hatred

Given the fact that the Puritan Devotees began as a group calling for a deeper reform of the Catholic Church, there is no love-loss between these groups. Puritan Devotees know that the Papal States would be happy to see their fleet driven from the Caribbean.

† **KNIGHTS TEMPLAR**

Vow: To protect and serve the loyal worshippers of Christ.

In 1308, the Knights Templar were suppressed in a series of brutal raids orchestrated by Philip IV of France. When Phillip IV struck, members of the senior leadership absconded with the Templar treasure, along with their fleet, and set sail for safe harbors. While several of the members of the senior leadership of the Knights Templar were tortured and killed, others escaped Philip's dragnet. Some fugitive members along some incarcerated members of the order were offered the chance to join other religious orders while others Templar opted for civilian life. This meant that Templar brothers and sergeant still loyal to the order were seeded within various organizations throughout Europe. These loyalists formed the basis of the Templar spy ring that extends throughout Europe and the Church to this day.



For a short while, the Templar lived in relative peace in Scotland far from the reaches of the Papacy and the other monarchs of Europe. However, the Knights Templar knew it was only a matter of time until the English conquered Scotland. A secret conclave of Templar leaders from throughout Europe met in the Kingdom of Castile in 1512, which was still friendly to the Templar based on their efforts during the Reconquista. It was at this meeting that the leadership of the order decided that the best course of action was to sail west for the Caribbean where they would establish a new base of operations.

From their new home in the Caribbean, the Knights Templar take advantage of their considerable nautical skills and military prowess to both protect and grow their wealth and fight against evil wherever they might find it.

Knights Templar

Independent Group

Attitude toward other Witch Hunter groups:

Inquisitors of Spain: Neutral.

Templar are generally wary of the Inquisitors of Spain, but not openly hostile. The Templar have a fondness for the Spanish Kingdoms given their treatment by the Monarchs of the region. However, the Templar have met with a mixed reception at the hands of the Spanish Inquisitors.

Puritan Devotees: Neutral

The Templar respect the Puritans. They find common ground with them both in their rigid lifestyle and the trouble that they have experienced with the Catholic Church. They respect their efforts to combat demonic forces, but sometimes find them too rigid.

Jesuit Priests: Hostile

To the Templar, the Jesuits are the embodiment of the worst of the Catholic Church. They view this order and their military structure as a direct affront. This hatred is mutual between the Jesuits and the Templar.

Papal States: Hostile

Although the Templar have supporters within the Papal states, the Templar have a deeply ingrained hatred of the Papacy and anyone aligned with them with few exceptions. For the Templar, the forces of the Papal State are only marginally more acceptable than the “Black Magic” wielding Vodouisants.



4: Player Section



Edges

At the Helm (Professional)

Requirements: Novice, Smarts d6, Boating d6

A helmsman has a symbiotic relationship with their ship. Anyone can steer, but a helmsman guides and protects the ship. The ship adds +2 to its **Lookout** order. Once per combat a helmsman may call for a new damage card. They must accept the second card.

Bilge Rat (Combat)*

Requirements: Novice, Agility d8+, Fighting d8+


Scuttling around in the bowels of the ship doesn't suit every sailor, but this crewmate has learned to adjust to the cramped conditions below deck.

You do not suffer the -2 penalty for fighting below decks when using a weapon longer than 6 inches so long as it has no reach value. If the weapon has a reach value, the -2 penalty applies as normal.

Blackmail (Social)

Requirements: Novice, Persuasion d6+, Smarts d6+

Sometimes a no-good scoundrel needs help, but who helps the



lawless? Someone with something to hide. You have gained information on two different governors or magistrates in different areas of the Caribbean, chosen when you take this edge. Once per session, if the need arises, the blackmailer may roll an opposed **Persuasion** check to see how much help the blackmailed official gives you. On a success, the player gains a one-time use of the **Connections** edge. On a failure, the player gains the hindrance Enemy (minor) for the duration of the session or at the Admiral's discretion.

Break a Leg (Combat)

Requirements: One Arm or One Leg Hindrance

When you suffer an injury that will take you over 3 wounds, instead of becoming Incapacitated, you may spend a Bounty to take the bulk of the injury to your prosthetic instead, leaving you with 3 wounds, but not Incapacitated. Your prosthetic is broken and will need to be repaired or replaced before you can gain its benefits again as per the One Leg Hindrance.

You may invoke Break a Leg before making the Soak roll for the injury, but even if you successfully soak all wounds, the prosthetic is wrecked.

Close Fighting (Combat)*

Requirements: Novice, Agility d8+, Fighting d8+

This edge is for skilled knife-fighters who pride themselves on defeating their foes up close and personal.

As a close fighter, you move inside most weapons' reach, adding a bonus to your parry equal to an enemy weapon's reach +1 for that foe. If the foe is unarmed or using a small weapon, no bonus occurs.

Improved Close Fighting (Combat)

Requirements: Novice, Close Fighting

You have trained to go for vital areas and weak spots for quick and lethal kills, you add a bonus to your **Fighting** roll equal to your enemy's reach +1.

Demon Hunter (Profession)

Requirements: Novice, Arcane Background (Witch Hunter)

You have come to the West Indies to destroy the demons that have escaped the bonds of hell. Evil walks this earth, and a higher authority calls upon you to destroy it. You gain a +2 to hit any demonic or undead creature.

Dirty Fighter (Combat)*

Requirements: Seasoned

There is no honor among thieves, and the Caribbean has more than its fair share of scurvy dogs. Those with this edge do anything to win a fight.

Being deceitful in combat and good at tricks, you add +2 to **Trick** maneuver rolls.

Really Dirty Fighter (Combat)*

Requirements: Seasoned, Dirty Fighter

You are skilled in tactical deceit. By describing the trick and spending a Bounty, you may automatically get The Drop on any single opponent.

Entangle (Combat)*

Requirements: Seasoned, Fighting d8+

An entangle is a combined disarm and grapple maneuver that leaves the foe disadvantaged but allows the attacker to continue fighting.

A successful Disarm attack entangles the foe's weapon arm, e.g. by wrapping that arm in a cloak, or locking the opponent's elbow against your body with your offhand.

The foe now counts as an unarmed defender (unless they have two weapons) and cannot withdraw from combat. You may continue to attack the entangled foe using a one-handed weapon in your dominant hand.

The foe may try to break the entanglement on their action as per breaking a grapple.



Fists of Stone (Combat)

Requirements: Novice, Strength d8+, Fighting d8+

Years of manual labor has made your punches as hard as stone. They are so hardened that they are considered a weapon. Unarmed combat damage increases to Str + d4. This damage can be lethal.

Flynn Maneuver (Combat)

Requirements: Seasoned, Agility d8+, Climb d6+

A Flynn Maneuver is a swashbuckling rope swing using the crewmate's movement. They choose to either land on the opponent's ship and take an action, or swing into an opponent causing a push as per the Savage Worlds core rules. This push is the same as a running push so the crewmate gains a +2 to the opposed **Strength** roll.

Frugal (Social)*

Requirements: Novice, Smarts d8+

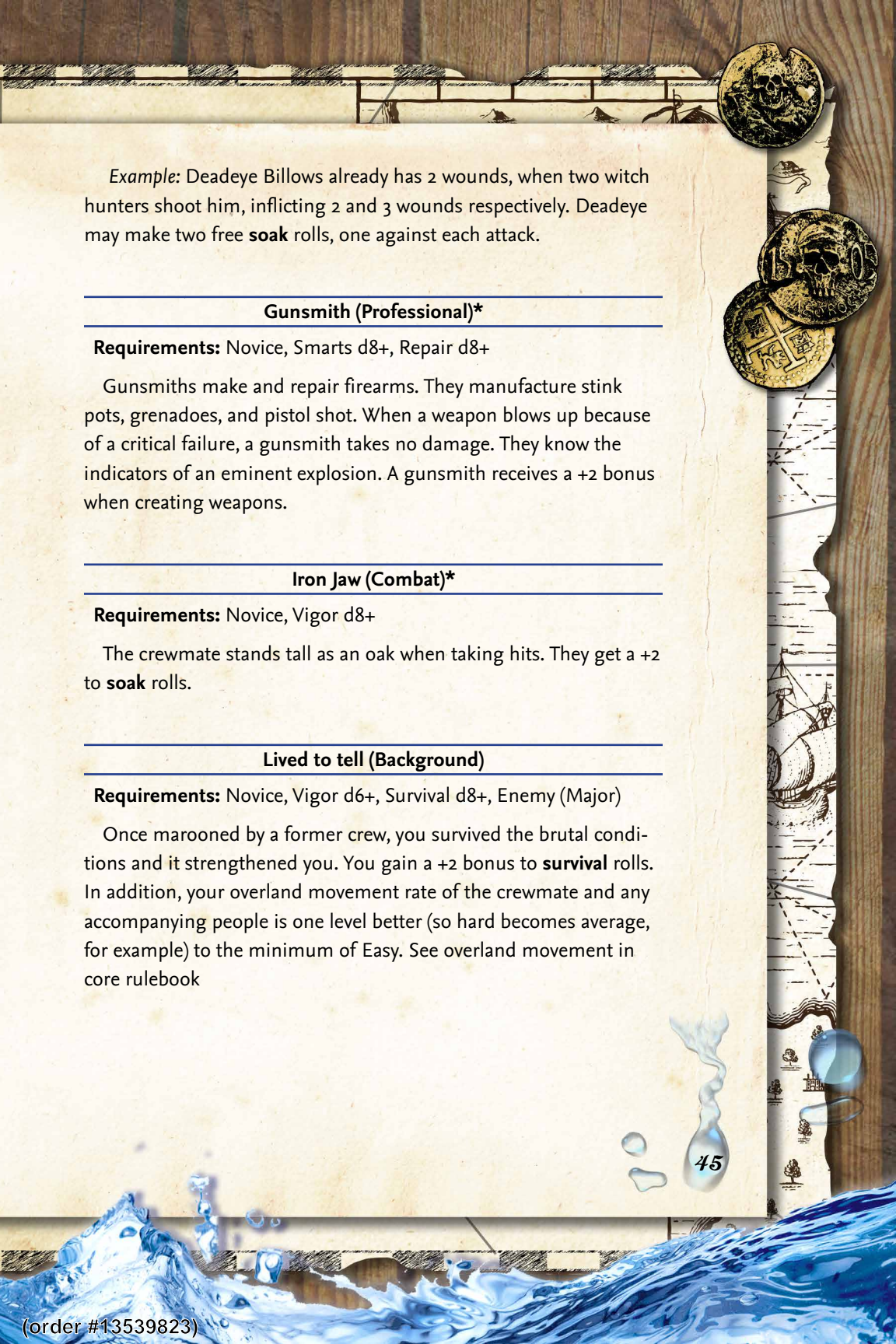
You are tight with your purse. Add +2 to all **Smarts** rolls to avoid getting drunk, gambling, or other costly ventures. You cannot be both garrulous and frugal.

Gumption (Combat)*

Requirements: Veteran, Wild Card, Iron Jaw

When lesser men fall by the wayside, your buccaneer keeps going.

When the crew mate takes enough wounds to incapacitate them, they may make a free **soak** roll. Should the roll fail, they can spend a Bounty to make another soak roll as normal. If your buccaneer suffered multiple wounds in the same round that incapacitates them, they make multiple free **soak** rolls.



Example: Deadeye Billows already has 2 wounds, when two witch hunters shoot him, inflicting 2 and 3 wounds respectively. Deadeye may make two free **soak** rolls, one against each attack.

Gunsmith (Professional)*

Requirements: Novice, Smarts d8+, Repair d8+

Gunsmiths make and repair firearms. They manufacture stink pots, grenadoes, and pistol shot. When a weapon blows up because of a critical failure, a gunsmith takes no damage. They know the indicators of an eminent explosion. A gunsmith receives a +2 bonus when creating weapons.

Iron Jaw (Combat)*

Requirements: Novice, Vigor d8+

The crewmate stands tall as an oak when taking hits. They get a +2 to **soak** rolls.

Lived to tell (Background)

Requirements: Novice, Vigor d6+, Survival d8+, Enemy (Major)

Once marooned by a former crew, you survived the brutal conditions and it strengthened you. You gain a +2 bonus to **survival** rolls. In addition, your overland movement rate of the crewmate and any accompanying people is one level better (so hard becomes average, for example) to the minimum of Easy. See overland movement in core rulebook

Loa Powers (Powers)

Requirements: Novice, (Vodou) Arcane Background

Vodouisants follow one of the three Loa types, the Ghede, the Petro, or the Rada. This edge grants access to the power list of the chosen Loa type. You may take this edge multiple times to gain access to each Loa type. This is as the **Power** edge from the Savage Worlds Deluxe rule book, but grants two added powers instead of one.

Lunge (Combat)*

Requirements: Novice, Fighting d8+

A lunge allows you to extend the reach of your weapon. You gain +1 reach to your weapon. You may not use this edge with First Strike, Frenzy, or Sweep.

Master (Professional)

Requirements: Veteran, Smarts d8+

You are a master at your crew position. When you are carrying out an order, you may make one free reroll before spending a Bounty.

Master & Commander (Leadership)

Requirements: Seasoned, Smarts d8, Boating d10, Intimidation d8, Command

You must be the Captain of the ship when using this Edge. Crews who serve under this skilled leader add +2 to their **boating** rolls.

Opportunist (Leadership)

Requirements: Novice, Command

You have gained respect and are a leader among the crew, because of the great deeds you have done. Opportunist allows you to spend a Bounty to call for an extra action card for another crewmate.

Rope Monkey (Professional)*

Requirements: Seasoned, Agility d8+, Climbing d10+

Rope Monkeys are those sailors that are masters at moving around a ship's rigging. They always know just the right rope to cut or pull to swing to another part of the ship and can ride the lines to avoid an otherwise nasty fall.

Rope Monkey has two functions. First, when on the exterior of the ship you may move to another part of the ship by swinging from the rigging. This counts as your movement and requires a **Climbing** roll. If successful, you move to any other part of the ship. You may not move any further this action, even by "running."

With a raise, you can move and gain momentary surprise on a foe, adding +2 to any **Fighting** attacks and damage rolls. This stacks with a **Trick** maneuver.

A foe who wants to take his free attack at a Rope Monkey swinging out of melee suffers a -2 to their attack roll. The same applies to characters with First Strike. They suffer a -2 penalty to their **Fighting** roll. Rope Monkeys may make a **climbing** roll any time they fall from a ship's rigging (if they are still conscious). Success means they take half the usual falling damage by grabbing onto ropes as they tumble. With a raise, the crewmate grabs a rope and suffers no damage.

Salt of the Sea (Background)

Requirements: Wild Card, Novice, Boating d6+, Knowledge (Caribbean) d6+

As an experienced buccaneer, you start play as seasoned. You start the game with 20 experience points.

This experience has a price. If you take this edge, you will draw a single card. Your Admiral will tell you what has happened to you in the years you have spent on the high seas. If the draw results in an extra hindrance, you gain no points.

Seducer (Social)*

Requirements: Novice, Attractive

The hero or heroine (or villain) knows how to stymie or distract the opposite sex by using their charms.

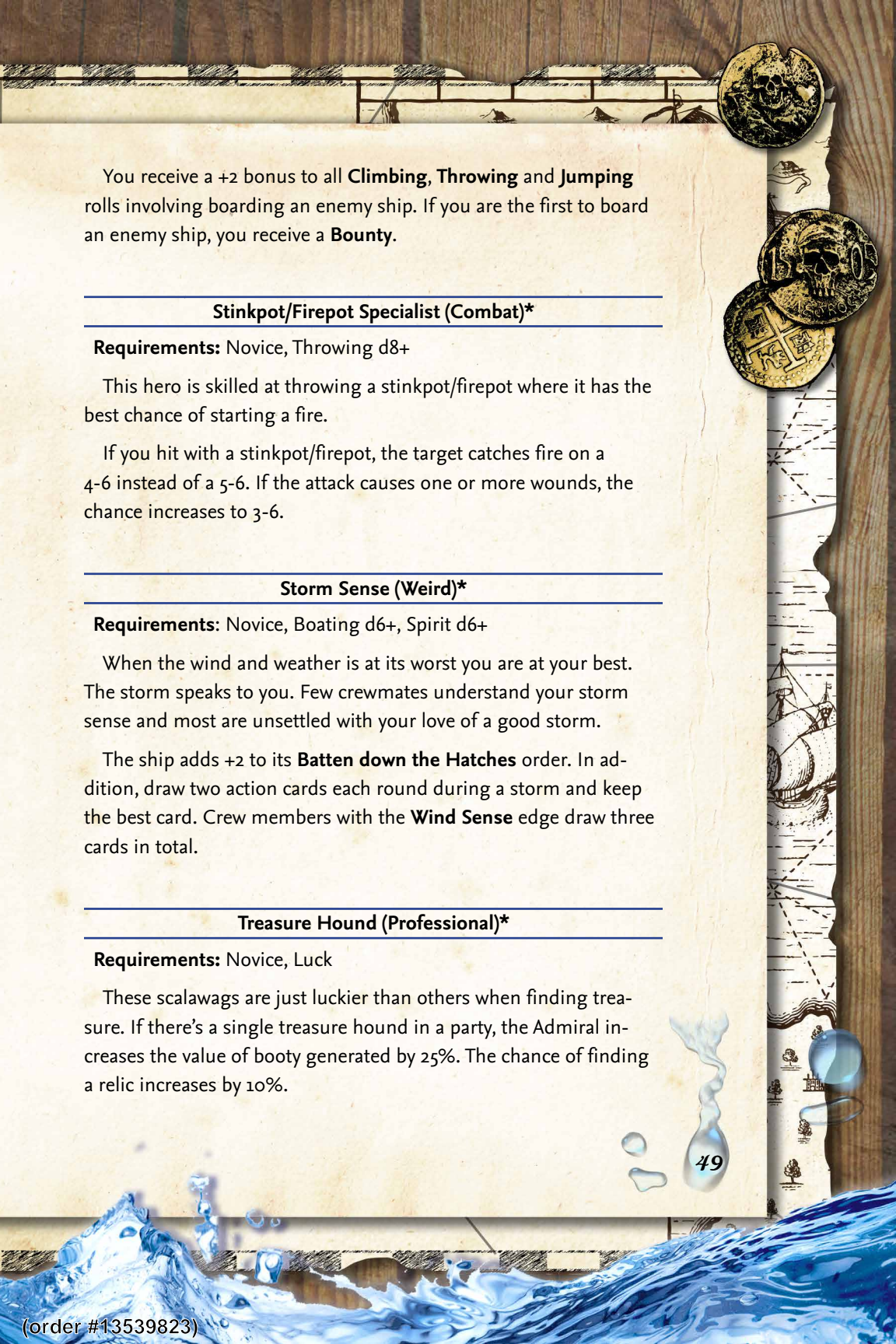
You may use **Persuasion** as a test of wills against members of the opposite sex, pitting your looks and charm against a foe's smarts. Add your **Charisma** bonus to the roll as normal.

Spearhead (Professional)*

Requirements: Novice, Boating d4+, Climbing d6+, Throwing d6+

Many captains instill courage in their men by offering rewards to the first man to board an enemy vessel. Few survive to claim their prize. Through skill and luck this crewmate has survived dozens of boarding actions and lives for the adrenaline rush.





You receive a +2 bonus to all **Climbing, Throwing** and **Jumping** rolls involving boarding an enemy ship. If you are the first to board an enemy ship, you receive a **Bounty**.

Stinkpot/Firepot Specialist (Combat)*

Requirements: Novice, Throwing d8+

This hero is skilled at throwing a stinkpot/firepot where it has the best chance of starting a fire.

If you hit with a stinkpot/firepot, the target catches fire on a 4-6 instead of a 5-6. If the attack causes one or more wounds, the chance increases to 3-6.

Storm Sense (Weird)*

Requirements: Novice, Boating d6+, Spirit d6+

When the wind and weather is at its worst you are at your best. The storm speaks to you. Few crewmates understand your storm sense and most are unsettled with your love of a good storm.

The ship adds +2 to its **Batten down the Hatches** order. In addition, draw two action cards each round during a storm and keep the best card. Crew members with the **Wind Sense** edge draw three cards in total.

Treasure Hound (Professional)*

Requirements: Novice, Luck

These scalawags are just luckier than others when finding treasure. If there's a single treasure hound in a party, the Admiral increases the value of booty generated by 25%. The chance of finding a relic increases by 10%.

Vodou Crafter (Professional)

Requirements: Novice, Knowledge (Vodou) 8+, Arcane Background (Vodou)

To craft a potion or powder the creator must have ingredients. Each Vodouisant uses a unique recipe and must always make their potions with the same components: using another Vodouisants formula results in a failure.

Potions and powders are miracles, not chemistry and work only when granted their powers by the Loa, not because of the ingredients assembled.

It takes one hour per Power Point to create an item, at the end of this time the crafter makes a spirit check to see if the Loa have answered their prayers. When they succeed, the item has power and is ready to use.

A potion only affects the drinker. While a powder can affect the user or a target. The more power points you spend on an item determines how long or powerful the strength is. The crafter spends power points equal to the power's listed cost plus additional points for desired duration of the power.

If crafting a powder or potion that grants the effects of an edge or a hindrance, the crafter must spend 3 power points for three rounds and an additional 1 point for each round after that. Double the power points if the level of the power, edge or hindrance is higher than the crafter's and make the spirit check at a -2.

Wall of Steel (Combat)*

Requirements: Veteran, Notice d8+

Sometimes a crewmate finds himself outnumbered in a fight. This hero has the ability to handle multiple foes at once. Opponents gain no "gang up" bonus against the hero.

50

Wind Sense (Weird)*

Requirements: Novice, Smarts d8+, Boating d8+

You have a supernatural knowledge of air and wind. You sense changes in weather and wind direction long before they happen.

If the crewmate is at the helm, they gain +2 to **Boating** rolls during a pursuit, using their knowledge of the winds to outrun or catch their enemies. In addition, draw two cards each round during a storm and keep the best. If you have the **Storm Sense** edge as well, draw three cards in total.



Hindrances

Big Spender (Minor)*

You're loose with your money, sometimes spending everything you have on a few nights of drunken debauchery. If you buy yourself a drink, you can't help but buy for others.

When drinking, your costs double. After three or more drinks the crewmate makes a **Spirit** roll to avoid spending all money on hand.

Bird Brains (Minor)

You are a bit delusional and obsessed with birds, believing you can communicate with them. You can't. Birds do love you though, and one is always nearby, often peppering your clothes with their droppings. Your Charisma is -2 as others see you as crazy and smelly.

You may start the game with a parrot or other small bird. This creature is just a pet and does not gain actions of its own unless you take the **Beast Master** edge.

Branded (Major)*

Convicted of acts of piracy, this crewmate escaped the noose but received a brand on their face labeling them a buccaneer.

Your Charisma is -4. Privateers or naval troops search and scrutinize the cargo on any vessel you are aboard. If you get caught committing an act of piracy again, you get a short drop and a quick stop at the end of a noose.

Cocky (Minor)*

The world needs to know your prestige, which you take every opportunity to proclaim.

In the first round of combat, you must declare your greatness or denounce your foes. If forced to act instead, it costs you a **Bounty**.

A villain with this hindrance never delivers a finishing blow to a foe. Instead, he leaves them to die, or orders his minions to finish them off while he exits the scene.

Dead Man's Tale (Minor)

The dead should stay dead: their rising is unnatural and encountering them sets you back on your heels.

When confronted by lost souls, you act last in the first round of combat. At the start of the next round, make a **Fear** roll at -2. If successful, you have overcome your unease and may take an action card as normal. With a failure, you continue to act last until you succeed on the **Fear** check.

Glass Jaw (Minor)*

You are weaker than most and cannot withstand punishment. They say you have a glass jaw and can't take a solid hit. You suffer a -2 penalty to **soak** rolls.

Jingoistic (Minor or Major)*

The crewmate dislikes people from other cultures and believes in the superiority of his own culture. A jingoistic Englishman, for example, dislikes Frenchmen and Spaniards as much as he does the Welsh, Scottish, or Irish. They cannot help belittling other cultures at

every opportunity. The Minor version has -2 Charisma among other cultures. The penalty increases to -4 for the Major Hindrance.

Jonah (Major)

Your crewmates believe you have provoked the ire of the sea gods and your mere presence imperils the ship. Foul weather seems to follow you, and ill fortune befalls those close to you. Whenever you draw a joker, each other player suffers a -2 to their actions this turn and the Admiral and the Jonah each earn a **Bounty**.

Landlubber (Minor)*

Not everyone likes the sea. Landlubbers find the workings of a ship incomprehensible. They cannot buy **Boating** with their starting skill points. Although they can learn it through advancements, they never grasp the basics and always receives a -2 penalty to all **Boating** rolls.

Sea Sickness (Minor)*

The ship sways back and forth and back and forth. Your stomach sways with every motion. You get green-gilled and sick. While at sea, you must make a **Vigor** check each day at -2 or suffer a level of fatigue. This does not need to be taken at crew creation, it can be caused by illness or age.

Sky Shy (Minor or Major)

The lightning and wind are destabilizing in your life. The storm has a life of its own and it wants to destroy you. During a storm, you suffer -2 to all actions. The penalty increases to -4 to all actions for the major version of the hindrance.

Gear

The following section contains a list of equipment crewmates are likely to find available during the Age of Sail. For additional weapons and equipment see the Savage Worlds core rulebook.

Melee Weapons

Belaying Pin: Used to secure the rigging aboard a sailing ship. These 18-30 inch wooden pins have a rounded handle and straight shaft. They are quick and easy to grab in a fight and used as a club to bludgeon enemies.

Boarding Axe: An axe with a longer than normal shaft that was two to three feet in length. Used in cutting rigging, preventing grappling, putting out fires and chopping down doors. Boarding axes help when jumping between ships and climbing up the side of an enemy vessel.

Boarding Pike: When a defender is charging you, a spear or polearm is great for defense. On a ship, a boarding pike performed the same task. It has a four to five-foot shaft with a metal spearhead and rounded hook at the end. Used at distance it is useful to repel boarders.

Cutlass: A small, thick-bladed sword with a rounded guard on the handle to protect the hand. The best weapons on a ship were ones with multiple purposes. A cutlass is a favorite because it is strong enough to cut rope, short enough not to be encumbering, and a good, fast weapon.

Melee Weapons Table

Weapon	Damage	Cost	Weight	Notes
Belaying Pin	Str + d4	10	1	Similar to a Club
Boarding Axe	Str + d6	210	3	+1 boarding
Boarding Pike	Str + d8	400	25	Reach 2, 2 hands
Broadsword	Str + d10	400	12	Parry -1, 2 hands
Cutlass	Str + d4	180	3	Parry +1
Dagger	Str + d4	25	1	
Dirk	Str + d4	180	1	
Marlin Spike	Str + d4	20	1	
Harpoon	Str + d6	100	10	AP 2, Reach 1, 2 Hands
Rapier	Str + d4	150	3	Parry +1
Scimitar	Str + d6	250	4	
Short Sword	Str + d6	200	4	
Tomahawk	Str + d6	200	2	

Dirk: A naval dirk is a good weapon when boarding other ships. It is a thrusting dagger with a longer blade than a standard dagger and good against enemies. Its smaller size versus a sword makes it easier to manage when jumping from ship to ship.

Marlin Spike: A long, tapered cone of 6 to 18 inches used on sailing ships to loosen knots and tighten line. They often have a needle's eye which makes it easier to grip. Their pointed end works well in repelling boarders, or as a general, convenient weapon onboard ship.

Harpoon: Harpoons are long spears used for hunting large aquatic animals, such as whales and sharks. A rope tied to the bottom and

a jagged spearhead helps reel in the catch. Buccaneers use these as weapons when boarding other ships. A good sailor can throw it with power and accuracy.

Rapier: A sword with a long, thin blade used for thrusting and defense. It is a popular weapon of the day that shows civility and elegance, and their light weight makes them ideal aboard ship. Their design is made for self-defense, and as a dueling weapon.

Tomahawk: A tomahawk is a native weapon resembling the boarding axe. They are much easier to throw than most axes. The word tomahawk comes from a native word 'tamahaac.'



Missile Weapons

Two-shot pistol: Black powder weapons in the Age of Sail only fired one shot, except for two shot pistols, which are quite rare. The two barrels can be fired individually or two at the same time. When both shots are fired, they are treated as separate attacks.

Blunderbuss: The boarding blunderbuss is a short-barreled rifle that fires Loads of pellets, nails, or glass. It is more effective at short range and loses its power at long range. You lose one die worth of damage at each range increment.

Caltrop: A caltrop is a small star spike used to slow enemies. It has two or three sharp ends to hurt feet. Since most sailors go bare-foot on a ship for stability, they are effective onboard. They are also deployed against mounted enemies on land.

Flintlock Pistol: A pistol with a flint-striking mechanism used to ignite the powder. Officers on a ship fire these first, before wielding their melee weapons; the crew do not carry pistols. They are short-range weapons good for “one shot” because they take too long to reload during combat. After firing they are used as a bludgeoning weapon similar to a club.

Grenades: Grenades fall into three categories; they are explosive, incendiary and chemical.

Firepots An incendiary device meant to catch things on fire. Anything in a medium burst template catches fire on a roll of a 6 and any person catches fire on a 5-6. Damage also occurs

Grenadoes A small explosive grenade, referred to as grenado during the time. They inflict damage over a medium burst template.

Stinkpots A smoking device filled with noxious chemicals that when exploded causes those around it to become sick. Anyone within a Medium burst template must make a vigor roll or take a level of fatigue. The smoke also obscures the area for 5 minutes.

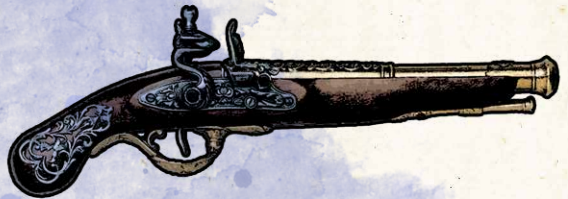
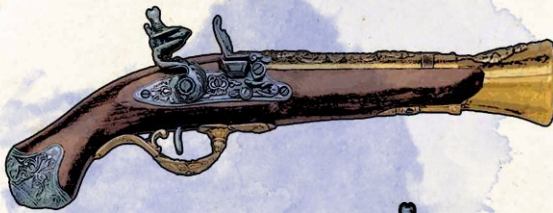
Long Flintlock: A flintlock rifle with a flint-striking mechanism to ignite the powder. A longer-range version of the pistol for firing at distance. As two ships approach each other, the long flintlock is fired at the enemy before being abandoned when boarding began.

Missile Weapons Table

Weapon	Range	Dam	RoF	Cost	Weight	Min Str	Notes
2-barrel pistol	5/10/20	2d6+1	2	300	4		Three actions to reload
Blunderbuss	10/20/40	1-3d6	1	300	12	d6	Two actions to reload
Caltrops	1/2/04	1	1	100	1		Reduce Pace 50%
Crossbow	15/30/60	2d6	1	500	10		AP 2, 1 action to reload
Flintlock Pistol	5/10/20	2d6+1	1	150	3		Two actions to reload
Grenades							
Firepot	5/10/20	2d6	1	100	1		Medium Burst Template
Granadoes	5/10/20	3d6-3	1	100	1		Medium Burst Template
Stinkpot/Firepot	5/10/20	1 Ftg	1	100	1		Medium Burst Template, Vigor Roll
Javelin	3/6/12	Str+d6	1	100	5	d6	
Longbow	15/30/60	2d6	1	200	5	d8	
Long Flintlock	10/20/40	2d8	1	250	4		Two actions to reload
Musket	15/30/60	2d8	1	350	12	d6	Two actions to reload
Musketoen	10/20/40	1-3d6 2d8 -2	1	350	10	d6	Two actions to reload
Pocket pistol	2/4/8	2d6-1	1	400	2		Two actions to reload
Short bow	12/24/48	2d6	1	250	2		

Musketoon: A shorter barreled musket used by the navy and pirates in more confined spaces. A musketoon has the unique ability to be used as either a shotgun or single balled rifle depending on the shot Loaded.

Pocket Pistol: Pocket pistols are one shot weapons that are small enough to easily conceal in the sleeve of a shirt or cuff of a boot.



Mundane Items

Bedding: By the mid-17th century, very few buccaneers slept on deck. Most slept in hammocks. They used blankets and pillows for comfort.

Bones (Dice): Few ships allowed gambling on board, but when a crew went ashore, it occurred often. The crew liked having dice at the ready to gamble anywhere.

Boots or Shoes: Buccaneer crews didn't wear boots on deck, they went barefoot on board for stability. They wore boots and shoes on shore.

Canvas Bag: Those that could not afford a sea chest stored their belongings in canvas bags. They were strong and sturdy but needed to be replaced often because of the salt air.

Carving Knife: More of a dinner knife than a weapon, buccaneers whittled or used them at meals. They were dull and used as a tool.

Clothes: Clothes were important for buccaneers and sailors. Standard clothing at sea did not last long (3 months) before it needed to be replaced. They had two sets of clothes, their everyday clothes and a set of warmer clothes for colder seas.

Flask: Buccaneers and sailors loved their drink. They kept their own stash of grog in flasks.

Hammock: Hammocks made of canvas were the most common on board. They hung between posts below deck and swayed with the ship. Few ships provided hammocks, and required the user to buy them.

Tricorne Hat: A hat with three points usually worn by gentlemen.

Sea Chest: Sailors kept their possessions in sea chests or canvas bags. A sea chest was more secure and often had locks to protect the contents.

Mundane Items Table

Item	Cost
Bedding	10
Bones/Dice	1
Boots/Shoes	100
Canvas Bag	50
Carving Knife	3
Clothes	20
Flask	5
Hammock	25
Sea Chest	100

Equipment Packs

Equipment Packs are pre-bundled equipment packs that allow the crew to buy several items at discount.

Players may begin the game with one weapon and one of the following packs.

Sea Pack: Sea Chest, 2 set of clothes (1 you are wearing), Backpack, Boots, Bedding, Belt, Carving Knife, Flint & Steel, Hammock, Coin Pouch, Rope, Twine, Flask, Whetstone.

Soldiers Pack: Canvas Bag, Boots, 2 sets of Uniforms, Backpack, Bayonet, Boots, Bedding, Belt, Pocket Knife, Flint & Steel, Coin Pouch, Rope, Flask, Whetstone.

Officers Pack: Sea Chest, 2 set of clothes, including coat, Backpack, Boots, Bedding, Belt, Flintlock Pistol, Flint & Steel, Hammock, Tricorne Hat, Coin Pouch, Rope, Spy Glass, Twine, Flask, Whetstone.

Schoolers Pack: Sea Chest, 2 set of clothes (1 you are wearing), Backpack, Book and Writing Utensils, Boots, Bedding, Belt, Holy Symbol, Flint & Steel, Hammock, Tricorne Hat, Coin Pouch, Candle, Twine, Flask.

Navigators Pack: Sea Chest, 2 set of clothes (1 you are wearing), Backpack, Book and Writing Utensils, Boots, Bedding, Belt, Carving Knife, Charts, Sexton, Flint & Steel, Hammock, Coin Pouch, Twine, Flask, Whetstone.

5: The World



Unwritten Rules



BUCCANEER CODE

Buccaneers were barbaric thieves that pillaged the Caribbean, but even thieves had rules. They lived in close quarters, and the Code helped keep the peace as infighting among the crew hurt the highest goal: profit. Well run ships had strict rules, and it is believed that most Buccaneer codes were inspired by privateers that had a military approach to piracy.

The ship's quartermaster was in charge of enforcing the Code and punishing those that disobeyed. Each crew or Captain had their own Code of Conduct. We encourage Admirals and Crew to write their own code in game.

An example of a buccaneer code:

- I. Every crew member has an equal vote.
- II. Each crew member has an equal share of food and spirits taken.
- III. Anyone who steals from the crew suffers being marooned with only a flintlock and a single bullet.
- IV. There is to be no Gambling onboard.
- V. Fires must be extinguished each night. No new lights can be lit after the crew goes to sleep.
- VI. Each crew member will always be ready for a fight, and keep their

weapons clean and in good working order.

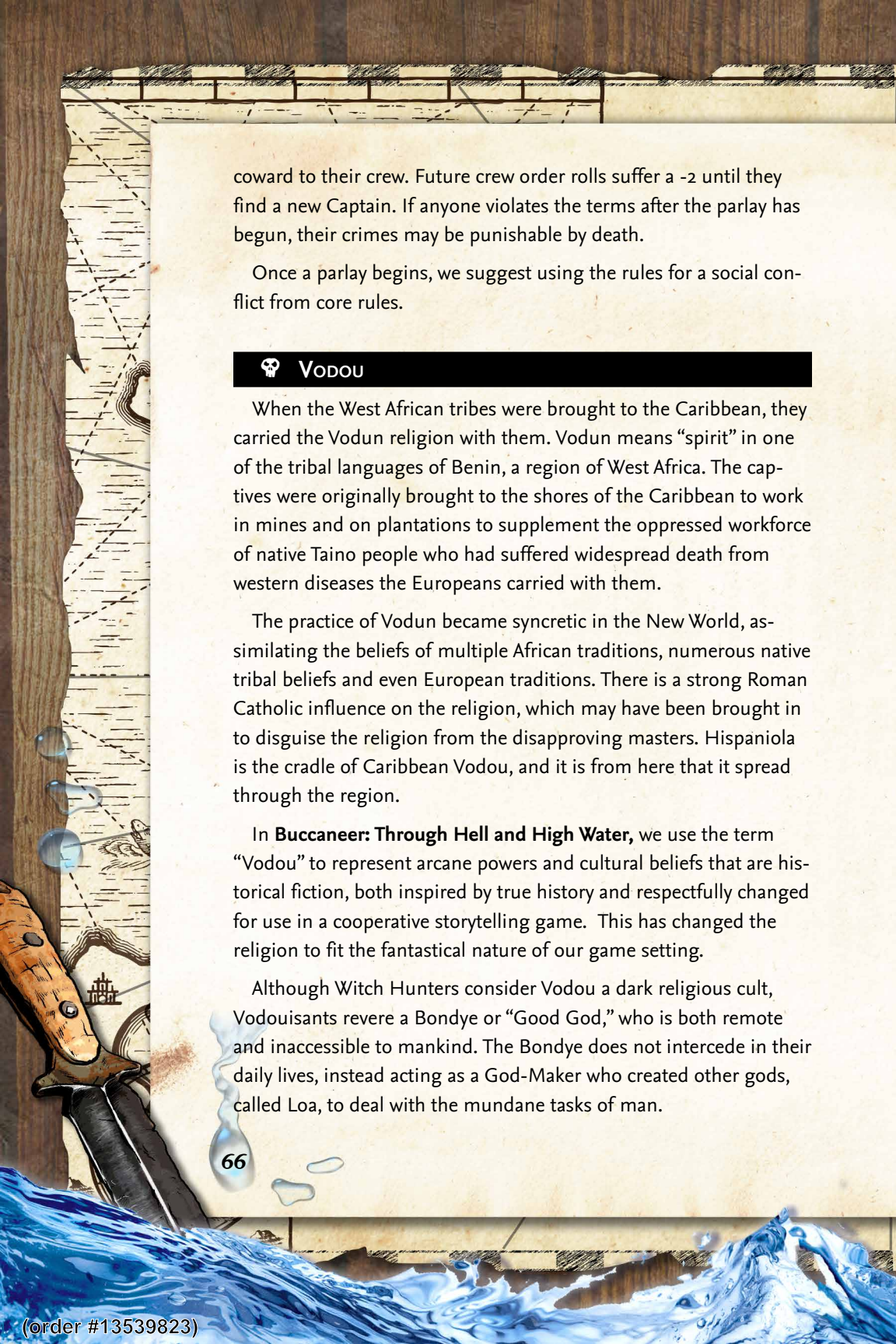
- VII. No crew member shall hide a stowaway onboard. Offending crew will be marooned and their stowaway will be put to the sword.
- VIII. Any of the crew that deserts his duty during battle shall suffer instant death or suffer being marooned.
- IX. No crew member may strike another member of the crew while onboard. If the quartermaster determines them to be mutual combatants, then the dispute shall be settled with sword or pistol onshore.
- X. Any crew member being crippled or losing a limb shall be given five hundred pieces of eight from the ship's fund.
- XI. The Captain and quartermaster each receive two shares of any prize, the master gunner and boatswain shall receive a share and a half. The rest of the crew are entitled to a single share.

Parlay: A parlay is a call for Captains of rival ships to discuss issues or grievances without fear for their lives or capture. Although Parlay does not hold much sway in real history and was more of a cinematic conceit, it holds great potential for dramatic value in roleplaying. Captains of buccaneer or privateer ships can use Parlay to resolve social conflicts and attempt to avoid more bloody means of negotiation.

PARLAY

A parlay is a call for rival ships to discuss their grievances without fear of death or capture. They held little sway in history but hold a value in roleplaying.

They are compelling for a captain to attend. The rules state each Captain can bring up to two crewmates, but they may not speak during the parlay. The one calling the parlay gives a neutral site where no black powder weapons can be present. Bladed weapons must stay at your side. If a Captain refuses to attend a parlay, they become

The background of the page is a wooden surface. On the left, a map is drawn on a piece of parchment, showing a coastline and a small building. A knife with a wooden handle and a black blade is positioned vertically on the left side, partially overlapping the map. The page number '66' is written in a small, stylized font near the bottom left. The overall theme is nautical and historical.

coward to their crew. Future crew order rolls suffer a -2 until they find a new Captain. If anyone violates the terms after the parlay has begun, their crimes may be punishable by death.

Once a parlay begins, we suggest using the rules for a social conflict from core rules.


VODOU

When the West African tribes were brought to the Caribbean, they carried the Vodun religion with them. Vodun means “spirit” in one of the tribal languages of Benin, a region of West Africa. The captives were originally brought to the shores of the Caribbean to work in mines and on plantations to supplement the oppressed workforce of native Taino people who had suffered widespread death from western diseases the Europeans carried with them.

The practice of Vodun became syncretic in the New World, assimilating the beliefs of multiple African traditions, numerous native tribal beliefs and even European traditions. There is a strong Roman Catholic influence on the religion, which may have been brought in to disguise the religion from the disapproving masters. Hispaniola is the cradle of Caribbean Vodou, and it is from here that it spread through the region.

In **Buccaneer: Through Hell and High Water**, we use the term “Vodou” to represent arcane powers and cultural beliefs that are historical fiction, both inspired by true history and respectfully changed for use in a cooperative storytelling game. This has changed the religion to fit the fantastical nature of our game setting.

Although Witch Hunters consider Vodou a dark religious cult, Vodouisants revere a Bondye or “Good God,” who is both remote and inaccessible to mankind. The Bondye does not intercede in their daily lives, instead acting as a God-Maker who created other gods, called Loa, to deal with the mundane tasks of man.



Practitioners of Vodou communicate with the Loa or “Lesser Spirits,” each of which has a realm of the world they rule over (e.g., water, wind, fishing, and farming). We group the Loa into three families based on their realm of influence. Within each family, however, there are many Loa. When a player chooses a Vodouisant at creation they must also choose a Loa family they are most influenced by.

The Rada: Their powers come from nature, people, and the tangible world. They are the caretakers of everything around us (i.e. the earth, the animals, crops, weather, and the dealings of man). They hold dominion over morality and laws and the way we interact with each other. Rada Loa associate with the color white. Some examples are Papa Legbe who reigns over communication and understanding, Anaisa Pye reigns over love and happiness, and Loco who watches over plants, trees, and healing.

The Petro: Their powers come from things not of this world or destructive to it. They watch over demons, abominations, and catastrophic forces. They are darker in nature and commune with things unseen. During Petro ceremonies, Vodouisants light gunpowder, crack whips, and whistle to demand attention from the Loa. They are very controlling by nature. Petro Loa associate with the color red. Some examples are Danto the mother of the Petro who is strong and unbending, Erzulie Jan brings to the world violence and destruction, and Agau who brings earthquakes, volcanoes and thunder.

The Ghede: Their powers come from the dual nature of life and death. Their rituals are borderline taboo in most cultures for their violence and exhibitionism. Vodouisants who channel the Ghede are viewed with unease and suspicion because of they do not fear death like most. The Ghede revel in life just as much as death and reign



over fertility and the unborn. Ghede Loa associate with the color black. Some examples are Papa Ghede the first man to die on this earth and protector of sick children, Nibo the first criminal and protector of outlaws and thieves, and Linto the Child who steers other children down dark paths.

Vodou is a religion of rituals, shrines, dances, sculptures, and symbols. Vodouisants pay homage to the Loa they follow by performing various rituals each day. Practitioners use potions, candles, amulets, talismans, gunpowder, whips, herbs, and chains in their ceremonies. While many arcane powers are fast acting, they often result from long preparations. A Vodouisant that does not do their rituals every day angers the Loa and suffer penalties until they can once again honor the spirits.

Masters of Vodou create potions that are given to those in need. These potions are hard to come by as they are rarely sold. The beneficial effects of these potions only benefit those who succeed at a Spirit check when imbibing them, representing the good will of the Loa. A failure of Spirit by a skeptical recipient would result in poisoning.

Due to the strength of their zealot beliefs, a Witch Hunter would never benefit from the effects of a Vodou potion, and would likely never choose to imbibe one in the first place.

Vodouisants do not have to be of African origin, many tribes of Natives as well as a few Europeans worshipped the Loa.

While belief and circumstance often pit Vodouisants against Witch Hunters, they can work together in the same crew to accomplish higher goals while also exploring this antagonistic dynamic.

Gazeteer

Nations

The greatest powers in the world are in Europe, and they are reaching out to spread their wings. There is a growing demand in these nations for dyes, sugars, tobacco, rice and cotton. Since little trade exists between the nations, they need to go forth and create their own colonies.

The nations were dealing with their own internal conflicts, due to growing religious differences. With little tolerance of belief, they forced the “heretics” from their homeland. To escape this religious persecution, many found their way to the Caribbean.

The strange tales of ungodly rituals and horrific beasts coming out of the colonies raised the ire of many zealot priests. They felt a calling to battle against what they perceived as evil, forcing the hand of many nations to support their crusade.

England



In the mid-17th century, England was fighting a religious civil war. Protestants fought to change the significance of the Holy Roman church. They seized control of the government, forming a republic that only lasted a short time. Lord Protector of the commonwealth, Oliver Cromwell, sent a fleet ships known as the Western Design armada to conquer Spanish colonies. They tried to sack Hispaniola but Santo Domingo’s defenses repelled them. After this defeat they moved on and captured Jamaica instead.

The monarchists retook control of England, crowning Charles II as King. Charles, a faithful Catholic, ousted the Protestants from power.

Fearing the repercussions, many fled the country for the new colonies of the Caribbean. Charles disbanded the Western Design armada, leaving the English interests in the Caribbean unguarded. For their protection, many colonies opened their harbors to buccaneers, turning a blind eye to their criminal deeds against other nations.

A sect of the Protestants called the puritans believed that Vodou caused the evils in the new world. Ships that used to belong to the Western Design armada took on a new role as the Navy in White. This new armada comprised zealot puritans called the Devotee. They wore coats of white fashioned after the redcoats of England. The Navy in White was unbending and ruled wherever they went with martial law. It is commanded by Admiral Whitehall, who protects protestant interests and has little use for the English King. Sailing from Governor's Harbour the Navy in White swept into ports, purified the city, and exited like a storm.



Dutch Republic

The mid-17th century was the golden age of economic power by the Dutch Republic. Their ships and trade routes were more lucrative than their European rivals. This caused turmoil between nations, escalating many conflicts, both economic and physical. As a result, their resources grew thin and they could not protect their merchant fleet. Many a Dutch trade ship fell prey to the buccaneers.

It was on the back of the Dutch Fluyt that the Republic carried its power. It was the best and fastest merchant ship of the day. It required less crew and could haul more cargo. Therefore, Fluyts offered great rewards to the buccaneers.

Dutch Indies Trade Company held great influence over the Dutch colonies. The company is run by the old sailor Jan Abel Jansen, former Admiral of the Dutch fleet. They held the Netherland and Lee-

ward Antilles, installing their own governors on each island. Though part of the Dutch Republic that acted on their own accord. It was only when things became less manageable that they requested help from their governments.

The Dutch, who were motivated more by money, tended to ignore the mystic aspects of the Caribbean. Their interests lay in stopping the buccaneers, due to the losses caused by these scoundrels. Their way of defending themselves was to offer great rewards for capturing their tormentors. Greed turned some crews into buccaneer hunters who then stalked those they use to call ally.



France

France was in a time of new leadership. Until the young King Louis XIV was old enough to rule on his own, the chief minister, Cardinal Mazarin ruled for him. Mazarin held great influence over the young king. This shaped his views and understanding of the world. He taught Louis that God ruled kings and kings ruled man. This meant that a king should not interfere with the acts of God. This dogma drove how Louis' ruled going forward.

The French buccaneer raids on the western side of Hispaniola, caused tensions between France and Spain. When Spain pulled its colonists closer to Santo Domingo this allowed France to settle the western half of the island, including Tortuga, a small island north of Hispaniola. The buccaneers that once harassed Spain now anchored on this small island with their English allies.

Disturbing reports of dark deeds and Vodou were being reported to the king by the Jesuit priests on Hispaniola. Louis, who was dealing with the death of his chief minister, chose not to interfere. In his eyes these were acts of God, causing him to ignore the warnings of the church. He believed God would sort out these unnatural affairs.

He felt his navy was better served keeping close to home, instead giving letters of marque to privateers to maintain making their attacks against France's enemies legitimate.

France's aristocrats and clergy heard the stories of evil coming from the islands. Their king's lack of action, choosing to claim god's will, angered them. An organized group that fought against heretics in years past, now reformed to fight evil in a new holy war. This was the Catholic League. The league was kept secret from Louis to allow its ongoing survival. With their wealth, they could hire their own privateers and a few ships to begin a crusade in the Caribbean.



Papal States

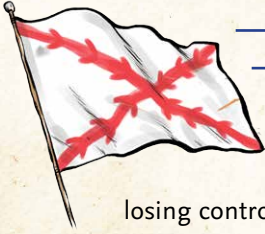
Not actually a nation, the Papal States were a dominant power of the time. They had accumulated more wealth than any nation. Led by Pope Alexander VII a shrewd political figure, the church in Rome had great influence in the world. Kings, Queens and the rulers bowed down to the Pope.

Cardinal Mazarin of France refused to bow down and once threatened war due to a decree enacted by the Pope. This decree called for payment of an assumed debt. This war never materialized. France paid the payments despite not agreeing with them. This was because of the influence the Pope held over other rulers.

During a gathering of the College of Cardinals, the Pope shared divine visions he received. These dark images showed a world filled with demonic souls and nightmares, which were leaking out of a breach from hell located in the Caribbean. With the dark tales coming from the islands which matched the Pope's visions, the Cardinals rallied their faith behind the Pope.

Using the wealth of the church, 'The Navy of God' was formed to eradicate the demonic souls and nightmares. Each ship was commanded by a loyal Catholic sailor referred to as the Bishop. The Ve-

netian sailor Giuseppe Cordoli, who was given the title of 'the right hand of God' by the Pope, took command of the flagship of the fleet. This was a large war ship called the 'Queen Sarah's Revenge', donated by England's king.



Spain

Spain once owned most of the Caribbean and the vast majority of the region's wealth. After many years of conflict, Spain began losing control in the region. King Philip IV was a weak ruler and made many poor decisions, such as withdrawing the colonists from western Hispaniola. After his death, Spain was in a state of decline.

Charles II was heir to the throne and anointed soon after his father's death. Charles was only three years old when he became King. He was too young to rule, so the Council of Castile appointed his mother Mariana of Austria to rule as regent in his stead. Mariana, a deeply religious woman, named her own confessor Juan Everardo Nithard as Grand Inquisitor. Nithard manipulated Mariana and was soon after appointed the highest seat of power on the Spanish Court. This allowed Nithard to make policy and sign agreements with little or no interference from the crown.

Nithard seeing the rise of evil in the Caribbean, issued a decree for the destruction of the Buccaneers and Vodouisants. Ships of witch hunters and Inquisitors sailed to the Caribbean, intent on purifying any soul that had turned away from god. The Inquisitors were given power and often issued unpopular orders to the armada that allowed them to exert control over operations.



The Caribbean

Bahamas (England)

Columbus' first voyage across the ocean cast anchor on the isle of San Salvador. It is one of the seven hundred islands that make up the Bahamas. The Spanish did not stay long on these islands due to the lack of resources. They only returned to the Bahamas when they needed laborers to man the plantations and mines on Hispaniola. Taken as slaves, most of the native tribes vanished from the islands leaving them empty for years to come.

On Bermuda, the population was growing so fast it became a burden to their society. Many choose to migrate off the island and settled on Eleuthera Island in the Bahamas. On their new home, they faced many hardships and struggled to survive. The poor soil of the island did not allow crops to grow and the ones that did where raided by Spanish.

A few moved to New Providence Island hoping for an easier life. They found conditions even worse. To survive many turned to salvaging ships that founded or sunk near the islands. The salvagers were in constant conflict with the Spanish since the bulk of the ships salvaged belonged to Spain. The Buccaneer mindset came from these conflicts deciding it was better to take from Spain than be her victim.

New Providence Island, Nassau

Governor: Captain John Ravenbeard leader of the Privateer Republic

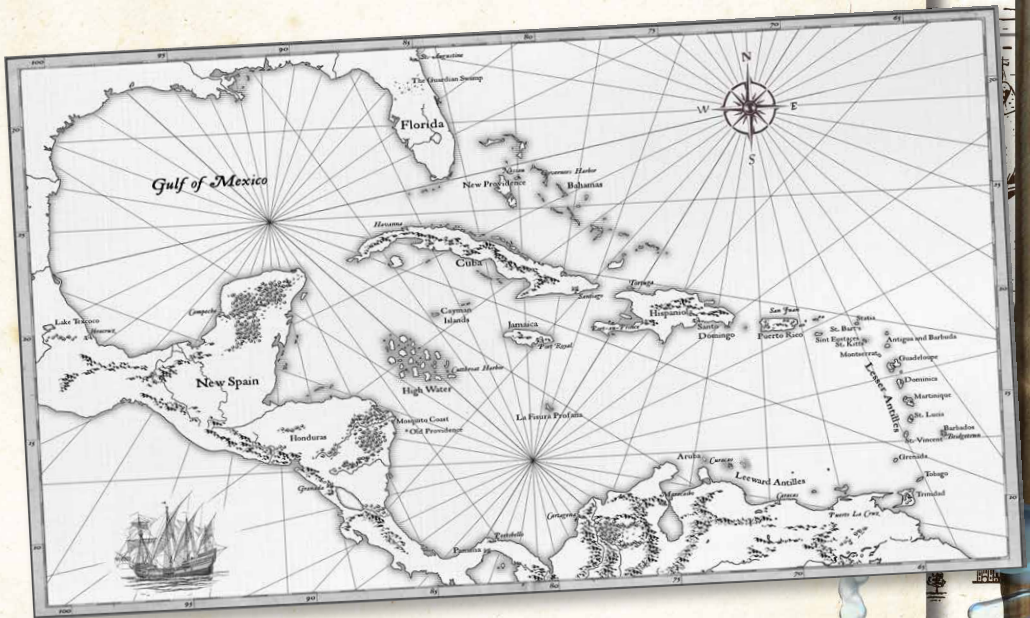
Near the Bahamas severe storms can swell at a moment's notice. These storms offer no kindness for wooden ships causing many a wreck. Nassau's citizens enjoyed their proximity to the trade routes allowing them to reap the profits caused by these hostile squalls. The town came to be a vital haven to the lawless with the British

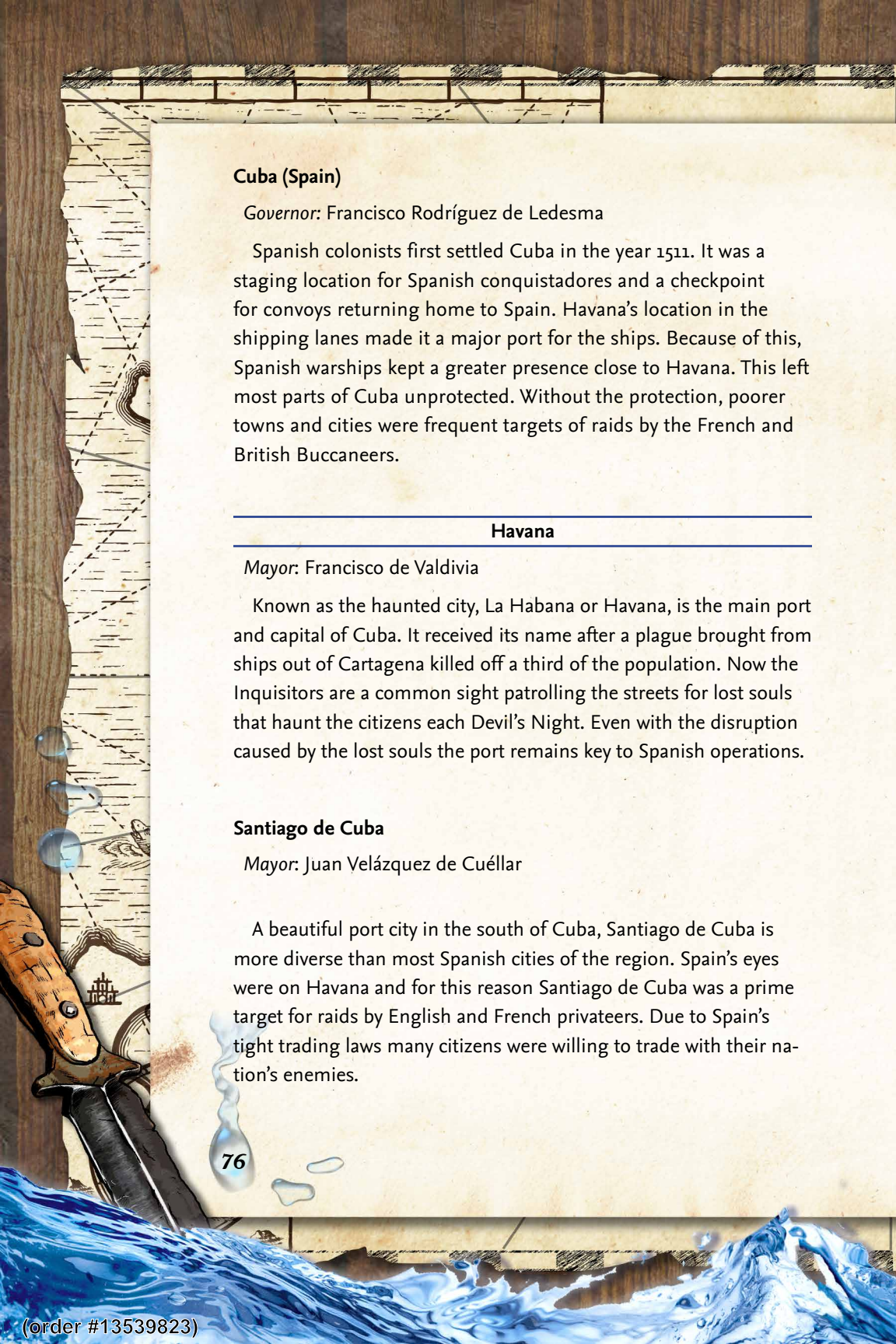
government turning a blind eye to those plundering the Spanish wrecks. The Privateer Republic seized control of island. They controlled the island and had a loose relationship to England.

Island of Eleuthera

Governor: William Burgess

Not able to practice their faith in England, the Puritans fled its shores seeking a new home. They found one on Eleuthera Island in the Bahamas. It was there they found safety and religious freedom. The capital of Governors Harbour sits in the center of the long island with its harbour on west side of the island. On a hill, overlooking the town is the Reformation Church that has become a monument to the religion. When the Navy in White, a Puritan armada, needed a home port, they found it in Governor's Harbour. It became the primary place to base their operations.





Cuba (Spain)

Governor: Francisco Rodríguez de Ledesma

Spanish colonists first settled Cuba in the year 1511. It was a staging location for Spanish conquistadores and a checkpoint for convoys returning home to Spain. Havana's location in the shipping lanes made it a major port for the ships. Because of this, Spanish warships kept a greater presence close to Havana. This left most parts of Cuba unprotected. Without the protection, poorer towns and cities were frequent targets of raids by the French and British Buccaneers.

Havana


Mayor: Francisco de Valdivia

Known as the haunted city, La Habana or Havana, is the main port and capital of Cuba. It received its name after a plague brought from ships out of Cartagena killed off a third of the population. Now the Inquisitors are a common sight patrolling the streets for lost souls that haunt the citizens each Devil's Night. Even with the disruption caused by the lost souls the port remains key to Spanish operations.

Santiago de Cuba

Mayor: Juan Velázquez de Cuéllar

A beautiful port city in the south of Cuba, Santiago de Cuba is more diverse than most Spanish cities of the region. Spain's eyes were on Havana and for this reason Santiago de Cuba was a prime target for raids by English and French privateers. Due to Spain's tight trading laws many citizens were willing to trade with their nation's enemies.



The Council of Castile wanting a report on the evils of the Caribbean sent Grand Inquisitor Nithard with an armada of ships. Nithard left the city rule to Velázquez, while he ran the operations of the Inquisitors. The mayor however, continued to be a drunk and a womanizer leaving the citizens to govern themselves. Even though the city was under martial rule, most ignored this rule of law and continued business as normal right under the nose of the Spanish officials.

Florida (Spain)

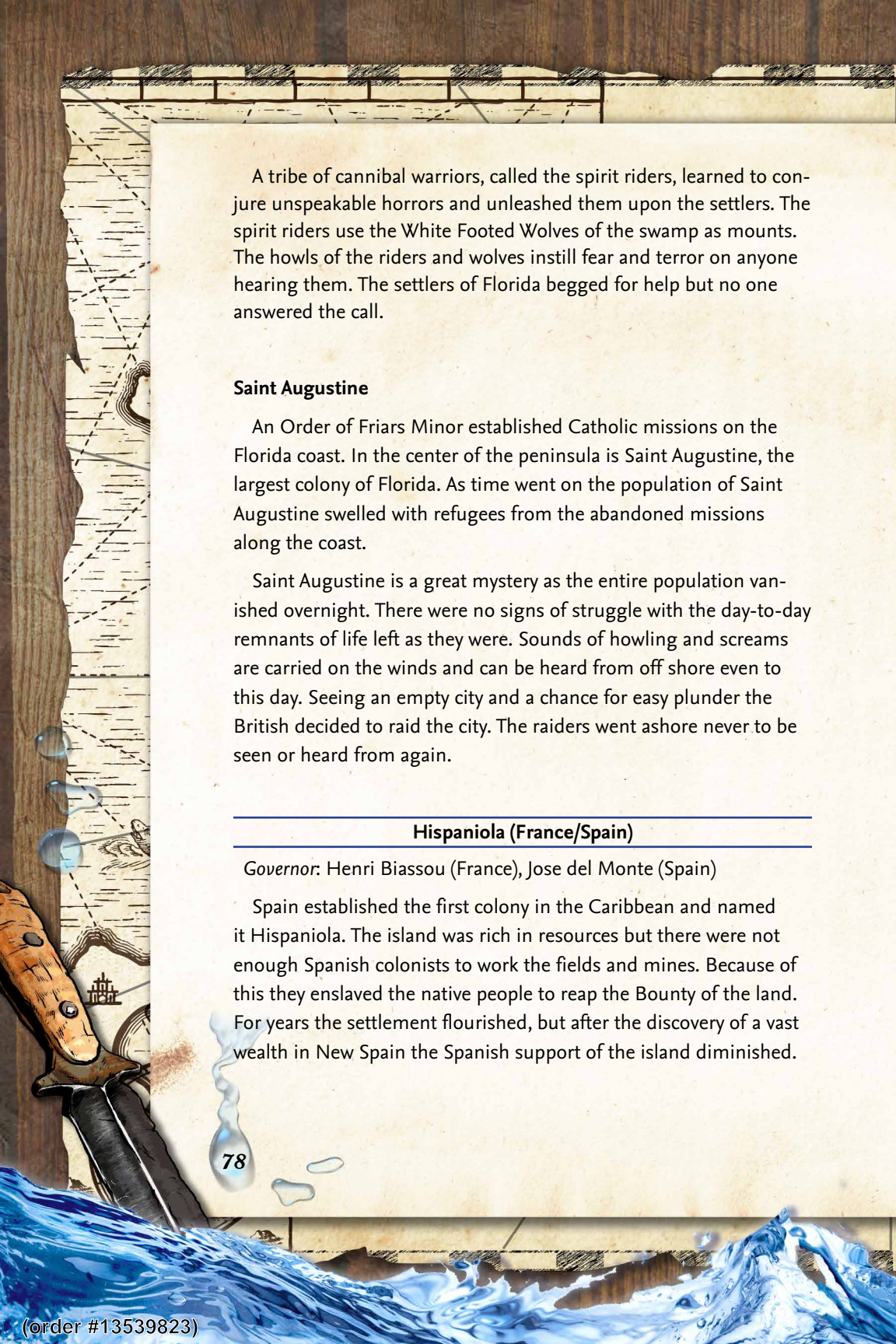
Governor: Cristóbal Arnaldo Isasi

Florida is a land of varying climates from its murky swamps in the interior to its beautiful beaches along the coast. Many native tribes called this land their home and did not look upon the new settlers as enemies. It is also a land that is filled with many terrifying creatures including Giant Mosquitoes, Leech Swarms and Alligators of immense size.

Ponce de Leon was the first to explore the swamps of Florida. During one of his expeditions he discovered a natural fountain with healing powers and mystical properties. He did not map its location believing he could easily find it again. When he returned to the spot where the fountain had been it was no longer there and is now lost to the Great swamp

The native Timucua were only one of many tribes in the region, but the obtuse Spanish referred to all of them as the Timucua. Spain built her Catholic missions all along the coast to teach the faith to the inhabitants.

The flourishing colonies to the north were forcing the Creek and Choctaw out of their homes. Many of these tribes migrated south to Florida. Their tribesmen were less cooperative than the Timucua and were often at war with the settlers. These attacks forced the Spanish missionaries to flee to Saint Augustine for safety.



A tribe of cannibal warriors, called the spirit riders, learned to conjure unspeakable horrors and unleashed them upon the settlers. The spirit riders use the White Footed Wolves of the swamp as mounts. The howls of the riders and wolves instill fear and terror on anyone hearing them. The settlers of Florida begged for help but no one answered the call.

Saint Augustine


An Order of Friars Minor established Catholic missions on the Florida coast. In the center of the peninsula is Saint Augustine, the largest colony of Florida. As time went on the population of Saint Augustine swelled with refugees from the abandoned missions along the coast.

Saint Augustine is a great mystery as the entire population vanished overnight. There were no signs of struggle with the day-to-day remnants of life left as they were. Sounds of howling and screams are carried on the winds and can be heard from off shore even to this day. Seeing an empty city and a chance for easy plunder the British decided to raid the city. The raiders went ashore never to be seen or heard from again.

Hispaniola (France/Spain)

Governor: Henri Biassou (France), Jose del Monte (Spain)

Spain established the first colony in the Caribbean and named it Hispaniola. The island was rich in resources but there were not enough Spanish colonists to work the fields and mines. Because of this they enslaved the native people to reap the Bounty of the land. For years the settlement flourished, but after the discovery of a vast wealth in New Spain the Spanish support of the island diminished.



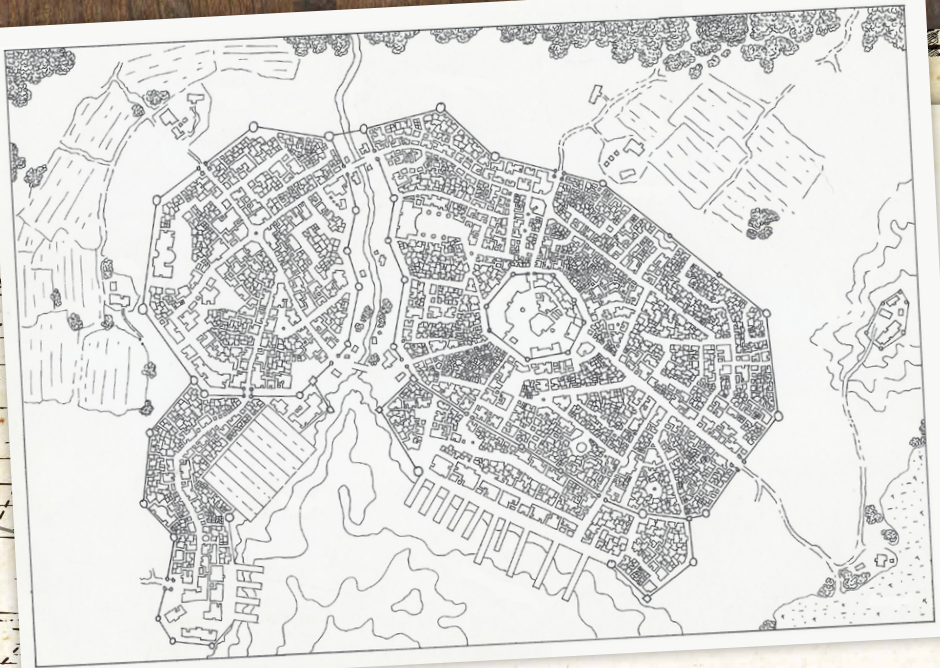
The lack of support led to a rise in Buccaneer raids on Spain's colonies on the western side of the island. The governor no longer having the resources to protect its citizens ordered everyone closer to Santo Domingo on the southern part of the island. After the abandonment, many small French settlements were founded, including a French/British settlement on the isle of Tortuga.

As time went on and conditions worsened, many slaves revolted because of the abusive practices of their masters. Spain wanted to put a halt to these rebellions, so they rounded up and executed the revolt's leaders. This only made conditions worse. The remaining spiritual and tribal leaders banded together performing rituals to the Loa creating Vodou on Mount Fumer in the Chain de la Selle mountains. With the coming of this new religion the Vodou Awakening was brought forth on Hispaniola

Port-au-Prince

Long before Spain withdrew its forces from the Western half of the island, Buccaneers established their own port in the area. France claimed it and named the port after the ship *The Prince*. The Captain of *The Prince*, Henri Biassou, was named first governor of the region. Despite being a Buccaneer, he treated the settlers well and established the Caribbean's first hospital.

Many Vodouisants fled to Port-au-Prince after the awakening, seeing it as a place of safety. Spanish forces still on the island wanted to crush them but never gained the support needed from their skittish governor. This led to Port-au-Prince being the cultural hub of Vodou in the region.



Island of Tortuga


Governing Body: The Merchant Lords

Just off the northwestern coast lies the French and English island of Tortuga. For years Spain attempted to remove the colonists, but the French and English were not deterred and kept returning. Each time the island was reclaimed more and more vengeful Buccaneer crews stayed and the islanders treated them as heroes instead of enemies. The island grew to be a rough and tumble environment, which offered little in the way of civility. Forced to act an organization of shop owners banded together to bring some order to the chaos.

Santo Domingo

Governor: Jose del Monte

Santo Domingo was Spain's primary port in the Caribbean for many years. It also served as the Spanish capital in the region. With the discovery of new wealth and more convenient ports, Santo Domingo's value to the Spanish decreased. Spain decreased its military



protection and Santo Domingo suffered. It was suffering because of the Buccaneer attacks in the west. So, the Governor made some tough calls.

As a cautious man, Governor Monte chose to pull his people closer to Santo Domingo. This was due to the rise of piracy and Vodou threats. It caused the island's wealth to shrink. The people of Santo Domingo suffered and demanded he take action. He eventually sent a garrison to attack the Vodouisants in the mountains near Mount Fumer. The attack failed and he decided to give up the fight. This caused his own people to refer to him as The Great Coward.

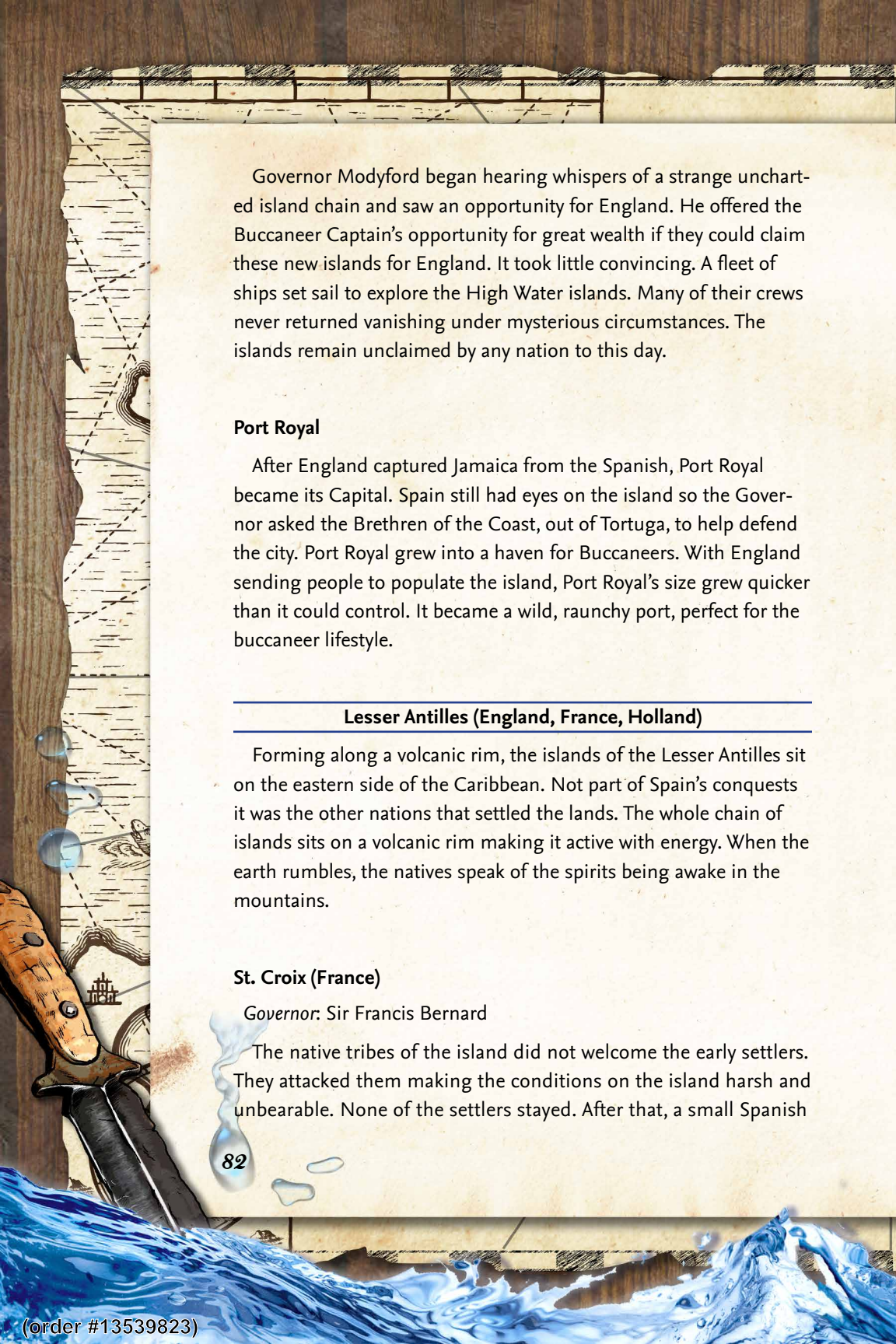
Jamaica (England)

Governor: Sir Thomas Modyford

After the failure of the Western Armada to take Santo Domingo, the fleet moved on to take Jamaica from the Spanish. To build up the population, England sent a tougher hardier breed of indentured servants and prisoners to Jamaica, making it harder for Spain to reclaim. Many of these rough individuals would go on to become Buccaneers.

When England took the island from Spain, many slaves escaped their masters and moved to the interior of the island. They formed their own society, calling themselves Maroons. England attempted to recapture them causing several clashes, but never were able to triumph over them.

Many Vodouisants out of Port-au-Prince migrated to Jamaica. The Maroons welcomed these newcomers and eventually adopted Vodou as their religion. A Maroon that became a Vodouisant was unlike most other practitioners because of their warrior skills and mystic abilities. This caused them to be feared more than most common Vodouisants.



Governor Modyford began hearing whispers of a strange uncharted island chain and saw an opportunity for England. He offered the Buccaneer Captain's opportunity for great wealth if they could claim these new islands for England. It took little convincing. A fleet of ships set sail to explore the High Water islands. Many of their crews never returned vanishing under mysterious circumstances. The islands remain unclaimed by any nation to this day.

Port Royal

After England captured Jamaica from the Spanish, Port Royal became its Capital. Spain still had eyes on the island so the Governor asked the Brethren of the Coast, out of Tortuga, to help defend the city. Port Royal grew into a haven for Buccaneers. With England sending people to populate the island, Port Royal's size grew quicker than it could control. It became a wild, raunchy port, perfect for the buccaneer lifestyle.


Lesser Antilles (England, France, Holland)

Forming along a volcanic rim, the islands of the Lesser Antilles sit on the eastern side of the Caribbean. Not part of Spain's conquests it was the other nations that settled the lands. The whole chain of islands sits on a volcanic rim making it active with energy. When the earth rumbles, the natives speak of the spirits being awake in the mountains.

St. Croix (France)

Governor: Sir Francis Bernard

The native tribes of the island did not welcome the early settlers. They attacked them making the conditions on the island harsh and unbearable. None of the settlers stayed. After that, a small Spanish



garrison occupied the island and a group of crusaders called The Knights of Malta overthrew the Spanish troops claiming the land for France.

Saint Martin (Dutch Republic/France)

Governor: Pierre Dumont (France)

The Dutch and the French each control half of the island of St. Martin, but the Dutch governor Johannes de Graaff makes his home on Sint Eustatius. Sugar cane grows well on the island and many African slaves arrived to work the fields, bringing with them the Vodou religion.

Saint Bart's

St. Bart's is given the nickname 'Bloody Barth' due to the vast dangers on the island. European settlers were cast out by the Carib tribes that live here, and they continue to attack every outsider who dares land on the island. Natural and otherworldly threats abound such that a marooned soul has little chance of being found alive on the island.

Saba (Dutch)

Governor: Johannes de Graaff acts as governor but makes his home on Sint Eustatius.

Rising from the center of the island is Mt. Scenery, a volcano that dominates the landscape. The island is not big so every settlement sits at the base of mountain. Every few weeks a dense fog called the Saba Mist rolls off the mountain engulfing the entire island.

Sint Eustatius (Dutch)

Governor: Johannes de Graaff (Governor of the Netherland Antilles: Sint Eustatius, Saba and St. Martin)

The Dutch West Indies Trading company acts as its own government in the Netherland Antilles. Assigning one of their company men to govern the three islands from his home in Oranjestad.

The Dutch Republic has stationed troops on the island to be used at the governor's disposal.

Saint Kitts (England/France)


Governors: Thomas Warner (England), Phillippe de Longvilliers (France)

In a rare joint effort, England and France colonized the island of St. Kitts. Their troops joined forces to massacre the native Kalinago tribe along the Bloody River. Ever since the massacre the dead have not stayed dead, they rise from time to time at the site of the massacre to torment their killers.

Antigua and Barbuda (England)

Governor: Sir Christopher Codrington

The gateway to the Caribbean, Antigua is a primary stop for English ships. It has rich farmland that Christopher Codrington has tasked to sugarcane, which is the island's chief business. Farmers that once raised tobacco now grow sugarcane. On the southern reaches of the island the port town of English Harbour grows as more and ships use the harbour's natural safety from storms as haven to protect their ships.



Nevis (England)

Governor: Chester Winingham

Located next to St. Kitts, Nevis is just a stone's throw across a narrow stretch from its neighbor. Nevis' landscape is dominated by a large volcano that draws many worshipers of Vodou who believe the island contains special powers gifted by the Loa. The English are aggressive in removing unwanted visitors.

Montserrat (England)

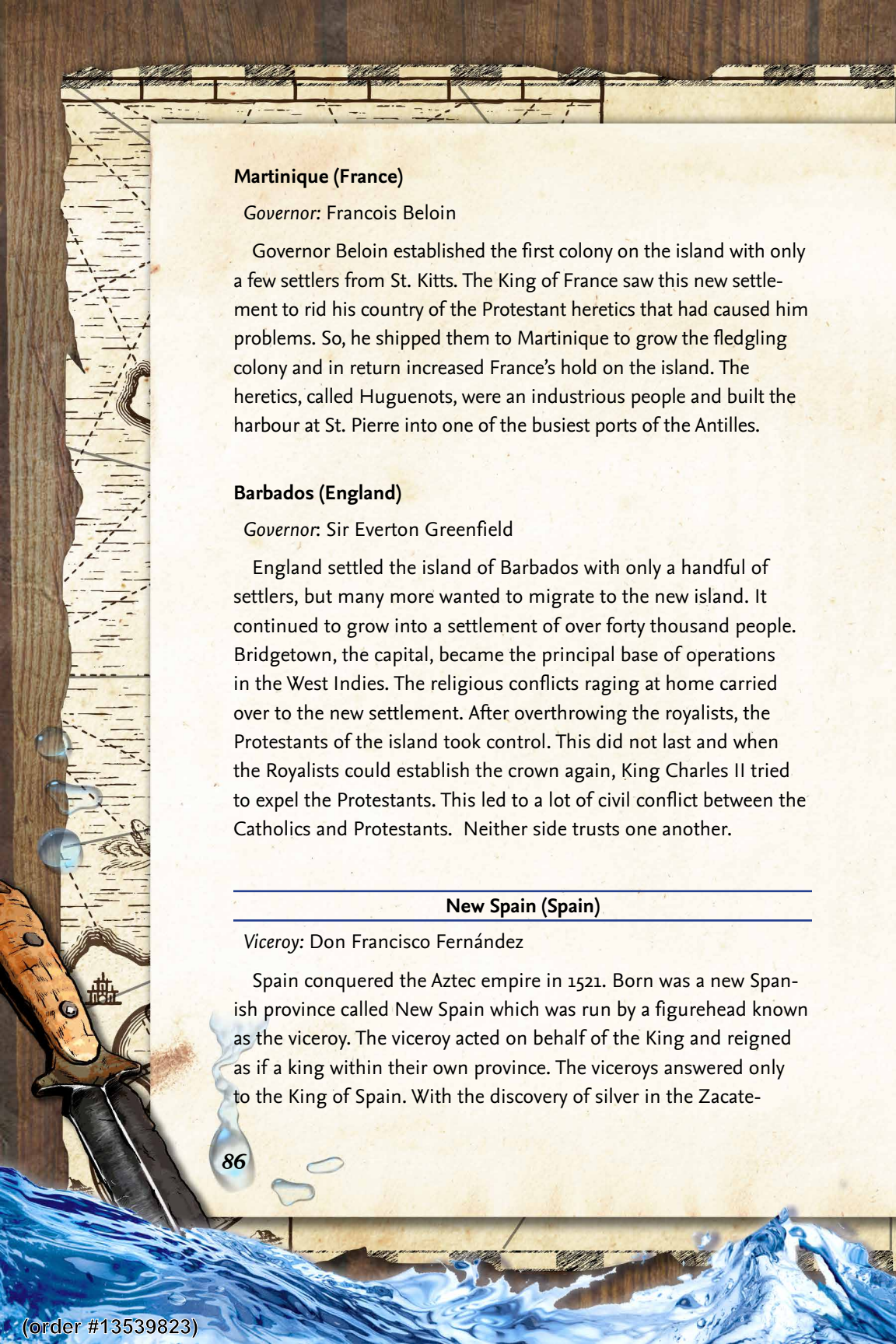
Governor: George Sunderland

The Irish people in the Caribbean did not want to live under English rule anymore, so they claimed Montserrat as their own. Settlers and indentured servants from all over flocked to the island calling it New Ireland. To fend off England, the Irish inhabitants sought protection from the French, who only have nominal support, allowing England to regain control. A group of rebels calling themselves "The Redlegs" never gave up the fight, and they stay in constant war with the English.

Guadeloupe (France)

Governor: Charles Lenard

The island is two land masses separated by a narrow straight. Rope bridges connect the two islands together. On the island of Grande-Terre an order of Franciscan monks governs, while the French Governor Lenard has control over the other island. Their capital, Basse-Terre, holds most of the island's citizens as well as a large port. The city and the island share the same name.



Martinique (France)

Governor: Francois Beloin

Governor Beloin established the first colony on the island with only a few settlers from St. Kitts. The King of France saw this new settlement to rid his country of the Protestant heretics that had caused him problems. So, he shipped them to Martinique to grow the fledgling colony and in return increased France's hold on the island. The heretics, called Huguenots, were an industrious people and built the harbour at St. Pierre into one of the busiest ports of the Antilles.

Barbados (England)


Governor: Sir Everton Greenfield

England settled the island of Barbados with only a handful of settlers, but many more wanted to migrate to the new island. It continued to grow into a settlement of over forty thousand people. Bridgetown, the capital, became the principal base of operations in the West Indies. The religious conflicts raging at home carried over to the new settlement. After overthrowing the royalists, the Protestants of the island took control. This did not last and when the Royalists could establish the crown again, King Charles II tried to expel the Protestants. This led to a lot of civil conflict between the Catholics and Protestants. Neither side trusts one another.

New Spain (Spain)

Viceroy: Don Francisco Fernández

Spain conquered the Aztec empire in 1521. Born was a new Spanish province called New Spain which was run by a figurehead known as the viceroy. The viceroy acted on behalf of the King and reigned as if a king within their own province. The viceroys answered only to the King of Spain. With the discovery of silver in the Zacate-

A decorative border on the right side of the page. At the top is a skull. Below it are several gold coins, some showing a cross and a figure. Further down is a drawing of a sailing ship on a map. At the bottom are blue water splashes and bubbles.

cas Mountains, New Spain generated vast amounts of wealth for mother Spain. Aztecs, Mayans and the native people suffered at the hands of their conquerors. They became the labor that worked the mines and fields.

Veracruz

Mayor: Viscount Manuel de Morra

Veracruz sits on the central coast of New Spain in the Gulf of Mexico. It has become the primary port city for Spanish trade in the Caribbean. Fort San Juan de Ulua guards the city sitting on an island in the harbour. From the city, roads extend out towards to the other cities and the silver mines at Zacatecas. Because of the immense commerce flowing through Veracruz, Spain is particularly interested in keeping it protected.

Campeche

Mayor: Don Bernardo Lopez

Buccaneers kept raiding the wealthy city of Campeche so they built walls around it. They did not know at the time but this would help protect them from the rising evil in the region. The chief export of redwood, used in making textile dyes, is making many people wealthy. Europe has a high demand for these dyes. However, the industry is becoming dangerous due to demonic creatures coming out of the nearby cenotes.

The people feared going into the woods, but the wealthy merchants still needed their redwoods so they send armed mercenaries to guard their caravans. This does not always work and some caravans never return no matter how well protected.

South America (Spain)

Cartagena

Governor: Francisco de Marga

Until the discovery of silver in the mountains of New Spain, the chief source of precious metals for Spain came out of Peru. The quickest route for the treasure home to mother Spain was through Cartagena. To protect the treasure coming out of Peru, the city built walls and the fort of Castillo San Felipe de Barajas to protect its harbour.

Maracaibo

Governor: Don Rafael Morales

To take the land Maracaibo sits on, Spain fought against the high priestess Mara of the Coquivacoa Indians and her tribe. After defeating her, they burnt her at the stake as a show of force.

Maracaibo city looks over the narrow strait that leads to Lake Maracaibo, which is actually a sizable bay filled with brackish water that is open to the sea. It is in a prime location to control the shipping coming in and out of the lake. Because the region is rich with gemstones, Spain supplies protection for their treasure ships to defend them from the Dutch privateers that harass the shipping lanes.

Caracas

Governor: Don Jose Enrique

Spain's conquest of the fertile Valley of Caracas, famed for its rich soil, forced the native Terepaima and Guaicaipuro Indians off their land. They have tried many times to fight back but have so far failed to regain their territory. The city of Caracas has a natural defense from ocean attacks because mountains lie in between the coast and city. This forces Buccaneers to prey upon the treasure laden ships only after they leave the harbour.

Leeward Antilles (Dutch)

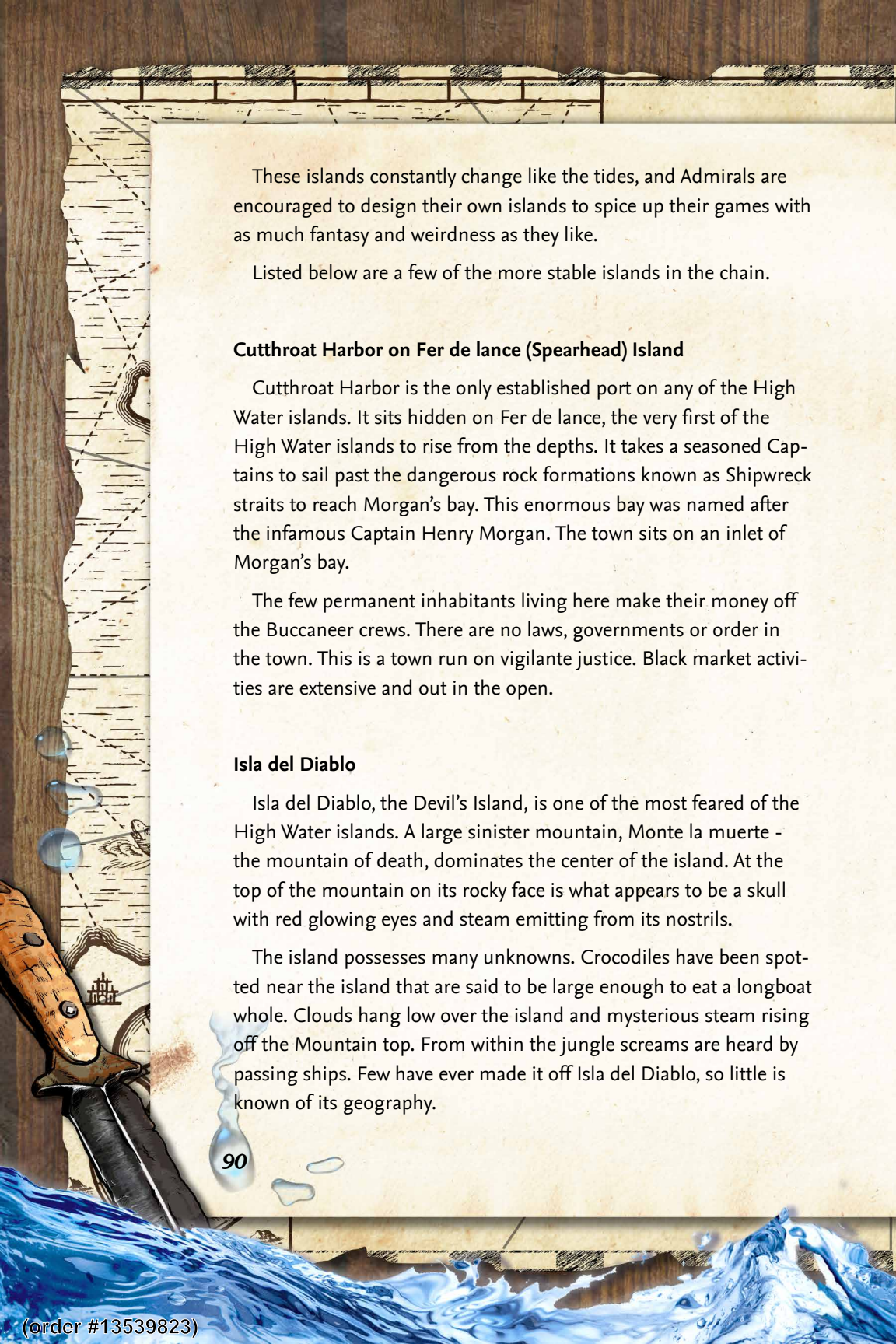
Governor: Peter Stuyvesant

Wanting to protect their salt mines, the Dutch seized control of the Leeward Antilles. They work with the natives who had been under Spanish rule to help build the new Dutch colonies. With cooperation from the Caquetíos Indians, the farms and ranches thrive. The Leeward Antilles are the largest supplier of meat in the Caribbean. To keep their colonies flourishing and out of the hands of the Spanish, the Dutch built a naval base on Aruba. Dutch Privateers and Buccaneers are welcome in their ports as long as Spain is their target.

High Water Islands

South of Cayman Islands and between Jamaica and Northern tip of the Mosquito Coast lies hundreds of small islands that rose from the bottom of the sea. Spanish scholars referred to this as a natural event, but those with spiritual belief knew it was unnatural. It was not natural for the islands to rise by themselves with full vegetation and populated with creatures. Sightings of sea monsters near these islands by sailors became frequent. Enormous creatures and Mythical beasts roam these lands. England was the first to offer rewards to Buccaneers if they would conquer the islands in her name. It did not go so well. The Buccaneers however, learned how to use them for their advantage.

While some of the High Water islands appear, at least on the surface, to be much like the other tropical islands of the Caribbean, many of these special lands are home to unique landscapes, exotic beasts, monsters of legend, and happenings that stretch the bonds of time and space.



These islands constantly change like the tides, and Admirals are encouraged to design their own islands to spice up their games with as much fantasy and weirdness as they like.

Listed below are a few of the more stable islands in the chain.

Cutthroat Harbor on Fer de lance (Spearhead) Island

Cutthroat Harbor is the only established port on any of the High Water islands. It sits hidden on Fer de lance, the very first of the High Water islands to rise from the depths. It takes a seasoned Captains to sail past the dangerous rock formations known as Shipwreck straits to reach Morgan's bay. This enormous bay was named after the infamous Captain Henry Morgan. The town sits on an inlet of Morgan's bay.

The few permanent inhabitants living here make their money off the Buccaneer crews. There are no laws, governments or order in the town. This is a town run on vigilante justice. Black market activities are extensive and out in the open.

Isla del Diablo

Isla del Diablo, the Devil's Island, is one of the most feared of the High Water islands. A large sinister mountain, Monte la muerte - the mountain of death, dominates the center of the island. At the top of the mountain on its rocky face is what appears to be a skull with red glowing eyes and steam emitting from its nostrils.

The island possesses many unknowns. Crocodiles have been spotted near the island that are said to be large enough to eat a longboat whole. Clouds hang low over the island and mysterious steam rising off the Mountain top. From within the jungle screams are heard by passing ships. Few have ever made it off Isla del Diablo, so little is known of its geography.

Charles Bay Island

Charles Bay Island is a smaller island with a large community of Taino Indians and former African slaves. Vodou is practiced heavily on the island and the Vodouisants control much of what goes on the island. They are willing to trade with the Buccaneers but keep trade to the beaches not fully trusting outsiders. Chief Loquillo is usually the first to greet them.

Jaguar Island Aka La isla del gato demonio

The round island was named after the creature 'El gato demonio' or the demon cat. These fearsome creatures are only known to exist on Jaguar Island. The island is dangerous enough with its dense jungles but the cats make it nearly impossible to survive. At the center of the island lies a region of hills. On these hills can be seen ancient ruins.



6: Admiral's Section



Running The Game


Buccaneer: Through Hell & High Water is designed for fast paced high energy adventuring. As the Admiral, you need to stay aware of the energy of your crew. Many mystic things can happen in this world, so use that to keep your game moving.

Try to keep in mind swashbuckling buccaneers that swing on ropes to board other ships. Try not to get bogged down in reality. Adopt the “yes” or “yes, but...” form of running a game. When a player wants to do something, avoid saying “no,” say, “yes, but...” instead. For example, your buccaneer wants to leap off a hundred foot wall onto a moving cart. Don't say that is impossible say, you have a -4 modifier to hit the cart and unless you get a raise you will take damage.

The Setting

Turbulent Waters

The Caribbean is a dangerous place in the latter half of the 17th century. Buccaneer ships are abundant because of the wealth flowing through the region, and a sailor could make more in one day on a buccaneer ship than during a month as part of a legitimate crew. Spain struggles to keep control of the region, losing more and more territories to the English, French, and Dutch. This has

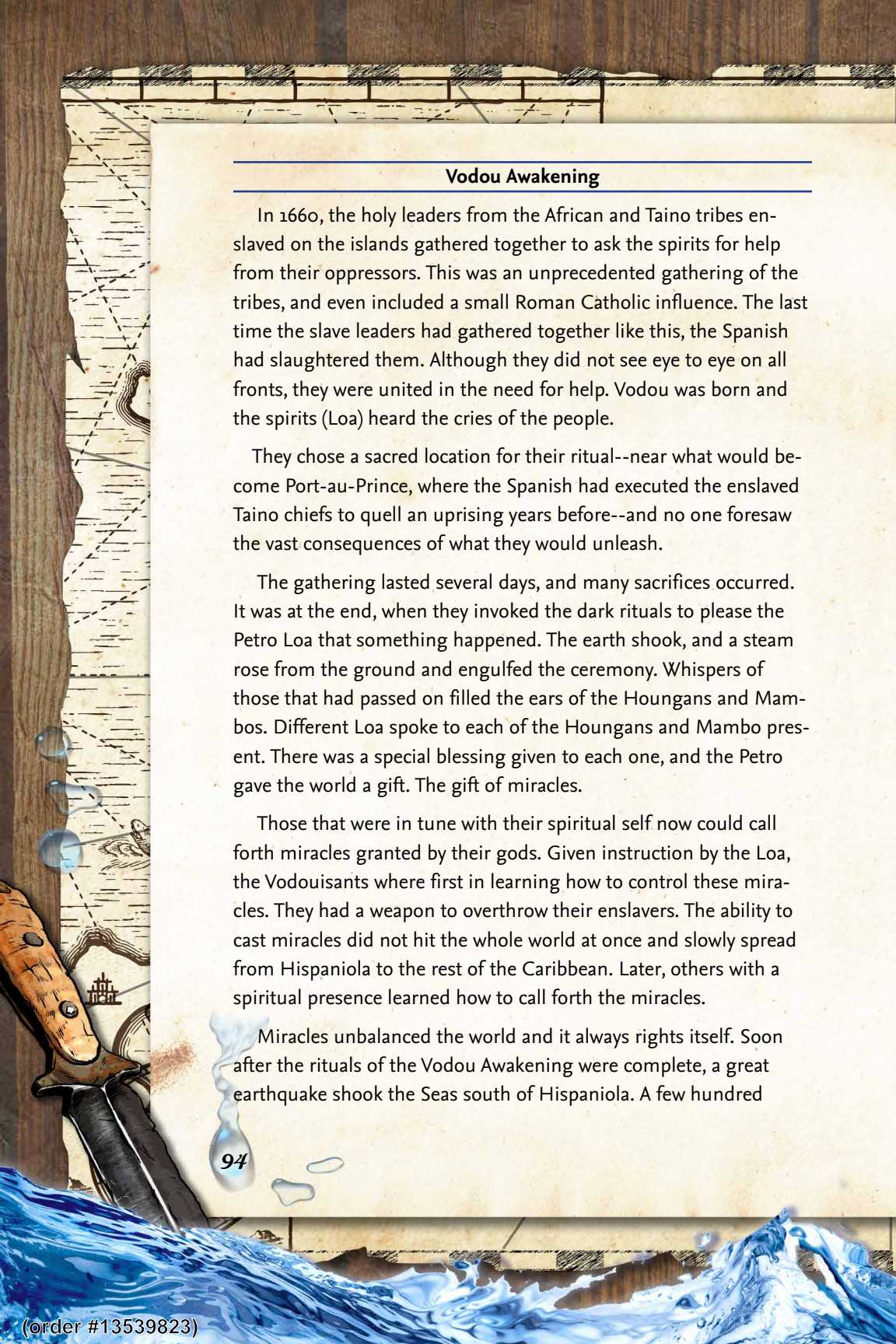


caused numerous conflicts between the nations. As if this were not enough, an evil element is bringing to life the horrors we used to only see in nightmares.

It would be a good place to avoid, except for the lure of untold wealth in ample natural resources. Gold, Silver, Sugar, Rum, Coffee, Silks, Molasses, Dyes, and many more resources Europe craved made the danger worth the risk to the trading companies. Because of the low wages merchant sailors made, they often did not put up much of a fight to the buccaneers. Many of the engagements with a buccaneer ship ended in a quick surrender instead of a fight. Crews often had no urge to fight, and would sometimes join their captors. The trading companies were not happy with these losses and pressured their governments to hunt the buccaneers.

After the uprising, an element of horror terrorized the shipping lanes. The appearance of the High Water Islands caused ships to divert their routes around the islands. Many of the ships that tried to sail through the islands disappeared, never to be seen again. Open water near La Fissure Profana was no better. Crews changed, mutinied and sometimes turned on each other. Near the Bahamas, in an area called the triangle, ghost ships and a storm filled with lost souls disrupted those fleeing the region. No matter where you were in the Caribbean, the monsters of the deep hunted the helpless vessels above.

With the great hazards permeating the Caribbean, Europe unleashed the hounds to chase away the dangers, in the form of the Witch Hunters. These hounds had teeth and would bite and rend any threat they faced. While it is clear that a demon from hell is evil, it is not always easy to see that a man with power can be just as villainous, or that some human failings are not actually malevolent. Many of the Witch Hunters clashed with the Vodouisants and Buccaneers, believing them to be the source of the corruption, while the true malignancy slowly seeped from the sea floor.



Vodou Awakening


In 1660, the holy leaders from the African and Taino tribes enslaved on the islands gathered together to ask the spirits for help from their oppressors. This was an unprecedented gathering of the tribes, and even included a small Roman Catholic influence. The last time the slave leaders had gathered together like this, the Spanish had slaughtered them. Although they did not see eye to eye on all fronts, they were united in the need for help. Vodou was born and the spirits (Loa) heard the cries of the people.

They chose a sacred location for their ritual--near what would become Port-au-Prince, where the Spanish had executed the enslaved Taino chiefs to quell an uprising years before--and no one foresaw the vast consequences of what they would unleash.

The gathering lasted several days, and many sacrifices occurred. It was at the end, when they invoked the dark rituals to please the Petro Loa that something happened. The earth shook, and a steam rose from the ground and engulfed the ceremony. Whispers of those that had passed on filled the ears of the Houngans and Mambo. Different Loa spoke to each of the Houngans and Mambo present. There was a special blessing given to each one, and the Petro gave the world a gift. The gift of miracles.

Those that were in tune with their spiritual self now could call forth miracles granted by their gods. Given instruction by the Loa, the Vodouisants were first in learning how to control these miracles. They had a weapon to overthrow their enslavers. The ability to cast miracles did not hit the whole world at once and slowly spread from Hispaniola to the rest of the Caribbean. Later, others with a spiritual presence learned how to call forth the miracles.

Miracles unbalanced the world and it always rights itself. Soon after the rituals of the Vodou Awakening were complete, a great earthquake shook the Seas south of Hispaniola. A few hundred



miles south of Port-au-Prince, where the earth had fractured from an asteroid a million years ago, the ocean floor cracked, creating a fissure leaking a primordial ichor straight from hell. Once again, the world had its balance.

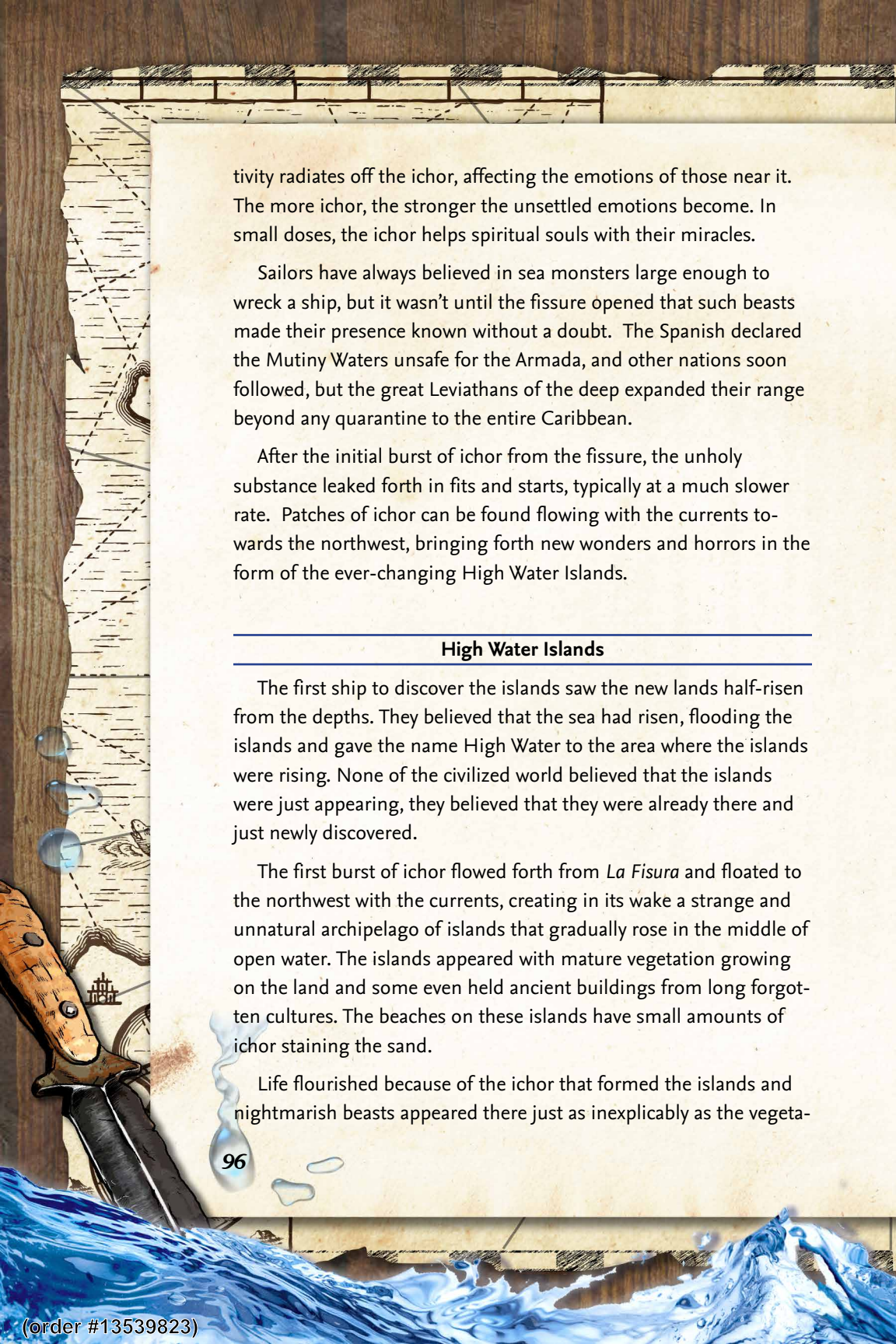
La Fisura Profana (The Unholy Fissure)

When the great quake struck, the Spanish ship *La Suerte* was sailing the seas south of Hispaniola, and while none of her crew or passengers were ever seen alive again, her tattered and deserted decks gave up a clue to their fate. The journal of a Jesuit priest was found onboard a year after she went missing, and gave testimony to what happened. A translated excerpt of his account is listed here.

We awoke the devil this eve. Just before nightfall I heard a loud rumbling on deck and the waters became unsettled. To my surprise, the older sailors had never seen this. A belching sound occurred from below and the surrounding waters became calm before a substance arose around us. The waters filled with a yellow and brown greasy oil that the sailors called ichor. A steam rose from it floating upwards. I am not sure whether my eyes were tricking me but I swear I saw apparitions of men floating in the steam.

The men's demeanor changed onboard. I believed them to be scared, but they were angry and hateful towards one another. Soon fights broke out, and they were at each other's throats. The Captain could not control them. With the looks I was receiving, I locked myself in my cabin. I believe there is an unholy fissure on the sea floor that has opened a passage between the mortal world and hell.

Ships came to avoid the sea above the fissure, referring to it as *Mutiny Waters*, as numerous insurrections, murders and acts of madness occurred while sailing there. The term "ichor" stuck. Nega-



tivity radiates off the ichor, affecting the emotions of those near it. The more ichor, the stronger the unsettled emotions become. In small doses, the ichor helps spiritual souls with their miracles.

Sailors have always believed in sea monsters large enough to wreck a ship, but it wasn't until the fissure opened that such beasts made their presence known without a doubt. The Spanish declared the Mutiny Waters unsafe for the Armada, and other nations soon followed, but the great Leviathans of the deep expanded their range beyond any quarantine to the entire Caribbean.


After the initial burst of ichor from the fissure, the unholy substance leaked forth in fits and starts, typically at a much slower rate. Patches of ichor can be found flowing with the currents towards the northwest, bringing forth new wonders and horrors in the form of the ever-changing High Water Islands.

High Water Islands

The first ship to discover the islands saw the new lands half-risen from the depths. They believed that the sea had risen, flooding the islands and gave the name High Water to the area where the islands were rising. None of the civilized world believed that the islands were just appearing, they believed that they were already there and just newly discovered.

The first burst of ichor flowed forth from *La Fisura* and floated to the northwest with the currents, creating in its wake a strange and unnatural archipelago of islands that gradually rose in the middle of open water. The islands appeared with mature vegetation growing on the land and some even held ancient buildings from long forgotten cultures. The beaches on these islands have small amounts of ichor staining the sand.

Life flourished because of the ichor that formed the islands and nightmarish beasts appeared there just as inexplicably as the vegeta-



tion. Many of these creatures were large and aggressive, making the islands very dangerous, and Mosquitoes as large as a man's hand have been known to drain a man of life before his corpse could hit the sand. Mystic creatures of legend also make the Islands their home, such as Mermaids, Sirens, and Selkies. Just as spirits swirl in the Storm of Souls, so too have the dead come back to walk the earth once more. Rumors of once departed tribes of Aztec warriors rising from their sacrificial temples are but one account of the past coming back to haunt the present. Some buccaneers swear to have seen their marooned crewmates walking the beaches of these new islands, calling out for revenge.

The High Water Islands have become a good hiding location for outlaws, buccaneers and pirates. The European nations that hunt them fear going near the islands. Due to their ever-changing and dangerous nature, the area remains mostly uncharted and new land masses rarely appear on many official maps, making the rest of the world largely blind to their existence. Those bold enough to sail the dangerous waters of the region covet their bespoke charts and infrequently trade information on new islands for gold, goods, or intelligence on other areas of mystery. Unscrupulous buccaneers even deal in high priced but worthless maps that are more likely to lead your crew to doom than to any great treasure or discovery.

A small buccaneer port called Cutthroat Harbor has risen on one of the safer islands located at the eastern end of the archipelago.

Safe from the domain of the European powers, Natives and escaped slaves have also made parts of the High Water Islands their refuge, forming small villages and communities on the islands. They trade goods with the buccaneers and enjoy a level of freedom uncommon in the Spanish Main.



Lost Souls

With the fissure opening on the seafloor, more than just the ichor was released into this world. The departed souls that had been trapped in purgatory seeped through the breach. People used to hear creaks and noises in the dark and thought them ghosts and spirits, but these sounds were just tricks to the ear. Now, these apparitions have substance and can harm you as well as frighten you.

All lost souls are bound to this earth by a haunt: a location, an object, or even a person that anchors the soul to the earthly world. When a haunt is destroyed, or the bond is otherwise broken, the soul is released from their torment. Until this time souls remain bound to the earth.

A buccaneer that defeats a lost soul in combat but fails to break the bond only diminishes its earthly form temporarily. After a few days or weeks, depending on its energy source, the spirit rises again.

Some Vodouisants have learned how to trap souls with their incantations. A soul that has been trapped by a Vodouisant remains so until released or destroyed. The Witch Hunters looked upon ensnaring souls as an evil practice, but in this new reality it was vital to ridding the world of unwanted spirits.

Not all lost souls are the same, each of their motivations are different. Some are dutiful, regretful, vengeful, or protective souls. Check the bestiary for their unique abilities. Lost souls that had talents while alive would have them in death as well, i.e. a spellcaster could still cast spells.

Dutiful souls are not aware of their own deaths, and continue to perform their daily routines or jobs. They had a purpose in life and it continues in death. Their haunt is a location or person. Dutiful souls are only confrontational when something gets in the way of performing their task. Releasing them is not easy, as they must be convinced of their death, or that their job has ended and is no lon-

ger necessary. Dutiful souls are most often played as extras.

Regretful souls are trying to settle an issue they did not resolve while living: a dream, a regret, a vow left unfinished. They haunt people, objects or locations most associated with their regret. These souls do not seek confrontation, but are excessively violent when something gets in the way of their issue being resolved. To put these souls to rest, you must resolve the issue that haunts them. Regretful souls are most often extras.

Vengeful souls are often relentless and typically attach themselves to a person or crew as their haunt. They seek revenge for some indiscretion in life caused by that haunt. They search the world for those who wronged them, and cannot be at rest until they are dead. To vanquish a vengeful soul, all of their bones must be burnt to ash. Vengeful souls are most often wild cards.

Protective souls are the most dangerous of the lost souls, and are wild cards in game play. They haunt people, locations or objects. Protective souls often become enraged when anyone gets near their haunt. Unlike other souls, protective souls can hurl objects and blast threats with gusts of wind. They can be vanquished by destroying what they protect, or through the strongest of Vodou binding rituals.

A lost soul that returns often brings with them their most cherished of possessions. For example, a Captain can bring back his ghost ship, a famous swordsman brings back his family sword, or a shaman brings back his lifelong wolf companion. These possessions can only be used by the lost soul, and the item vanishes when the soul is vanquished or captured.

Example: The vengeful soul of the Captain of the 'Masquerade' returns with his ghostly ship to seek out those that sank it. The dutiful souls of the crew return to perform their duties onboard.

Example: Your crew rescues a young child and his father who have been adrift at sea. The father is a regretful soul that vowed to get his


family safely to the New World. The protective soul of the mother watches over the boy.

Storm of Souls

With their former identities and relationships lost to time, and being unable to gain independence, a mass of ancient souls rose from the steam of the fissure and bound together to form a great storm whose outward appearance was like any other. But this was no ordinary storm. Fueled by the souls of the ancient dead, this menacing cyclone radiates fear, wreaks havoc on land and sea, and casts unholy bolts of lightning from its core.

Like the natural hurricanes of the Caribbean, the storm can flow along established wind patterns, which cross over the High Water islands, continue around Cuba and then head straight towards the Bermuda Triangle. It is at this point that the storm is at its greatest strength, and many ships are lost to the triangle for this reason.





After a time, the storm loses strength and steam begins to rise again from the fissure, creating a new storm of souls. Occasionally the storm does not follow normal wind patterns, and can deliver its devastation anywhere in the Caribbean.

All who witness the writhing souls must make a fear check at -4, and even those who attempt to avoid the storm below decks or hiding in a shelter on land must make a fear check at -2 due to the piercing banshee calls which echo all around.

Ghost ships have been seen emerging from storm hunting the crews that have wronged them. Beyond the supernatural horrors, the Storm of Souls also acts as a powerful hurricane, bringing with it dangerous winds and violent swells. See rules on storms.

New Rules

CHAOS ENVIRONMENT

Everything in the world around the crew is in chaos, forcing them into a chaotic environment. Each round played varies in time, as determined by the Admiral, based on the environment. These chaotic rounds offer multiple challenges. They are neither a chase nor a dramatic task, but a hybrid of both. In each chaotic round, the crew faces one of four challenges based on the draw of a particular suit.

A Chaos Environment should run at a fast pace so the players feel the surrounding turmoil. Each round every crewmate including the Admiral receives a card. The suit of the Admirals card determines the challenge, ability roll/s, and failure result. We recommend flipping this card first so the crew knows what they are facing.

The Admiral should fill out the chart below before running the Chaos Environment. Reference the chart from left to right. Start each round by flipping a card consulting the chart by its **suit**. The **challenge** next to the suit describes the action to your heroes.

Chaos Environment

Suit	Challenge	Ability Roll	Failure
Club	Obstacle		Fatigue
Diamond	Environment		
Heart	Ranged		
Spade	Melee		
Joker	End of Rounds	None	None

Next it gives one or two options of an **ability roll** for each player to get past the challenge. When the ability to roll is a missed the last column provides the Admiral with the consequence in the form of a **failure result**.

In the blank chart we give general suggestions for the challenge faced. The draw of a joker refers to end of rounds. Since the Admiral's card determines the challenge, the draw of a joker ends the Chaos Environment. A club is a complication and holds the most consequences for failure. Standard for failing a complication in a Chaos Environment is a level of fatigue.

A Chaos Environment lasts for $1d6+4$ rounds or until the Admiral draws a joker. Keep the number of rounds a secret from the players to if you want to add suspense. When a player draws a lower-valued card than the Admiral, they take a -2 to their roll that turn. They can spend a bounty to get rid of this negative modifier.

A Chaos Environment is a bounty eater and the crew may use many of them. To balance this out, remember to give a bounty on each joker. You may also award more for creative play or role playing.

Combat can occur during a Chaos Environment. This is a quick engagement between two enemies forced together face to face. It only lasts one round no matter the outcome. An enemy always attacks the hero when the Admiral's card has a higher value. A crewmate may strike back. When the crewmates card is higher, they may avoid combat.

A hero that is shaken during a round of the Chaos Environment and fails to recover from shaken needs another hero's help to keep going. Draw cards for each player as normal but use the lowest of

Chaos Environment Example

Suit	Challenge	Challenge Roll	Failure
Club	Dense jungle blocks everyone's path. Can you find an alternate route or slice your way through the jungle? Don't get lost!	Make a Smarts roll to figure out an alternate route or a Strength roll to slice out a new path.	It is taking a lot of hard work, suffer a level of fatigue.
Diamond	Lava is flowing across your path. Either jump the stream or balance across the rocks.	Make a Strength roll to leap across or an Agility roll to leap from stone to stone.	You make it but lava splashes you. Take 1d6 damage and lose an item.
Heart	Volcanic stones are pummeling the surrounding ground. Will you try to judge where the next stone falls or wait to dodge it?	Make a Notice roll to avoid the crashing stones or make an Agility roll to dodge them.	If hit by the stones, they cause 2d6 damage and you catch on fire. (See fire, SWD)
Spade	The jungle animals are fleeing. These frightened animals attack as they run past you.	A random animal engages in one round of combat with you. (Jaguar, Gorilla, Snake, etc.)	The result of one round of combat.
Joker	The crew breaks free of the jungle and the challenges in front of them. The party makes it back to their ship.	None	None

the cards as the initiative. Any ability roll attempted that turn takes a -2, this -2 stacks with any other standard modifiers. The roll counts for both heroes challenge rolls.

Chaotic Environment Example:

The crew spotted an Aztec pyramid near an active volcano in the center one of the High Water islands. You lead an expedition party from the buccaneer ship 'Dark Traveler' deep into the jungle. The ground shakes, and the volcano belches molten lava. You realize you need to flee the jungle as fast as you can. The volcano is destroying the island. Can you escape.....?

TAKE THE LEG!

When a Wild Card crewmate suffers more than three wounds of lethal damage and is Incapacitated, they may declare "Take the Leg!" before they make their Vigor roll. This grants them a +2 to that roll and subsequent Bleeding Out rolls if necessary, helping them to avoid death. In return, on a Success, the Injury is permanent and does not go away when all wounds are healed. On a Raise, the Injury goes away when the wounds heal.

In addition, we amend the Injury Table in core rules to increase the chance of taking the injury to the leg:

Injury Table

2	Unmentionables
3-4	Arm (One Arm Hindrance)
5	Broken (Agility reduced)
6	Battered (Vigor reduced)
7	Busted (Strength reduced)
8-10	Leg (Lame Hindrance, One Leg Hindrance)
11-12	Head



SALT OF THE SEA

When one of your crewmates takes the Salt of the Sea edge, they gain an added 20 experience points. This raises them to Seasoned. This experience comes with a price, the Admiral draws a card to see what has happened to the sailor over the years in which they gained their experience.

Deuce: Cursed

In the years the crewmate gained their experience they have been on many crews. The one thing that follows them from ship to ship is the belief they are bad luck to everyone. The crewmate takes the Jonah Hindrance.

Three: Jinxed

There is only one type of luck for this crewmate because they always take the wrong path. The crewmate takes the Bad Luck Hindrance.

Four: Forsaken

Miracles where once again released upon the world, but the crewmate receives none. No powers work on you and you cannot take an Arcane Background.

Five: Wounded

During a combat with another vessel a scallywag with a rapier stabbed you in your eye. You now live with a patch to cover it. The crewmate takes the One Eye Hindrance.

Six: Struck

A chain shot from an enemy ripped across the ship taking the crewmates leg with it. They now have a peg leg in its place. The crewmate takes the One Leg Hindrance.

Seven: Slashed

During a whirlwind battle the Captain of the enemy ship cut off the crewmate's arm at mid wrist. They replaced it with a hook. The crewmate takes the One Arm Hindrance.

Eight: Delusional

The lost soul of a fallen comrade returned to life in front of the crewmate. They take the Delusional (Major) Hindrance. In their eyes, they see the living and the dead as same and often accuse living souls of being dead.

Nine: Paranoia

Are they looking at me with mutiny in their eyes? I think they are looking at me with mutiny in their eyes. The crewmate suffers from the Delusional (Minor) Hindrance. They believe everyone is out to get them.

Ten: Met Davy Jones:

Since returning from a long voyage, the crewmate makes others uncomfortable. They saw something that changed their outlook on life. The crewmate takes the Outsider Hindrance.

Jack: Tainted

After returning from the High Water Islands the crewmate had a yellow stain on their body. The first time people met the crewmate a sense of fear overcomes them. The crewmate causes a fear test at +2.

Queen: Debt

The crewmate made unwise investments using someone else's money. They owe a creditor 5,000 pieces of eight. Until they repay the debt, they must do the bidding of the creditor. If they do not answer the call or avoid repayment, the creditor sends thugs to collect.

King: Rival

The crewmate made a powerful enemy that now wants to rid the world of them. This foe often holds a high position in government or the military. The crewmate takes the Enemy (Minor) Hindrance.

Ace: Wanted

A specific nation has called for the crewmates capture. (See table below) Their crimes are not bad, but they must pay the price, anyway. The crewmate takes the Wanted (Minor) Hindrance.

Joker: Wanted

A specific nation has called for the crewmate's execution. (See table below) Their crimes of piracy and/or murder and are atrocious and they are to hang upon capture. The crewmate takes the Wanted (Major) Hindrance.

1-3	Spain
4	England
5	France
6	Dutch Republic



A wooden surface with a map and a knife. The map is a nautical chart with various lines and symbols. A knife with a wooden handle and a black blade is positioned vertically on the left side. The page number 108 is written in a stylized font near the bottom left.

SHIPS

In **Buccaneer: Through Hell and High Water**, we make ships as unique as your heroes. To do this, your ship's manifest (character sheet) looks very similar to your hero's. Ships have attributes, derived traits, edges, hindrances, and even skills. However, we refer to skills as orders, as the entire crew carries out orders as a dramatic task. Some orders are easier to carry out for a crew than others, this represents the experience the crew has at a particular job.

A ship receives three Bounty at the start of each game session. Anyone that carries out a crew order has access to use the Bounty. An Admiral can award a ship more Bounty based on heroic actions, this is at their discretion.

Ship Creation

A ship is an instrumental part of any crew. It became a big part of the crew's life and they did not treat it as a throwaway object. Sailors knew every plank, beam and rigging that made up a vessel. It provided their livelihood, bonded them as a crew and harbored them from storms, so it was a main part of their life. We treat ships like heroes, making them part of the crew.

A ship has attributes like your hero. Where attributes differ between heroes and ships is that a ship cannot ever increase its attributes. The basic design of a ship does not change. There is one exception to this rule. The crew attribute can change.

Ship Attributes

Mastery (MST): The ships mastery indicates how much control it has in the water. Its design determines how much draft and drag it has, and its ability to make maneuvers.

Rigging (RIG): The rigging is the top sails, masts and the lines which allow the ship to harness the wind. This includes the number of masts for the vessels size, and how cumbersome the sails are to adjust.

Tonnage (TON): This is the sheer mass of the ship. The larger the ship, the more guns and cargo it can hold. It also requires a much larger crew.

Cargo (CAR): The parts of the ship designed to hold cargo, this includes the supplies the sailors would need, as well such as food and water.

Crew (CRW): The skill level of the crew. This is how well the crew commands its vessel.

You can design a ship in two different ways. We recommend for beginners to use one template below. If your players would rather create their own ship design, they can use custom attributes, as detailed in the custom ship section. If using a custom attribute, your ship does not have a specific name type such as “Frigate.”

We recommend you allow your players to help design the ship. This creates a bond between them and the vessel.




Ship Table

Ship	MST	RIG	TON	CAR	CRW	Prow	Arm	Tough	Dam
Corvette	12	8	4	4	8	8	8	12	1
Cutter	12	10	4	4	6	9	8	12	1
Sloop	12	6	6	4	8	6	16	14	1
Schooner	12	8	6	4	6	7	16	14	1
Caravel	10	6	6	8	6	5	8	14	1
Brigantine	8	8	6	6	8	5	12	14	1
Fluyt	6	6	8	12	4	2	8	16	1
Brig	8	6	8	8	6	3	16	16	1
Frigate	6	6	10	6	8	1	28	18	2
Carrack	4	4	10	12	6	0	16	18	1
East Indiaman	4	6	10	12	4	0	16	18	1
Guineaman	4	8	10	8	6	1	24	18	2
Galleon	4	8	12	6	6	0	36	20	2
Man of War	4	8	12	4	8	0	40	20	2

Custom Ships

Custom Ship Types are ships built for your crew. Their design may be very similar to the templates; however the crew likely has discussed each attributes virtue and failure in more detail.

Your ship begins with its attributes at a d4. The players have 8 points to raise these attributes. No attribute may go above a d12. At creation, a ship may buy one additional attribute point using the point buy system from Edges & Hindrances in the Savage Worlds core rule book. After creation only the crew attribute may rise because ships cannot alter their base design.



Note: Often crews want to go light on Cargo thinking it is unimportant. This comes into play on the amount of cargo and treasure they can loot from other vessels.

Speed

Speed: Every ship has a speed rating from 0-6. This is a variable characteristic and based on the crew's orders they can raise or lower this amount each round by giving new orders. When ships meet in open water, their speed is a four. Place a six-sided die on the ship's manifest to represent its current speed.

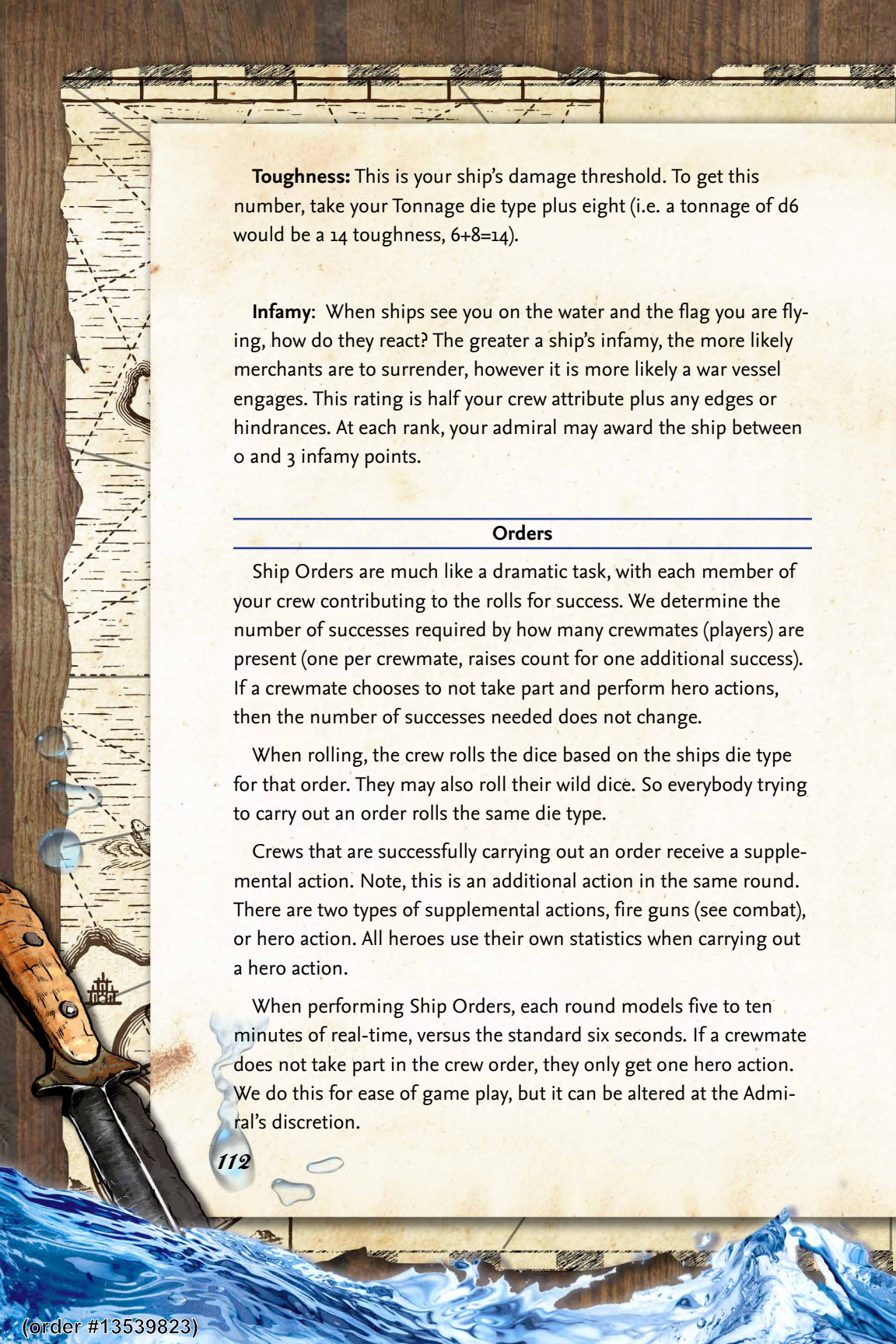
Derived Traits

Prow: The Prow is the front of a ship that cuts through the water. The prow rating and speed combine to get maneuverability. This value compares to other ships during a pursuit and engagement. To get this number, take your Mastery plus your Rigging. Then subtract your Tonnage and divide this total by 2.

Add your current speed to get your total Maneuverability.

Armament: Guns weigh down a vessel and need to be balanced throughout a ship. Armament is the base number of guns used for game play. To get this, take your Tonnage times four and subtract your Cargo times two (i.e. $4*10$ minus $2*6$. $40-12= 28$).

Note: When the armament value is over 20, the number of guns is greater than the base number. To represent the greater threat of these vessels, the damage increases and the cannons improve to heavy guns. For example: A Man of War had more than a hundred guns onboard, but for ease of game play the armament value is only a forty.

The page is set against a background of a wooden surface. On the left, a map is visible, showing a coastline and a small building. A knife with a wooden handle and a black blade is positioned vertically on the left side. At the bottom, there is a splash of blue water.

Toughness: This is your ship's damage threshold. To get this number, take your Tonnage die type plus eight (i.e. a tonnage of d6 would be a 14 toughness, $6+8=14$).

Infamy: When ships see you on the water and the flag you are flying, how do they react? The greater a ship's infamy, the more likely merchants are to surrender, however it is more likely a war vessel engages. This rating is half your crew attribute plus any edges or hindrances. At each rank, your admiral may award the ship between 0 and 3 infamy points.

Orders

Ship Orders are much like a dramatic task, with each member of your crew contributing to the rolls for success. We determine the number of successes required by how many crewmates (players) are present (one per crewmate, raises count for one additional success). If a crewmate chooses to not take part and perform hero actions, then the number of successes needed does not change.

When rolling, the crew rolls the dice based on the ships die type for that order. They may also roll their wild dice. So everybody trying to carry out an order rolls the same die type.

Crews that are successfully carrying out an order receive a supplemental action. Note, this is an additional action in the same round. There are two types of supplemental actions, fire guns (see combat), or hero action. All heroes use their own statistics when carrying out a hero action.

When performing Ship Orders, each round models five to ten minutes of real-time, versus the standard six seconds. If a crewmate does not take part in the crew order, they only get one hero action. We do this for ease of game play, but it can be altered at the Admiral's discretion.

Ships begin with 15 points to raise their orders. Orders are grouped by the Attribute associated with it.

Mastery Orders

Broadside (MST): Turning your ship to the side to bring all the guns on that side to bear. Supplemental Action: Fire $\frac{1}{2}$ guns either port or starboard, or Hero Action

Evasive (MST): Through tactical maneuvers, your ship is attempting to evade a stronger opponent. The enemy fires at -2, and the helmsman can make a boating roll to increase/decrease a range increment. Supplemental Action: Fire only 1 gun at the rear, or Hero Action

Hold the Gauge (MST): Holding the gauge means that you are maneuvering your ship to gain advantage of the winds and weather. This prevents your enemies' escape. When a ship holds the gauge, the enemy may not take any Rigging orders their next turn. Supplemental Action: Fire $\frac{1}{4}$ guns front either port or starboard, or Hero Action

Rake! (MST): A raking maneuver is when a ship brings its broadside guns to bear down the length of an enemy ship. No matter what order the target makes on their next action they may only fire at maximum a quarter of their guns. If the enemy ship chooses the Flee Order on their next turn, then all the crew die rolls are at +2. Supplemental Action: Fire $\frac{1}{2}$ guns either port or starboard, or Hero Action.



Rigging Orders

Flee (RIG): When attempting to increase range increment, the Captain calls for the flee order. The crew may fire the stern chasers while attempting to flee. Supplemental Action: Fire stern chaser guns or Hero Action


Pursue (RIG): When attempting to decrease a range increment, the Captain calls for the pursue order. The crew may fire the bow chasers while in pursuit. Supplemental Action: Fire forward guns or Hero Action.

Running Silent (RIG): Sometimes a ship needs to be stealthy to avoid the enemies watch. A ship that is running silent may increase or decrease their speed by 1 and enemies trying to spot them take a -2 to their notice check. Supplemental Action: Hero Action

Hoist/Lower Sails (RIG): When hoisting/lowering sails, you can increase or decrease your speed from 1 to 3 to a maximum of 6 or a minimum of 0. Speed always is between 0 and 6 and when added to your Prow gets you your Maneuverability. Supplemental Action: Fire $\frac{1}{4}$ guns front either, port or starboard, or Hero Action

Tonnage Orders

Batten down the Hatches (TON): Storms could rip a ship apart. This happened because too much water got into the ship making it less buoyant. With a successful batten down the hatches order, the crew has made the ship more secure, reducing the chance of water filling the hull. When carrying out this order in a storm, the ship has a temporary +4 to toughness. Supplemental Action: Hero Action



Damage Control (TON): A fire on board could sink a ship faster than an enemy could. Carrying out the damage control order allows the crew to remove all pockets of fire. In contrast, on an individual player action they can only attempt to remove one pocket of fire.

Supplemental Action: Hero Action

Boarding (TON): Moving close enough to use planks, ropes, and hooks to attach two ships together. This order is only available at short range. If successful, the ship's are attached and melee actions now begin. No more ship orders may be attempted on either side until the ships detach from each other. Supplemental Action: Hero Action or Swivel Guns

Ramming (TON): To ram another vessel takes skill and tactics. When done wrong you are likely to sink your own vessel, but if done correctly, it is a vicious attack. Whether successful or not, see rules for ramming. Supplemental Action: Hero Action

Crew Orders

Make full sail (CRW): This is a charging attack by a sailing ship. While speeding towards an opponent, the ship's speed increases by 1 and they gain a +2 to Attack. The enemy also gets +2 to attack on their next turn. The opponent gets the bonus even if the order fails. This is similar to wild attack from Savage Worlds core rule book.

Supplemental Action: Fire 1/4 guns, or Hero Action

Lookout (CRW): Sometimes your ship needs to maneuver to avoid a collision or obstacles. This could be rocks, another ship, or even a sea monster coming right at you. On a failure, see collision rules.

Supplemental Action: Hero Action

Hard About (CRW): the entire crew hangs off one side of the ship to make a sudden turn. This allows you to increase/decrease a range increment on your enemy. The enemy gets a +2 to attack on their next turn. A “hard about” also allows your ship a +2 on your next turn if you choose a Mastery or Rigging order. Supplemental Action: Hero Action

Man the Long Boat (CRW): This order contains a variety of actions, such as row faster, avoid rocks, or launch the boat. With a success the crew in the boat succeed at the task or obstacle. With a failure it is at the Admiral’s discretion what occurs due the failure. Supplemental Action: Hero Action

Edges and Hindrances

Ships in **Buccaneer: Through Hell and High Water** are as unique as the heroes. They have Edges and

Hindrances similar to player characters. A ship can take a Major Hindrance for 2 points or a Minor Hindrance for 1 point each and spend them on the following chart. Grant points for the first major and two minor hindrances.

Raise any Attribute	2pts (Only crew can raise after creation.)
Choose a Ship Edge	2pts
Improve an Order up to linked attribute	1pt
Improve Order past linked attribute	2pt

Ship Edges

Boarding Experts

Requirements: Crew d6+

The crew always takes the attack to the enemy. When using the **Boarding** order, everyone on your ship gains a +1 on their die roll.

Built to Withstand (only at creation)

Requirements: Tonnage d6+

Your ship is hardier than the average ship, and can withstand more damage. A ship sinks after 4 hull damage, but your ship can go to 5 before sinking.

Fearsome Flag

Requirements: Infamy 8+

You fly a fearsome flag. Gain +2 on your Infamy level.

Hated Foe

Requirements: Armament d6+

The crew, for whatever reason, has a hatred of ships of a certain nation. Each time you take this Edge, pick one nation (buccaneers count as a nation for this Edge).

The crew gains +2 to shooting rolls against ships flying that nation's flag.

Helmsman's Dream

Requirements: Mastery d6+

The ship responds to the helmsman's touch. Increase the vessel's Mastery by 1 die type

Make Them Pay

Requirements: Rigging d6+

A hunter doesn't care for prey that turns and bites. The 'Make Them Pay' edge allows a ship to fire $\frac{1}{4}$ guns when performing the flee order.

Powerful Guns

Requirements: Armament d8+

Although the cannons use regular cannon balls, they propel them with greater force. They add +2 to damage rolls when firing regular cannonballs.

Pursuer

Requirements: Rigging d6+

Your ship is the hunter and feared by its prey. Targeted vessels surrender quicker if they fear being sunk before they can get away. The pursuer edge allows a ship to fire $\frac{1}{4}$ guns when using the pursue order.

Quartermaster Load

Requirements: Cargo d6+

Your ship cannot carry more goods than it has spaces, but the quartermaster knows how to arrange the hold and use every bit of space available. With the quartermaster Load, the techniques pass on from crew to crew so the actual quartermaster does not affect this edge. The ship gains two extra cargo slots.



Ram

Requirements: Tonnage d8+

The ship builders fit your ship with a ram. When figuring out ramming damage your toughness is 4 higher.

Superior Crew

Requirements: Crew d6+

You have a highly trained crew. The ship may take an extra Bounty each session.

Swift Topsails

Requirements: Rigging d6+

Your sails maximize the wind. The ship has +1 Top Speed.

Well Built

Requirements: Tonnage d6+

When the ship was built, they designed her with the ribs close together to withstand cannon blasts. Increase her base Toughness by 2.

Wind Chaser

Requirements: Rigging d8+

Wind is our friend, and we have learned how to harness its energy. The crew is adept at using the wind to gain speed. 'Wind Chaser' allows a ship to increase its speed by four instead of three when carrying out orders

Hindrances

Barnacles (Major)

Maybe it's the wood, or perhaps the ship is just unlucky, but it attracts more than its share of barnacles and worms. The ship takes a -2 to all Mastery rolls.

Creaky Boards (Minor)

Your ship does not handle damage well. The first hull damage you get take is permanent and a quick repair is not available for this damage.

Deep Keel (Minor)

The ship's keel is deep. The ships suffer -1 penalty to Lookout order when attempting to avoid running aground. At the Admiral's discretion, the ship may not enter shallow harbors.

Explosive Guns (Major)

Many reasons can cause a gun to explode. Your guns suffer this fate more often. Each gun onboard suffers with this issue. When a player rolls a critical failure, the gun blows up. The ship loses this gun and any characters within a small blast template suffer 3d6 damage.

Fire Trap (Major)

Your ship is more susceptible to fire. When a fire breaks out an extra pocket of fire ignites, per the rules for fire.

Ship of Lost Souls (Minor or Major)

The ship has many unwanted passengers on board. If the crew fails an order, make a roll to determine the lost soul that may manifest. It is at the Admiral's discretion how violent dutiful and regretful souls are. If taken as a minor hindrance make one roll if a major hindrance make two rolls.

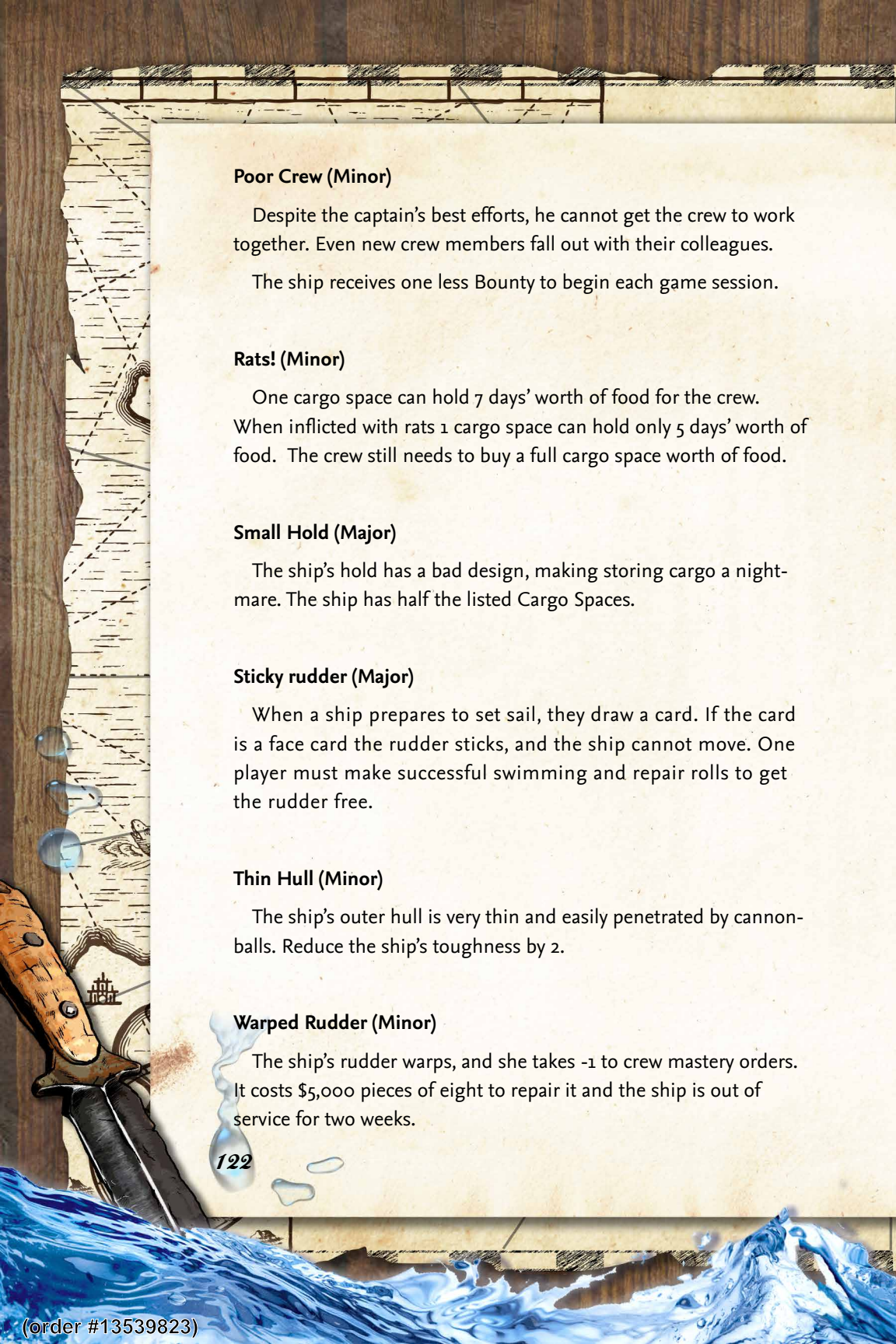
1. Nothing
2. Nothing
3. Dutiful Soul (see Bestiary)
4. Regretful Soul (see Bestiary)
5. Protective Soul (see Bestiary)
6. Vengeful Soul (see Bestiary)

Knotting ropes (Minor)

The ropes on your ship sway in a way that tangles them together. On a failed rigging order your ship cannot change speed until the rigging becomes untangled. Do this by at least one crew member succeeding at a climbing and boating roll. Do this on a supplemental hero action.

Plague ship (Minor)

Your ship has rot and mold on it. This requires regular cleaning of the ship. For each week out to sea, crew members must make a vigor roll or take a level of fatigue. Without cleaning this increases to each day.



Poor Crew (Minor)

Despite the captain's best efforts, he cannot get the crew to work together. Even new crew members fall out with their colleagues.

The ship receives one less Bounty to begin each game session.

Rats! (Minor)

One cargo space can hold 7 days' worth of food for the crew. When inflicted with rats 1 cargo space can hold only 5 days' worth of food. The crew still needs to buy a full cargo space worth of food.

Small Hold (Major)

The ship's hold has a bad design, making storing cargo a nightmare. The ship has half the listed Cargo Spaces.

Sticky rudder (Major)

When a ship prepares to set sail, they draw a card. If the card is a face card the rudder sticks, and the ship cannot move. One player must make successful swimming and repair rolls to get the rudder free.

Thin Hull (Minor)

The ship's outer hull is very thin and easily penetrated by cannonballs. Reduce the ship's toughness by 2.

Warped Rudder (Minor)

The ship's rudder warps, and she takes -1 to crew mastery orders. It costs \$5,000 pieces of eight to repair it and the ship is out of service for two weeks.

Example Stat Block

Sloop

Attributes: Mastery d12, Rigging d6, Tonnage d6, Cargo d4, Crew d8

Orders: Broadside d8, Evasive d6, Rake d6, Flee d6, Pursue d6,
Hoist d4, Boarding d4, Lookout d6

Prow: 6+Spd; Arm: 16; Infamy: 4; Toughness: 14; Damage: 1

Edges: Built to Withstand, Pursuer

Hindrances: Ship of Lost Souls (Major)

Gun Locations

Port Front:	4	Starboard Front:	4
Port Rear:	4	Starboard Rear:	4

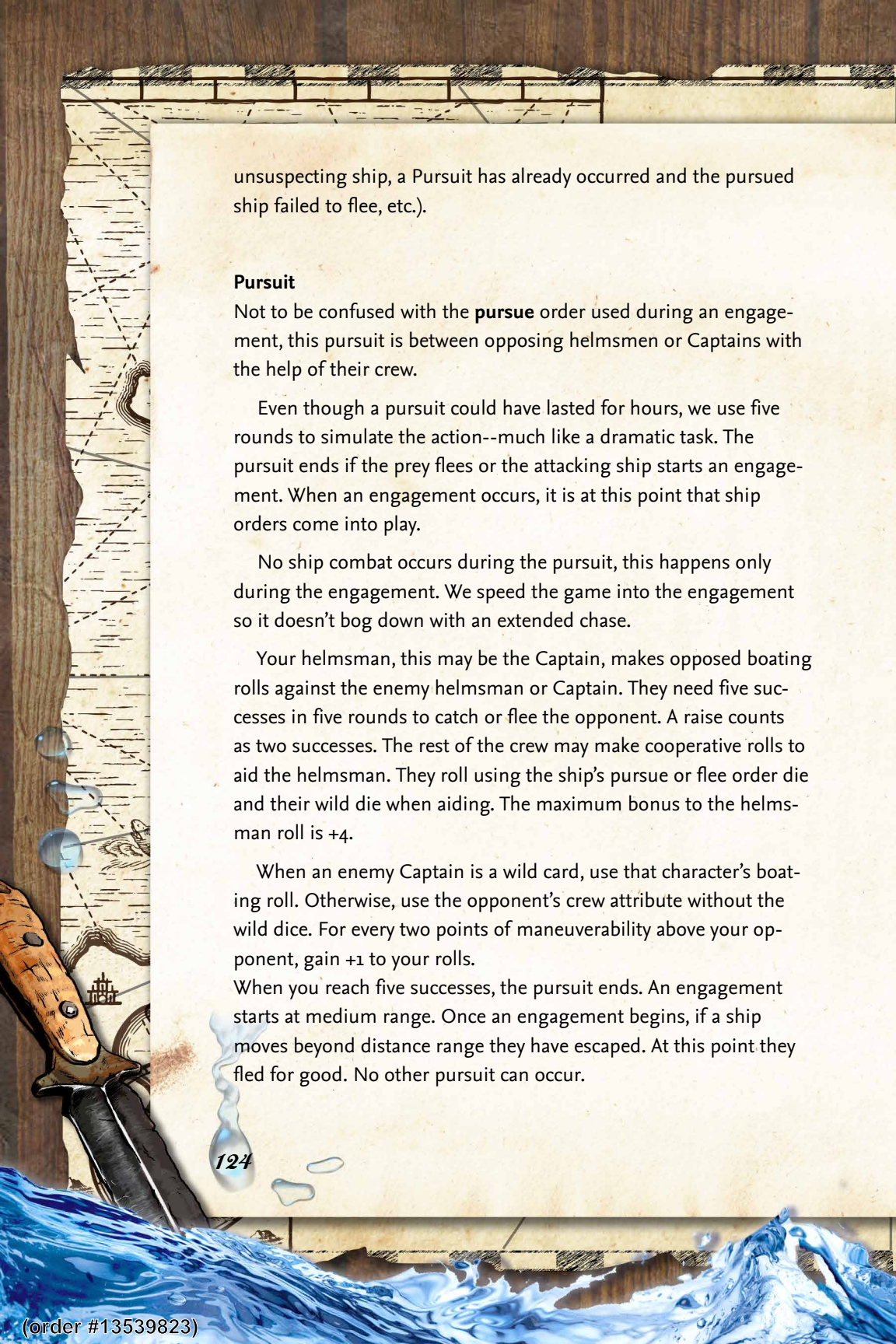
Guns: Medium (0/-2/-4) 3d6

Ship Combat

During the Age of Sail, Buccaneers hunted merchant ships like prey: most surrendered, however, some were bolder and fled. This led to pursuit and a volley of gunfire. Lucky merchants still had their ship to sail away when the encounter was over, others met Davy Jones at the bottom of the sea.

Buccaneer brings *Savage Worlds* a new rules mechanic for ship combat which is an evolution of the dramatic task. Each round models five to ten minutes of real-time, versus the standard six seconds.

The Admiral determines if the combat begins with a Pursuit (e.g. ships meet by chance on the open sea, one ship is pursuing another that is attempting to flee, etc.) or proceeds to an Engagement (e.g. both ships are intent on combat, one ship gets the drop on an

The page is set against a background of a wooden surface. On the left, a wooden knife with a black handle and a wooden head is partially visible. Behind the text, there is a map or parchment with various lines and markings. At the bottom, there is a splash of blue water.

unsuspecting ship, a Pursuit has already occurred and the pursued ship failed to flee, etc.).

Pursuit

Not to be confused with the **pursue** order used during an engagement, this pursuit is between opposing helmsmen or Captains with the help of their crew.

Even though a pursuit could have lasted for hours, we use five rounds to simulate the action--much like a dramatic task. The pursuit ends if the prey flees or the attacking ship starts an engagement. When an engagement occurs, it is at this point that ship orders come into play.

No ship combat occurs during the pursuit, this happens only during the engagement. We speed the game into the engagement so it doesn't bog down with an extended chase.

Your helmsman, this may be the Captain, makes opposed boating rolls against the enemy helmsman or Captain. They need five successes in five rounds to catch or flee the opponent. A raise counts as two successes. The rest of the crew may make cooperative rolls to aid the helmsman. They roll using the ship's pursue or flee order die and their wild die when aiding. The maximum bonus to the helmsman roll is +4.

When an enemy Captain is a wild card, use that character's boating roll. Otherwise, use the opponent's crew attribute without the wild dice. For every two points of maneuverability above your opponent, gain +1 to your rolls. When you reach five successes, the pursuit ends. An engagement starts at medium range. Once an engagement begins, if a ship moves beyond distance range they have escaped. At this point they fled for good. No other pursuit can occur.

Engagement

Ships now jockey for position using orders to gain the advantage in combat.

During an engagement, there are four range increments: short, medium, long and distance. At distance range, guns are ineffective. Most encounters begin at this range. After a successful pursuit (attacker closes the distance, pursued vessel failed to flee) begin at medium range.

If a ship moves beyond distance range during an engagement that ship has fled and the encounter is over.

Compare the maneuverability of each ship. The ship with the higher value gains an extra card for the initiative draw. The ship's Captain now draws cards to see who issues orders first.

Engagements happen with a series of ship orders. To determine the number of successes required to carry out a ship's order simply determine how many crewmates (players) are present for your game.

The Captain decides on an order for the ship, the rest of the crew can provide suggestions. With a success, the crew gets the result of the order (e.g. gain/lose a zone, turn to broadside, hold your position, etc.). In addition, they gain a supplemental action (e.g. fire $\frac{1}{4}$ front guns, hero action, etc.). After the order, take supplemental actions immediately. This is still part of the ship's turn. See Guns and Damage to understand the fire guns action. (Supplemental Action explanation)

Orders fail on occasion, this results in the order not being carried out. This could have consequences depending on the game situation. (e.g. A ship calls for a Lookout order to avoid hitting a reef since they failed they slam into the reef.)

Many factors can end an engagement. For example, a ship sinks, they move beyond distance range, or ship boarding occurs. At this point standard hero actions resume.

Guns

Sailors onboard a ship refer to the cannons as guns. The number of guns a ship has for game play is its armament value. Because guns were so heavy they distribute the weight throughout a ship. We use four quarter sections of the vessel to distribute guns. Armament is always divisible by four so that each section has an equal number of guns.

When guns fire, the supplemental action calls for $\frac{1}{4}$ or $\frac{1}{2}$ guns or stern or bow chasers. A ship cannot get every gun to bear. This would involve moving all guns to one side. Too much weight on one side would cause the ship to list to that side. When a supplemental action calls for the stern or bow chasers, it refers to the front or rear most gun of each quarter section. For Example, when firing the bow chasers, the maximum number of guns that could fire is two. This is the foremost gun of each front quarter section.

Each crewmate may fire a maximum of two guns. When guns fire, heroes use the ship's crew attribute die and their wild die. A crewmate may use their own Shooting skill instead of the crew attribute if they so choose. If the crewmate fires guns, this is their action for the round. For example, if you only have three crewmates and ten guns available to fire, only six guns fire that round.

The size of the guns your ship begins with depends on its armament. Ships with an armament of 30+ fire heavy cannons (4d6). Ships with an armament of 10 or less fire light cannons (2d6). If you attempt to install guns larger than your armament allows, you must balance the ship with a gun of equal size in each quarter. Your Prow reduces by -1 for these new guns. Due to its size, a ship with an armament of 10 or less may never carry heavy cannons.

We handle damage differently for ships. Please see the damage section for more information

An average gun crew is comprised of three men. Loading and firing a gun was heavy work. Most ships had young men called powder monkeys that ran gunpowder from below decks to to the gun crews.

Shell Types

In **Buccaneer: Through Hell and High Water** we use four type of shells fired from the guns. Choose the shot fired before rolling dice. Please see the table below.

Gun Table

Guns	Weight	Cannonball Pounds	Size	Range S/M/L*	Damage
Light	1000 - 2000 lbs	9-19	Light	o/-2/-4	2d6
Standard	2000-3500 lbs	20-29	Medium	o/-2/-4	3d6
Heavy	3500-5000 lbs	30-46	Heavy	o/-2/-4	4d6
*Long Nine	3000-3500 lbs	9	Medium	-/o/-2	2d6+1
**Swivel	200-500 lbs	2-8	N / A	o/-/-	varies

* Short Range is from 0-1000 ft., Medium Range 1000-2000 ft., Long Range 2000-3000 ft.

*Long Nine: The longer barrel made this gun too heavy to mount anywhere but the bow or stern. This was ideal because they could fire at longer distances. Primarily used to attack fleeing ships.

**Swivel: Swivel guns mount on the railing of a ship. They work as anti-personnel guns and can only fire at short range. Swivel guns do not count towards the number of guns and can fire during a hero action.

Round shot

The major shell type of the day was a solid iron ball known as round shot. The iron ball did plenty of damage penetrating the hull causing ships to sink. When this shot hit the deck, shrapnel flew, which could injure or kill the crew on deck. Shots damaged sails and ship masts slowing ships to a crawl.

Shell Table

Shell	Damage Table	Description
Round Shot	Standard	Standard Shot
Canister	Personnel	Fired intending to lower crew attribute of a ship.
Grapeshot	Personnel	Fired intending to lower crew attribute of a ship.
Bar or Chain	Above Deck	Fired intending to lower maneuverability of an enemy.

Canister Shot

A canister shot explodes above the heads of the crew. Flying shrapnel wounded crews but did not damage the ship. Each wound taken from a canister shot lowers the crew attribute by one die type.

Canister Shot can only fire at medium and long range.

Grapeshot

Swivel guns firing grapeshot damage fire pellets similar to a shotgun. Grapeshot targets enemy crews and not the ship. Each wound taken from grapeshot lowers the crew attribute by one die type. Grapeshot can only fire at short range.

Bar or Chain Shot

Two cannon balls attached by a chain or bar fired from the same gun. This should rip apart the sails and masts, slowing a ship for easy boarding. Bar or Chain damages only the upper decks and does little damage to the hull of a ship. It can only fire at Short and Medium range. Use the above deck damage table in the damage section.

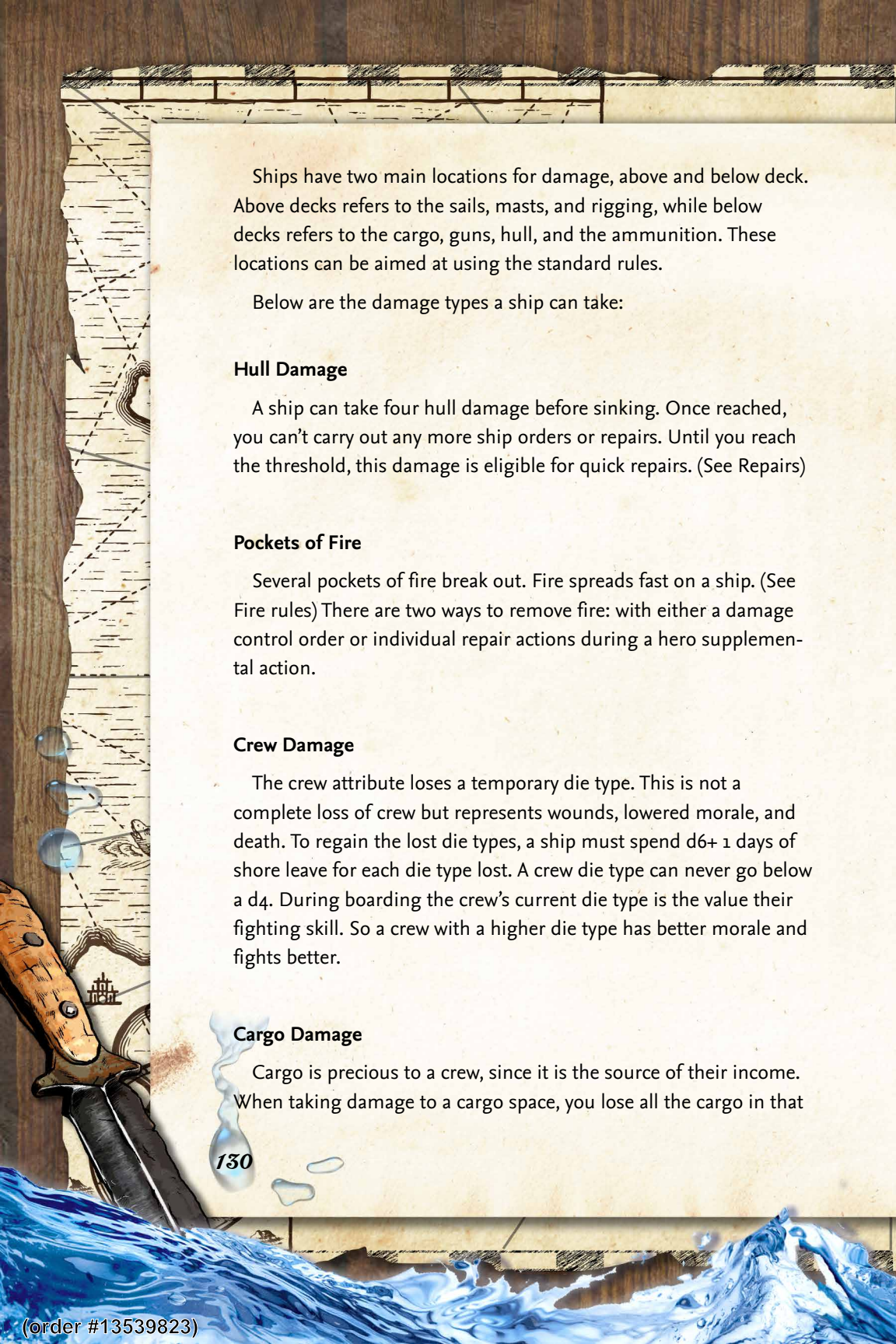
Damage

In **Buccaneer: Through Hell and High Water**, we use a non-standard method of assessing ship damage. We do this because a vessel could sustain a large amount of damage without affecting its buoyancy. We don't use the rules for armor or shaken when assessing ship damage. Draw a card for each point of damage taken. The shell type or where you aim affects the table used. See damage tables.

In the core rules of *Savage Worlds*, vehicles can only take four wounds before being destroyed. We use the same rule but wounds equal hull damage and this is the only damage that can cause a ship to sink. All other damage can affect game play in different ways, but the vessel remains afloat. Track damage to the hull and to the sails separately.

With the crews supplemental action they can fire guns. Once fired add all of the damage inflicted on the enemy vessel. Handle each hit by the draw of a separate card. A complication happens with the draw of a club. Ships that have taken all their hull points sink, and there can be no more crew orders. If the attacking ship has an Armament value of 20+, add an additional damage card before resolving.

When an enemy ship fires, it uses its crew attribute to fire each gun and damage is applied the same.



Ships have two main locations for damage, above and below deck. Above decks refers to the sails, masts, and rigging, while below decks refers to the cargo, guns, hull, and the ammunition. These locations can be aimed at using the standard rules.

Below are the damage types a ship can take:

Hull Damage

A ship can take four hull damage before sinking. Once reached, you can't carry out any more ship orders or repairs. Until you reach the threshold, this damage is eligible for quick repairs. (See Repairs)

Pockets of Fire


Several pockets of fire break out. Fire spreads fast on a ship. (See Fire rules) There are two ways to remove fire: with either a damage control order or individual repair actions during a hero supplemental action.

Crew Damage

The crew attribute loses a temporary die type. This is not a complete loss of crew but represents wounds, lowered morale, and death. To regain the lost die types, a ship must spend $d6+1$ days of shore leave for each die type lost. A crew die type can never go below a $d4$. During boarding the crew's current die type is the value their fighting skill. So a crew with a higher die type has better morale and fights better.

Cargo Damage

Cargo is precious to a crew, since it is the source of their income. When taking damage to a cargo space, you lose all the cargo in that



space. When it is the food and water space, the crew only has d6 days of food and water left.

Gun Destroyed

Determine one gun onboard at random. That gun is inoperable, and no repair is possible. You must replace it.

Speed

Speed is temporary damage to the sails and rigging. Lower the maneuverability trait by one per speed damage. This damage is eligible for quick repairs (See Repairs) Track this amount until the end of the battle, you need to know this to calculate how long repairs take.

Rigging Damage

The rigging attribute loses a temporary die type. Lower maneuverability by two per rigging damage. A rigging die type can never go below a d4. See repairs for more information.

Mastery Damage

The mastery attribute loses a temporary die type. Lower maneuverability by two per mastery damage. A mastery die type can never go below a d4. See repairs for more information.

Standard Ship Damage Table

Card	Effect	Damage
2 Comp*	Powder Keg Explosion	1 Hull Damage, 2 Pockets of Fire, Crew (die type) *Hull Damage (2), Fire (3), Crew (die type)
3-6 Comp*	Waterline Damage	Hull Damage (1) *Hull Damage (2), Crew (die type)
7-8 Comp*	Cargo Holds	Cargo (1) *Cargo (2)
9-10 Comp*	Gun Destroyed	Gun (1) *Gun (1), Crew (die type)
J-K Comp*	Sails and Rigging	Speed (-1) *Rigging (die type)
A-Jkr Comp*	Mast Damage	Speed (-2) *Speed (-3), Mastery (die type), Crew (die type)

Above Deck Damage Table

Card	Effect	Damage
2-4 Comp*	Waterline Damage	Hull Damage (1) *Hull Damage (2) Crew (die type)
5 Comp*	Cargo Holds	Cargo (1) *Cargo (2), Includes Ships Water and Food Storage
6 Comp*	Gun Destroyed	Gun (1) *Gun (1), Crew (die type)
7-Q Comp*	Sails and Rigging	Speed (-1) *Rigging (die type)
K-Jkr Comp*	Mast Damage	Speed (-2) *Speed (-3), Mastery (die type), Crew (die type)

Below Deck Damage

Card	Effect	Damage
2-4	Shot fell short	No Damage
5-7	Powder Keg Explosion	Hull Damage (1), Fire (2), Crew (die type)
Comp*		*Hull Damage (2), Fire (3), Crew (die type)
8-10	Cargo Holds	Cargo (1)
Comp*		*Cargo (2), Includes Ships Water and Food Storage
J-Jkr	Waterline Damage.	Hull Damage (1),
Comp*		Hull Damage (2), Crew Damage (die type)

Personnel Damage

Card	Effect	Damage
2-9	Ineffective to damage crew	No Damage
10-Jkr	Crew Damage	Crew Damage (die type)

Boarding

A buccaneer doesn't want to fight from a distance. They prefer to look their enemy in the eyes. Boarding begins after a successful boarding order during an engagement. To board the crewmate must roll one of the three choices listed below. This determines how they make their way to the enemy vessel. This involves jumping, climbing, or swinging to the enemy ship.

Climbing Roll:

Climbing from one ship to the other or climbing over the side.

Agility Roll:

Swinging on a rope to the opponent's deck.

Strength Roll:

Jumping from one ship to the other.

Boarding is abstracted because a real-world battle could have been between hundreds of sailors. Each game is different, but as a guideline the Admiral may use the following method to decide the number of enemies. Compare the two ships' current crew attributes. This represents how many enemies per crewmate to use. Though we are only using a limited number of enemies, these numbers represent the entirety of both crews.

On the chart below, cross reference the crew attributes to determine the number of enemy combatants your crew faces. Enemies can vary, so the Admiral should use their discretion with the chart below. Use the enemy's current crew attribute as their fighting skill. By using the enemy's crew attribute as their fighting die, you can represent bigger tougher enemies.

Include at least one wildcard (officer or first mate) when a '+' is showing. There should be one wildcard for each four extras you have.

Enemies Faced Table

	d4	d6	d8	d10	d12
d4	1+	2+	3+	Surrender	Surrender
d6	1	1+	2+	3+	Surrender
d8	Surrender	1	1+	2+	3+
d10	Surrender	Surrender	1	1+	2+
d12	Surrender	Surrender	Surrender	1	1+

1, 2, 3 = number of enemies per player

'+' = Additional 1 wildcard per four enemies

Surrender = the crew surrenders

Repairs

Quick repairs:

These are patchwork repairs that allow a ship to keep sailing. They are not a permanent fix, but are able to get you through a fight. As a hero supplemental action they may attempt a quick repair. This reduces the severity of damage based on the repair made. On a raise you can make a second repair. Further raises have no effect. For Example if a ship has three hull damage and you make a quick repair, then the ship has only two hull damage. If you roll a raise, then the ship has only one hull damage.

To make a quick repair on hull damage, make a repair roll. This involves repairing holes with wood and nails and sealing with cloth and tar.

To make a quick repair on speed damage, you need to make two rolls, a climb and a repair. A sailor has to climb to where the damage occurs and tie up loose sails or rigging with rope.

The crew repairs negative effects of damage with the quick repair. It is a short-term fix. When things settle, the crew can make a full repair to fix the issue. You must make a full repair to damage within the day or the negative conditions return. This could be water leaking in the hull or sails breaking free.

Full repairs:

When a ship has taken damage, it needs a full repair to remove the damage. It takes several hours or days to make these repairs. See the repair times on the following table. A ship may not be sailing when full repairs are being made. Most of the material to execute the repairs is onboard unless the Admiral determines otherwise.


If there is no hull or mast damage, a ship can sail again and make repairs later. The ship still has the effects of any movement restric-

tions caused by the combat. It is not possible to make full repairs during a storm.

Only one crewmate that is above or below deck may make a repair roll using their repair skill. Any number crew may assist one area by making a cooperative roll. The maximum of +4 applies. Only one repair attempt can be made. Use the repair failure time.

Repair Times Table

Damage Type	Repair Success Time	Repair Failure Time	Additional
Hull Damage	D4 + 1 days per hull damage	D8 + 1 days per hull damage	Dice do not explode on these rolls
Crew Attribute Damage	No repair possible	No repair possible	Crews require d6 + 1 days of shore leave to recover
Cargo Damage	1 hour	2 hours	Cargo destroyed at that location. When food and water take damage, the crew has d6 days left of supplies
Gun Destroyed	No repair possible	No repair possible	Random Gun Destroyed
Speed	1 hour per damage	2 hours per damage	This is the sails and involves replacing or repairing.
Rigging Attribute Damage	1 day per rigging die type	2 days per rigging die type	
Mastery Attribute Damage	D4+2 days per mastery die type lost	D8+2 days per mastery die type lost	Mast damage is serious and takes time to repair. Dice stack with multiple mastery damage.



Example: The 'Rabble' has its hull damaged twice. They made one quick repair. It also took a mast hit lowering its mastery by a die type. To repair the hull a crewmate makes a repair roll. They fail to repair the hull meaning it takes $d8 + 2$ days (2 Hull damage). The roll is a 3 meaning 5 days ($3+2=5$). A different crewmate does the repair on the mast, they succeed with their roll. It takes $d4+2$ days to repair on a success. They roll a 4 (these rolls don't explode) meaning 6 days. Since repairs happen at the same time, take the highest value as the number of days to repair This means it takes 6 days to repair the ship.

Fire

Fire is a deadly enemy to a wooden ship. Without quick action, a fire can engulf her. Fires burns masts rigging, ropes, cargo, rations and hull.

When there is a fire onboard, several pockets of fire ignite. Each one is an individual fire. The maximum that can ignite is three. To extinguish these fires, a crewmate must make a repair roll when using a hero action. With a raise, they douse a second pocket of fire. Additional raises have no effect after the first one.

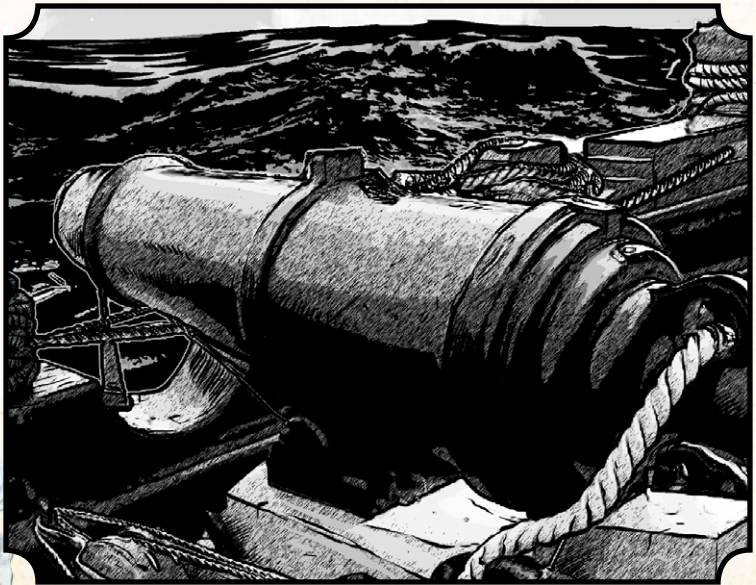
A Captain can call for the damage control order in an engagement. This allows the crew to work together to extinguish all pockets of fire at once.

After the first full round and each subsequent round the fire grows, and the ship takes damage. For each pocket of fire, the ship takes one damage. This uses the Ship damage table. If you draw a two of clubs, this causes another powder keg explosion. The ship blows up. This means it is a critical sinking of the ship (see Sinking). After assessing damage add one more pocket of fire for each one still burning. This spread on a ship quickly.

Example- During combat, the “Rabble” takes a powder keg explosion and two pockets of fire break out. Because the ship still has not acted this round, they attempt to complete an order. This order was to Rake the opponent. Since it succeeds, the crews get a supplemental action. Instead of firing guns, “Knuckles” goes below deck to extinguish the fire. He rolls a 4, smothering one pocket of fire. This leaves one pocket still burning.

At the end of the first turn, no damage occurs due to the fire starting this round. This now gives the crew one more round to extinguish the fire before the ship takes damage. The next round, the crew carries out a pursue order and “Knuckles” uses his supplemental action to extinguish the remaining pocket. He fails. Now the ship draws one damage card. The result is a hull damage.

The next round, the one pocket of fire becomes two. Sensing the urgency of the situation, the Captain calls for the damage control order. The crew succeeds, the fire is out.



Sinking

When a ship takes 4 hull damage, it sinks. If a ship takes 4 hull damage in one attack, it is sinking at a critical rate. When it takes at least 2 rounds or more to reach the damage threshold of 4, it is sinking at a standard rate. Those ships that took at least 5 rounds to reach their threshold sink at a slow rate.

It takes at least 5 minutes to man a long boat. With critical damage, heroes have a short time before they are in the water.

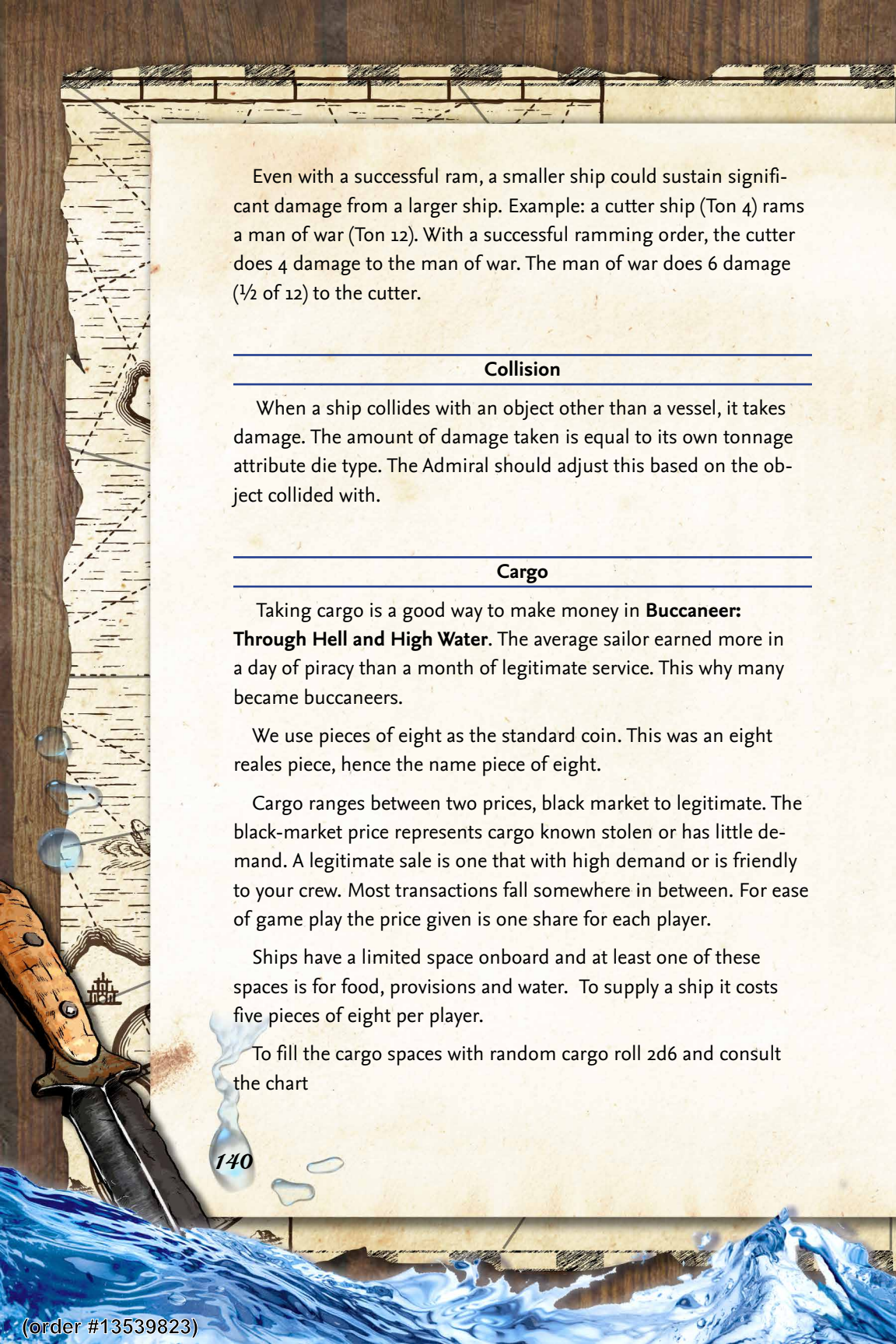
Sinking Table

Rate	Sinking Value
Critical	D4 Rounds
Standard	D6+4 Minutes
Slow	3D6+4 Minutes

Ramming

When two ships collided, damage occurs to both ships. If the ramming ship performed a successful ramming order they have positioned themselves for a better outcome. To determine damage, we compare each ship's tonnage attribute. With a successful order, the ramming ship only takes half the tonnage attribute of their opponent in damage. On a failure, their own tonnage attribute is one die type lower and they take half damage.

Assess damage using the Below Decks Damage Table. Each ship draws damage cards equal to the other ship's tonnage attribute die type; i.e. d6 means six damage cards.



Even with a successful ram, a smaller ship could sustain significant damage from a larger ship. Example: a cutter ship (Ton 4) rams a man of war (Ton 12). With a successful ramming order, the cutter does 4 damage to the man of war. The man of war does 6 damage ($\frac{1}{2}$ of 12) to the cutter.

Collision

When a ship collides with an object other than a vessel, it takes damage. The amount of damage taken is equal to its own tonnage attribute die type. The Admiral should adjust this based on the object collided with.

Cargo

Taking cargo is a good way to make money in **Buccaneer: Through Hell and High Water**. The average sailor earned more in a day of piracy than a month of legitimate service. This why many became buccaneers.

We use pieces of eight as the standard coin. This was an eight reales piece, hence the name piece of eight.

Cargo ranges between two prices, black market to legitimate. The black-market price represents cargo known stolen or has little demand. A legitimate sale is one that with high demand or is friendly to your crew. Most transactions fall somewhere in between. For ease of game play the price given is one share for each player.

Ships have a limited space onboard and at least one of these spaces is for food, provisions and water. To supply a ship it costs five pieces of eight per player.

To fill the cargo spaces with random cargo roll 2d6 and consult the chart

Cargo Table

Cargo	BM - Legit	Cargo	BM - Legit
2) Silver	\$50 - \$100	8) Rice	\$5 - \$10
3) Weapons	\$25 - \$50	9) Cotton	\$10 - \$20
4) Rum	\$15 - \$25	10) Tobacco	\$15 - \$25
5) Molasses	\$10 - \$20	11) Silks	\$40 - \$80
6) Sugar	\$5 - \$10	12) Gold	\$100 - \$200
7) Wood	\$3 - \$8		

Doldrums

Wind is the best friend of the sailing ship, and when she disappears, it traps a vessel. The doldrums are low pressure areas near the equator where the trade winds disappear for days or weeks at a time. For a ship caught in the doldrums, they reduce their speed to a o.

While in the doldrums sailors have gone mad, crews become fatigued and supplies run thin. Each crew has their own rituals to appease the winds. For each week becalmed, the crew attribute lowers by one due to hunger, low morale, and apathy. To recover these levels, players must spend $d6+1$ days of shore leave per attribute die lost. To determine how many days the doldrums last the Admiral should roll $3d6$ and subtract two giving a result between 1 and 16 days.

Near the High Water Islands, the waters run warmer due to the ichor that created them. This causes an unnatural low-pressure system which besets the area with unexpected doldrums. These unnatural calms attract creatures from the islands, trapping them in calm waters. An example is herds of Selkies that attack immobile vessels and strip them bare.

Storms

Storms sank more ships in the Caribbean than buccaneers ever did. A wooden sailing vessel is no match for ferocious winds and tides. Only the crews with the most experience kept their ship intact during the roughest of weather. The biggest danger to a ship was the amount of water it would take on.

To keep the boat afloat, the Captain should call for a batten down the hatches order before the storm intensifies. Fatigue would set in with the crew the longer the storm lasted. For every two hours each crewmate battles the storm, they must succeed at a Vigor roll or take a level of fatigue.

For each hour they are in a storm, they suffer attacks from the winds and waves. The intensity level of the storm determines the die you use for the attack. Access damage using on the Ship Damage table. The crew can make quick repairs but these rolls modified by the storm's intensity level.

Roll a random intensity level using a d4 or they can choose the intensity level that fits the situation.

The Storm of Souls appears all over the Caribbean. See Storm of Souls.

Storm Table

Intensity Level	Attack Dice	Type	Hours of Damage	Intensity Level Modification
1	2d6	Squall	1d6	-1
2	3d6	Gale	1d6	-2
3	4d6	Hurricane	1d8	-3
4	5d6	Storm of Souls	2d4	-4

Adventure Hooks

When designing a game for your crew consider using some of the people places and locations listed here. We group these by the location they are mainly associated with.

Location

Bahamas

Captain John Ravenbeard (Nassau)

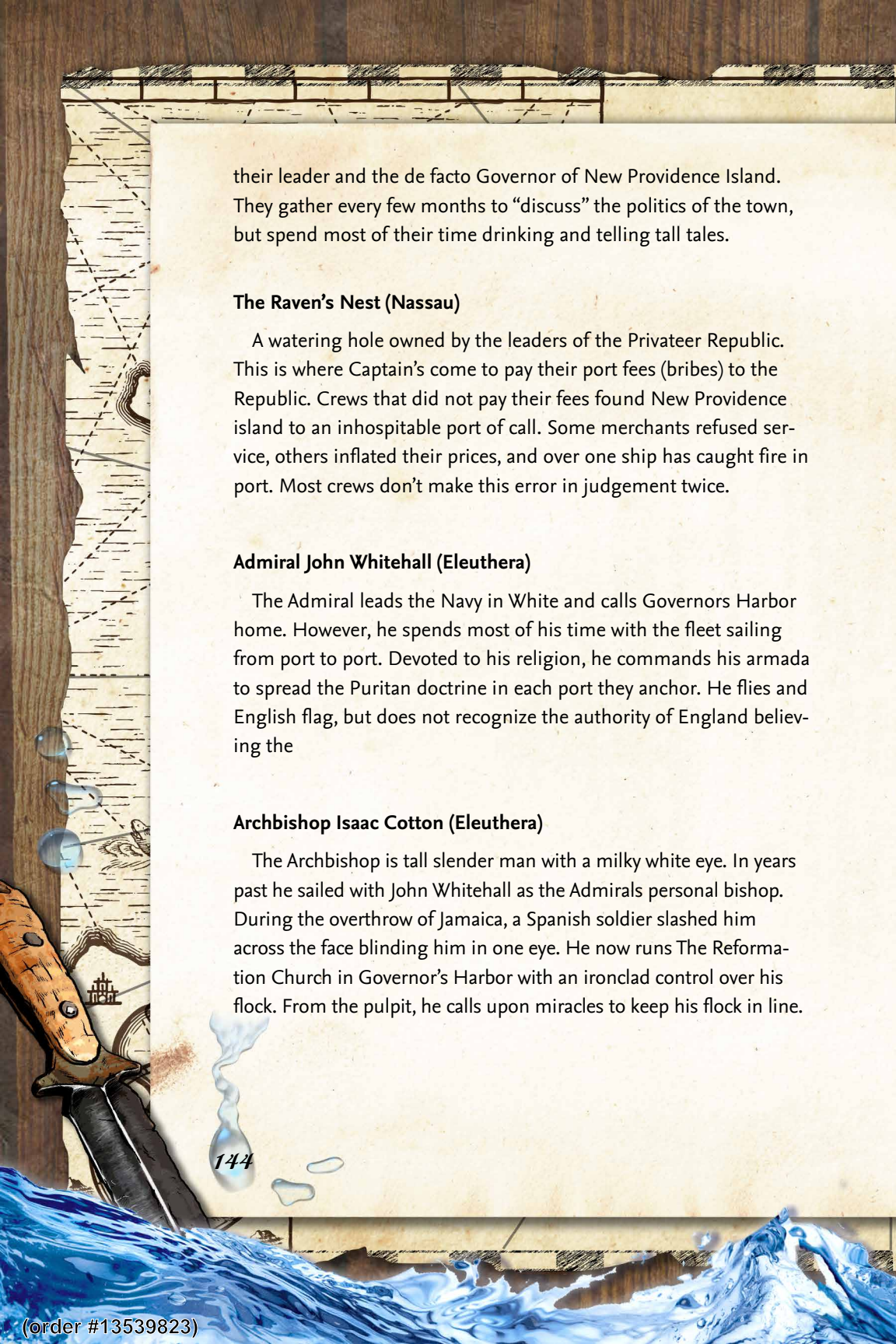
The Governor of New Providence Island is Captain John Ravenbeard, he is tall dark-haired man, with piercing blue eyes. He leads the Privateer Republic and is Governor of the island. But, he does little in running the town leaving day-to-day operations to his underlings. He prefers to be out to sea on *The Black Death of Nassau* terrorizing the shipping lanes.

Papa Nasa (Nassau)

The old Lucayan Papa Nasa is a powerful practitioner of Vodou and a staunch ally to Ravenbeard. He lives just outside of town and the people of Nassau fear him and the dark powers he possesses. Using the power, the Ghede Loa, he entraps the souls of Ravenbeard's enemies forcing them to pledge to him their loyalty. Rumors say Ravenbeard changed the name of Charlestown to Nassau to honor his loyal friend.

The Privateer Republic (Nassau)

A group of buccaneers hired by England to defend Nassau from foreign invasion. The group named Captain John Ravenbeard as



their leader and the de facto Governor of New Providence Island. They gather every few months to “discuss” the politics of the town, but spend most of their time drinking and telling tall tales.

The Raven’s Nest (Nassau)


A watering hole owned by the leaders of the Privateer Republic. This is where Captain’s come to pay their port fees (bribes) to the Republic. Crews that did not pay their fees found New Providence island to an inhospitable port of call. Some merchants refused service, others inflated their prices, and over one ship has caught fire in port. Most crews don’t make this error in judgement twice.

Admiral John Whitehall (Eleuthera)

The Admiral leads the Navy in White and calls Governors Harbor home. However, he spends most of his time with the fleet sailing from port to port. Devoted to his religion, he commands his armada to spread the Puritan doctrine in each port they anchor. He flies an English flag, but does not recognize the authority of England believing the

Archbishop Isaac Cotton (Eleuthera)

The Archbishop is tall slender man with a milky white eye. In years past he sailed with John Whitehall as the Admirals personal bishop. During the overthrow of Jamaica, a Spanish soldier slashed him across the face blinding him in one eye. He now runs The Reformation Church in Governor’s Harbor with an ironclad control over his flock. From the pulpit, he calls upon miracles to keep his flock in line.



The Reformation Church (Eleuthera)

Sitting high on a hill overlooking the city, The Reformation Church is the primary place of worship for the Puritans of the Caribbean. Its whitewashed walls stand out for all to see. They rise above any building of Governor's Harbour and is one of the grandest churches in this part of the world. The crews sailing into the harbor refer to it as the 'White Beacon' because it is the most observable landmark from a distance. Archbishop Cotton, who heads the church, likes to believe the nickname applies to him and nobody will destroy his delusion.

Cuba

The Bruja Bernita (Havana)

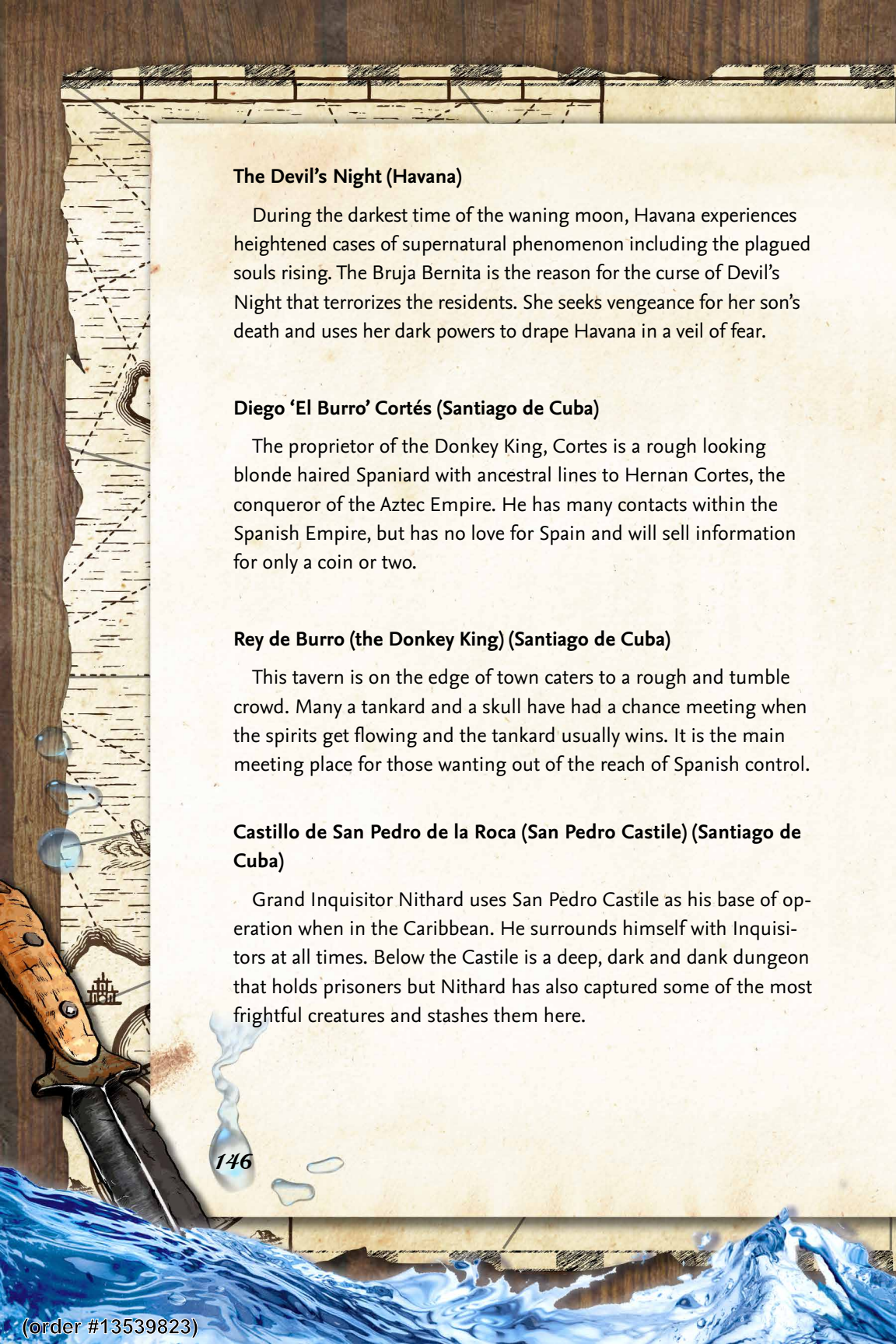
She is decrepit old lady from the hills outside of Havana. She seeks revenge for the death of her sons at the hands of Spanish soldiers. Rumors say a lone traveler entering her domain won't return. During the devil's night, many believe the bruja flies above Havana.

Mayor Valdivia (Havana)

The Mayor used to be a strong presence within Havana, but after one Devil's Night when he almost died from an attack of a lost soul, and things changed. He now fears the night and refuses to leave the protective walls of Morro Castle. Many now consider him to be a coward and not worthy of his post running Havana.

San Felipe Church (Havana)

An order of Franciscan monks runs San Felipe. The church built high walls around the church to protect its parishioners during the Devil's Night. Those protected by evils beyond the wall now refer to it as the Church of Walls. Parishioners find solace within the walls and the brotherhood walk its walls during the long night.



The Devil's Night (Havana)

During the darkest time of the waning moon, Havana experiences heightened cases of supernatural phenomenon including the plagued souls rising. The Bruja Bernita is the reason for the curse of Devil's Night that terrorizes the residents. She seeks vengeance for her son's death and uses her dark powers to drape Havana in a veil of fear.

Diego 'El Burro' Cortés (Santiago de Cuba)

The proprietor of the Donkey King, Cortes is a rough looking blonde haired Spaniard with ancestral lines to Hernan Cortes, the conqueror of the Aztec Empire. He has many contacts within the Spanish Empire, but has no love for Spain and will sell information for only a coin or two.

Rey de Burro (the Donkey King) (Santiago de Cuba)

This tavern is on the edge of town caters to a rough and tumble crowd. Many a tankard and a skull have had a chance meeting when the spirits get flowing and the tankard usually wins. It is the main meeting place for those wanting out of the reach of Spanish control.

Castillo de San Pedro de la Roca (San Pedro Castile) (Santiago de Cuba)

Grand Inquisitor Nithard uses San Pedro Castile as his base of operation when in the Caribbean. He surrounds himself with Inquisitors at all times. Below the Castile is a deep, dark and dank dungeon that holds prisoners but Nithard has also captured some of the most frightful creatures and stashes them here.

Florida

Governor Cristobal Isasi (Saint Augustine)

Cristobal is the only man other than Ponce de Leon to have found the Fountain of Youth and returned alive. He is a man of fifty but appears much younger. There has been no sight of him since the vanishing in Saint Augustine.

The Fountain of Youth (Saint Augustine)

Found by ancient tribes, its origins are unknown but its power is intense. It is located near Saint Augustine in the guardian swamp. Those with a strong fortitude and bravery can regain years of their life with just one drink. The fountain is unkind to those lacking backbone, withering them with time.

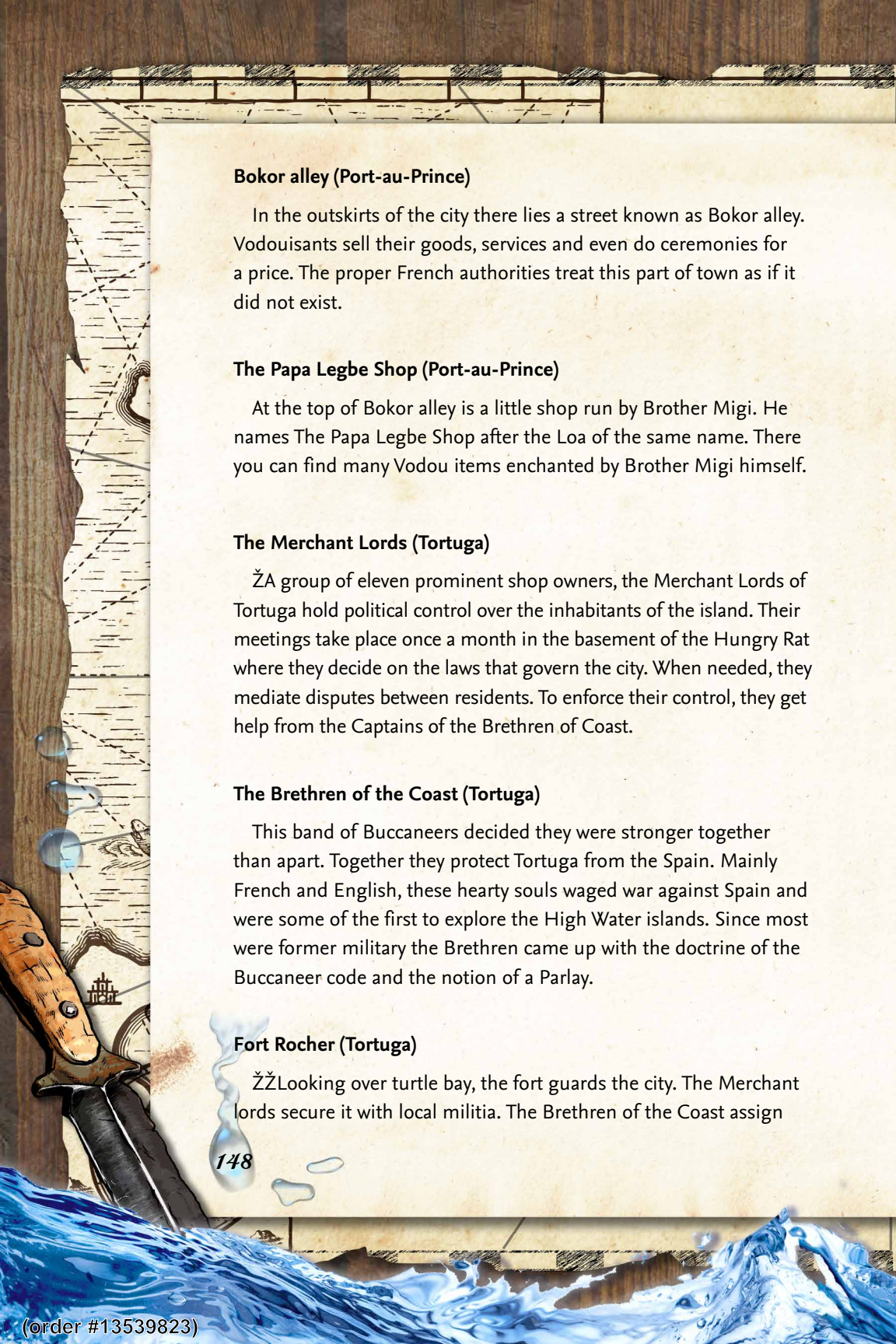
Hispaniola

Mount Fumer

On the upper half of Mount Fumer deep caverns wind their way into a dark maze. This is where the Vodou awakening ceremonies took place. It has a strong connection to the Loa and is a preferred location for Vodouisants to do their ceremonies. Mount Fumer sits midway between Santo Domingo and Port-au-Prince.

Brother Migi (Port-au-Prince)

Brother Migi, named Miguel by his masters, is a former slave that escaped and rose in status within his religion. His participation in the ceremonies that brought forth the Vodou Awakening was instrumental. Though he looks feeble, even the most powerful of Vodouisants honor and respect him. He owns and operates the Papa Legbe Shop in Port-au-Prince.



Bokor alley (Port-au-Prince)

In the outskirts of the city there lies a street known as Bokor alley. Vodouisants sell their goods, services and even do ceremonies for a price. The proper French authorities treat this part of town as if it did not exist.

The Papa Legbe Shop (Port-au-Prince)

At the top of Bokor alley is a little shop run by Brother Migi. He names The Papa Legbe Shop after the Loa of the same name. There you can find many Vodou items enchanted by Brother Migi himself.

The Merchant Lords (Tortuga)

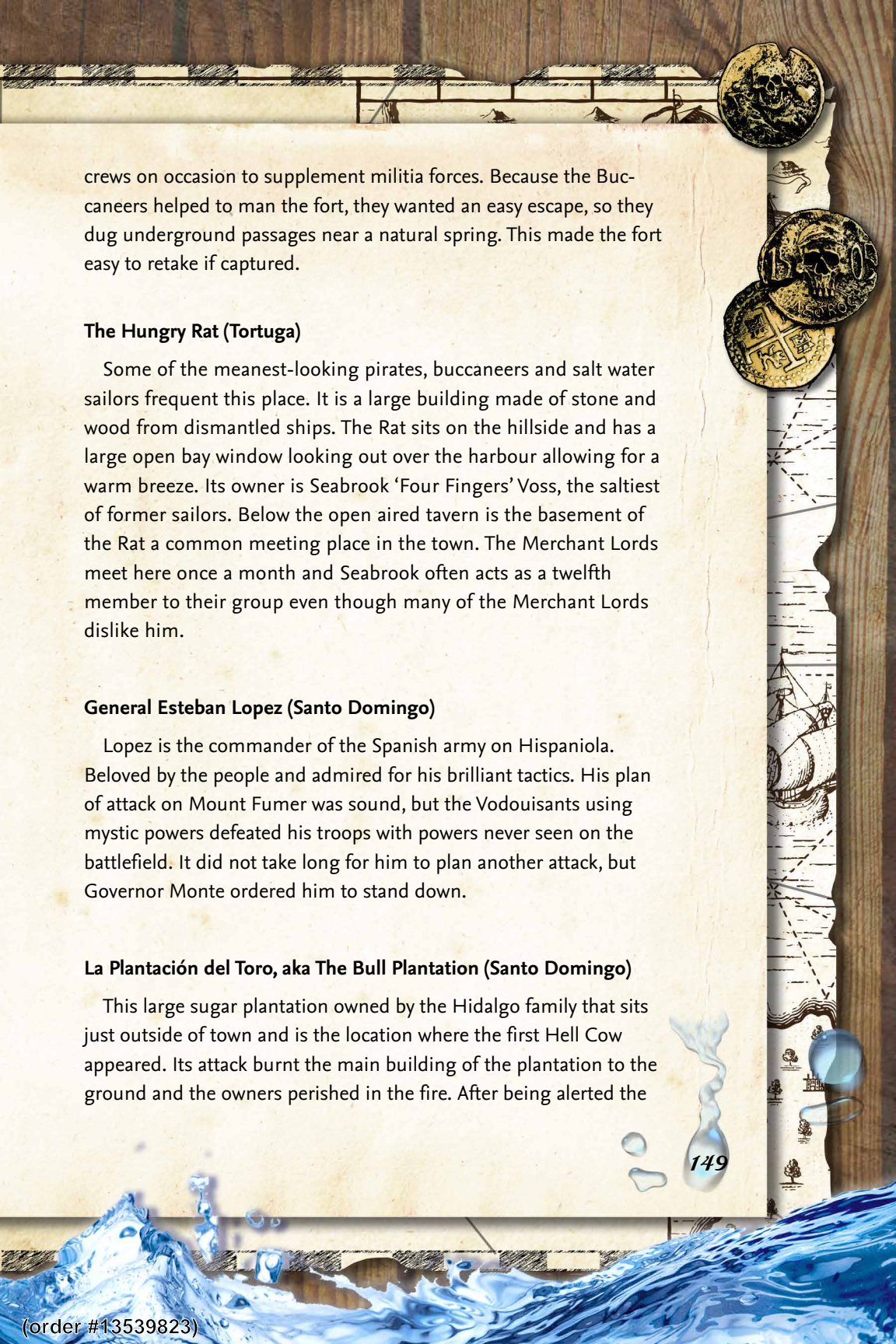
ŽA group of eleven prominent shop owners, the Merchant Lords of Tortuga hold political control over the inhabitants of the island. Their meetings take place once a month in the basement of the Hungry Rat where they decide on the laws that govern the city. When needed, they mediate disputes between residents. To enforce their control, they get help from the Captains of the Brethren of Coast.

The Brethren of the Coast (Tortuga)

This band of Buccaneers decided they were stronger together than apart. Together they protect Tortuga from the Spain. Mainly French and English, these hearty souls waged war against Spain and were some of the first to explore the High Water islands. Since most were former military the Brethren came up with the doctrine of the Buccaneer code and the notion of a Parlay.

Fort Rocher (Tortuga)

ŽŽLooking over turtle bay, the fort guards the city. The Merchant lords secure it with local militia. The Brethren of the Coast assign



crews on occasion to supplement militia forces. Because the Buccaneers helped to man the fort, they wanted an easy escape, so they dug underground passages near a natural spring. This made the fort easy to retake if captured.

The Hungry Rat (Tortuga)

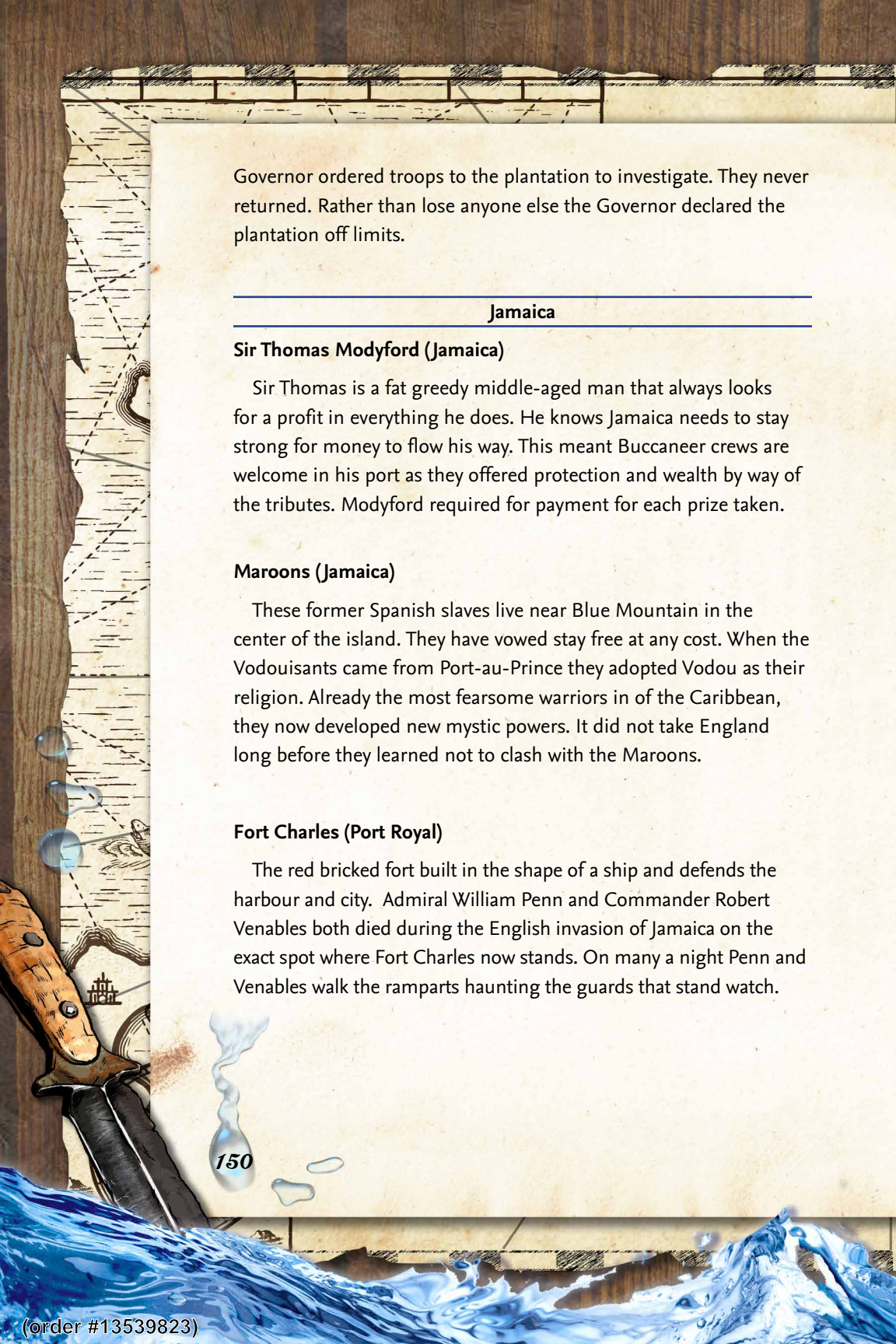
Some of the meanest-looking pirates, buccaneers and salt water sailors frequent this place. It is a large building made of stone and wood from dismantled ships. The Rat sits on the hillside and has a large open bay window looking out over the harbour allowing for a warm breeze. Its owner is Seabrook 'Four Fingers' Voss, the saltiest of former sailors. Below the open aired tavern is the basement of the Rat a common meeting place in the town. The Merchant Lords meet here once a month and Seabrook often acts as a twelfth member to their group even though many of the Merchant Lords dislike him.

General Esteban Lopez (Santo Domingo)

Lopez is the commander of the Spanish army on Hispaniola. Beloved by the people and admired for his brilliant tactics. His plan of attack on Mount Fumer was sound, but the Vodouisants using mystic powers defeated his troops with powers never seen on the battlefield. It did not take long for him to plan another attack, but Governor Monte ordered him to stand down.

La Plantación del Toro, aka The Bull Plantation (Santo Domingo)

This large sugar plantation owned by the Hidalgo family that sits just outside of town and is the location where the first Hell Cow appeared. Its attack burnt the main building of the plantation to the ground and the owners perished in the fire. After being alerted the



Governor ordered troops to the plantation to investigate. They never returned. Rather than lose anyone else the Governor declared the plantation off limits.

Jamaica

Sir Thomas Modyford (Jamaica)


Sir Thomas is a fat greedy middle-aged man that always looks for a profit in everything he does. He knows Jamaica needs to stay strong for money to flow his way. This meant Buccaneer crews are welcome in his port as they offered protection and wealth by way of the tributes. Modyford required for payment for each prize taken.

Maroons (Jamaica)

These former Spanish slaves live near Blue Mountain in the center of the island. They have vowed stay free at any cost. When the Vodouisants came from Port-au-Prince they adopted Vodou as their religion. Already the most fearsome warriors in of the Caribbean, they now developed new mystic powers. It did not take England long before they learned not to clash with the Maroons.

Fort Charles (Port Royal)

The red bricked fort built in the shape of a ship and defends the harbour and city. Admiral William Penn and Commander Robert Venables both died during the English invasion of Jamaica on the exact spot where Fort Charles now stands. On many a night Penn and Venables walk the ramparts haunting the guards that stand watch.



Black Beans Tavern (Port Royal)

The Buccaneer owner of the tavern is Benjamin 'Black' Bean a former member of the vile gang of The Widow. He is a master navigator and cartographer who is the custodian to the maps of the High Water islands. There are few that have detailed maps of the islands because they their ever-changing nature. When ships navigators return from the islands their first stop is to Black Beans Tavern to share new information.

Delilah's Den (Port Royal)

Named for its owner, this dark and odorous tavern off the docks smells of salt water and fish. Operated by the tattooed bald Delilah who insists that the patrons call her Dee. Many have discovered her knife throwing skills when they use her given name instead of her preferred name. Her knife throwing abilities are that of legend in the Caribbean.

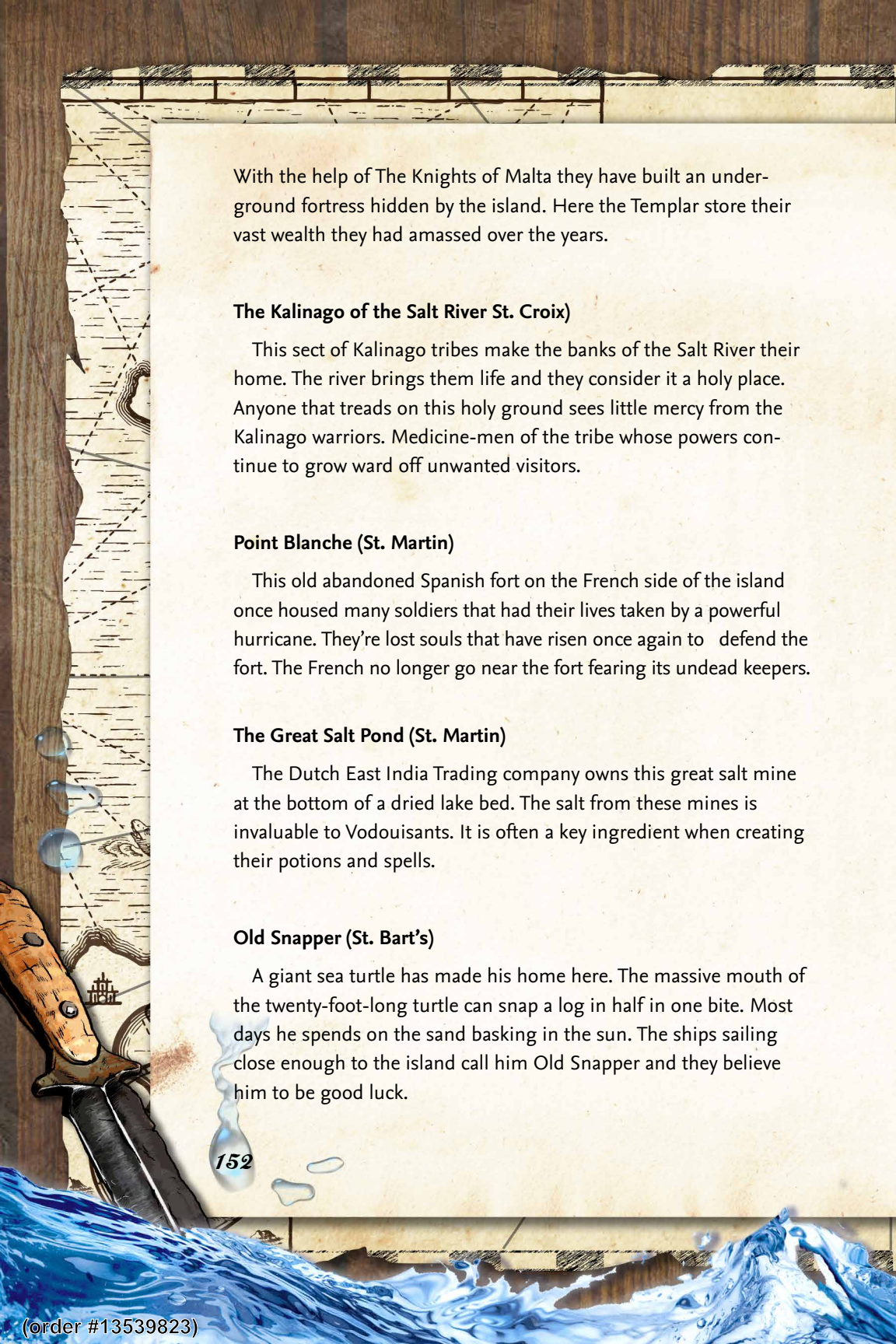
Lesser Antilles

The Knights of Malta (St. Croix)

The knights are a holy military order of knights established in the 1200s during the first crusades. They also go by the name the Hospitaller Knights. Seeing the world falling into chaos again, they established themselves in the Caribbean. They have a close relationship with the Knights Templar whom they fought alongside during the crusades.

The Isle of Solomon (St. Croix)

Near St. Croix a small tropical island covered in vegetation was the perfect location for the Knights Templar to set up a secret fort.



With the help of The Knights of Malta they have built an underground fortress hidden by the island. Here the Templar store their vast wealth they had amassed over the years.

The Kalinago of the Salt River St. Croix)

This sect of Kalinago tribes make the banks of the Salt River their home. The river brings them life and they consider it a holy place. Anyone that treads on this holy ground sees little mercy from the Kalinago warriors. Medicine-men of the tribe whose powers continue to grow ward off unwanted visitors.

Point Blanche (St. Martin)


This old abandoned Spanish fort on the French side of the island once housed many soldiers that had their lives taken by a powerful hurricane. They're lost souls that have risen once again to defend the fort. The French no longer go near the fort fearing its undead keepers.

The Great Salt Pond (St. Martin)

The Dutch East India Trading company owns this great salt mine at the bottom of a dried lake bed. The salt from these mines is invaluable to Vodouisants. It is often a key ingredient when creating their potions and spells.

Old Snapper (St. Bart's)

A giant sea turtle has made his home here. The massive mouth of the twenty-foot-long turtle can snap a log in half in one bite. Most days he spends on the sand basking in the sun. The ships sailing close enough to the island call him Old Snapper and they believe him to be good luck.



Merfolk of Bloody Barth (St. Bart's)

Near the island lives a gossip of merfolk. The beautiful maidens lure sailors close to the dangerous reefs of Bloody Barth where the unlucky ships run aground and founder allowing the merfolk to ravage the wrecked ships.

The Saba Mist (Saba)

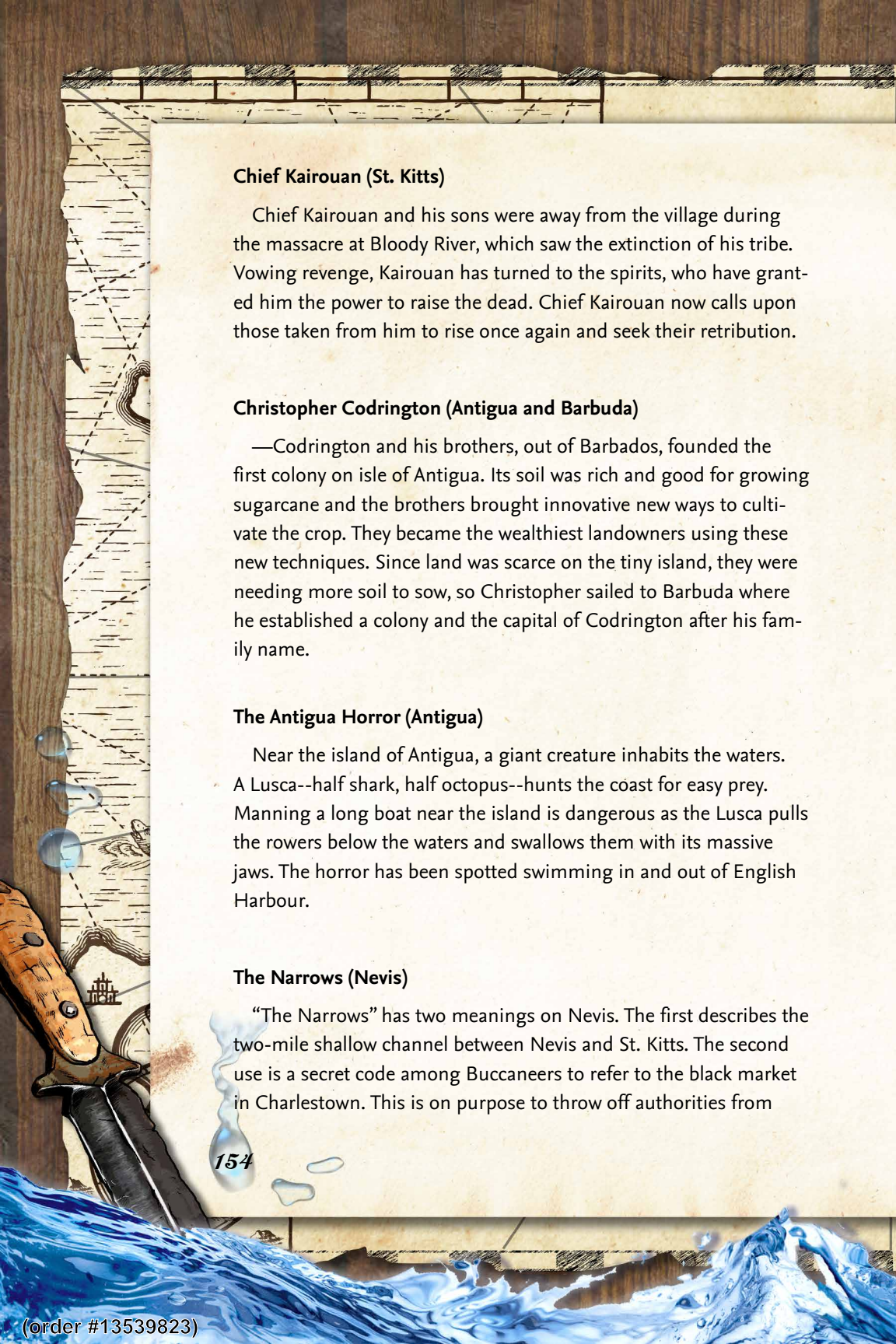
A dense cloud of mysterious mist flows down off the top of the mountain from the volcano every few weeks. It envelops the entire island in a thick fog. It is so dense that only couple feet are visible while in it. The citizens stay indoors for those lost in the fog vanish each morning.

The Israelites (Sint Eustatius)

A group of Jewish merchants and sailors, the Israelites have banded together to control trade. They keep their group hidden as many would see harm come to them. They use a symbol of a sun with the star of David inside of it. When necessary they hire Buccaneer ships to help enforce their interests.

Johannes de Graaf (Sint Eustatius)

As a well-respected employee of the Dutch West Indies Trading company, Johannes earned the governorship of the three islands of the Netherlands Antilles. Once on the island Johannes, found himself in love with the daughter of a local Jewish merchant. They eventually married. His new wife, Daniah de Graaf, is a member of the Israelites but keeps it hidden from her husband. She uses his love of her to influence his decisions.



Chief Kairouan (St. Kitts)

Chief Kairouan and his sons were away from the village during the massacre at Bloody River, which saw the extinction of his tribe. Vowing revenge, Kairouan has turned to the spirits, who have granted him the power to raise the dead. Chief Kairouan now calls upon those taken from him to rise once again and seek their retribution.

Christopher Codrington (Antigua and Barbuda)

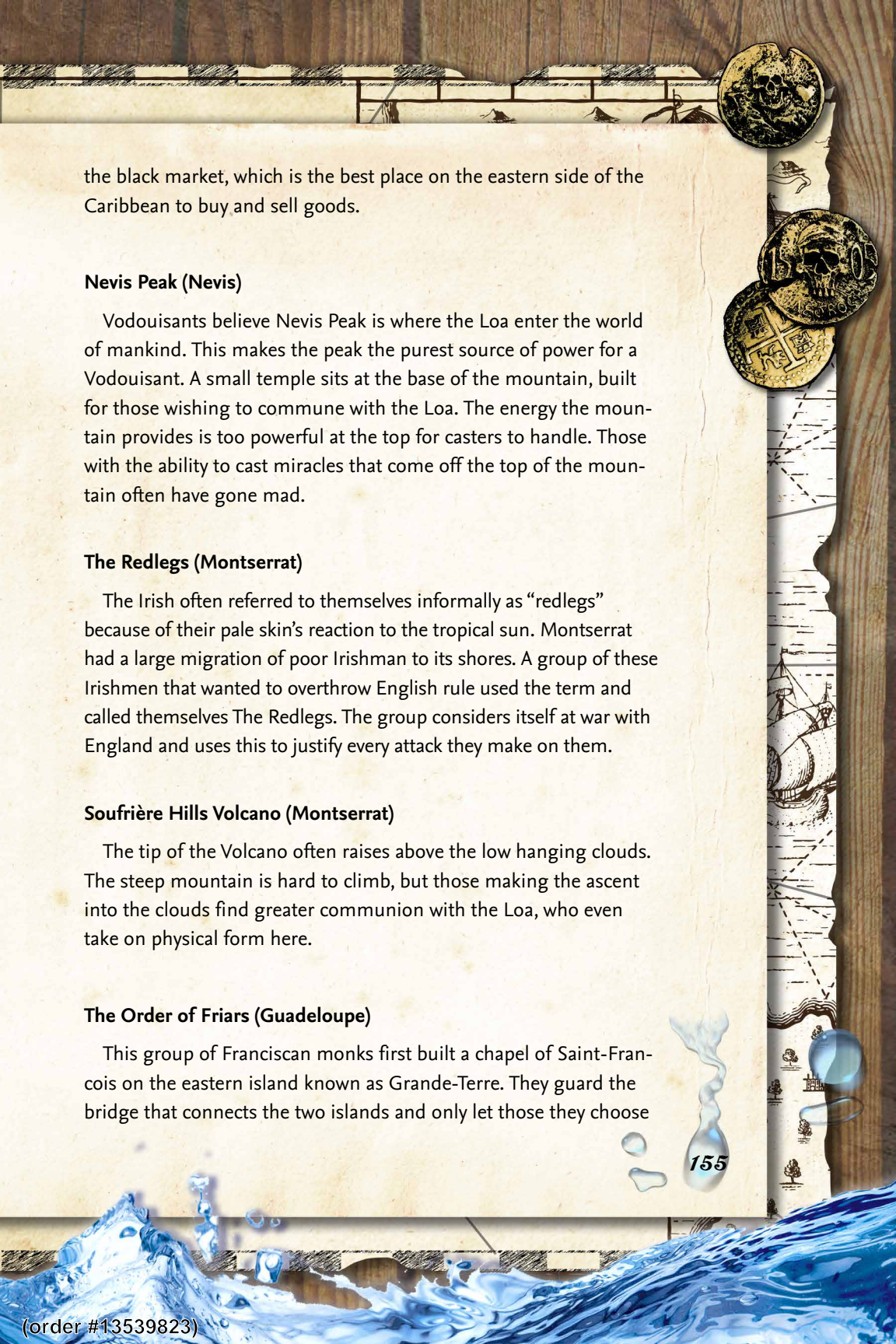
—Codrington and his brothers, out of Barbados, founded the first colony on isle of Antigua. Its soil was rich and good for growing sugarcane and the brothers brought innovative new ways to cultivate the crop. They became the wealthiest landowners using these new techniques. Since land was scarce on the tiny island, they were needing more soil to sow, so Christopher sailed to Barbuda where he established a colony and the capital of Codrington after his family name.

The Antigua Horror (Antigua)

Near the island of Antigua, a giant creature inhabits the waters. A Lusca--half shark, half octopus--hunts the coast for easy prey. Manning a long boat near the island is dangerous as the Lusca pulls the rowers below the waters and swallows them with its massive jaws. The horror has been spotted swimming in and out of English Harbour.

The Narrows (Nevis)

“The Narrows” has two meanings on Nevis. The first describes the two-mile shallow channel between Nevis and St. Kitts. The second use is a secret code among Buccaneers to refer to the black market in Charlestown. This is on purpose to throw off authorities from



the black market, which is the best place on the eastern side of the Caribbean to buy and sell goods.

Nevis Peak (Nevis)

Vodouisants believe Nevis Peak is where the Loa enter the world of mankind. This makes the peak the purest source of power for a Vodouisant. A small temple sits at the base of the mountain, built for those wishing to commune with the Loa. The energy the mountain provides is too powerful at the top for casters to handle. Those with the ability to cast miracles that come off the top of the mountain often have gone mad.

The Redlegs (Montserrat)

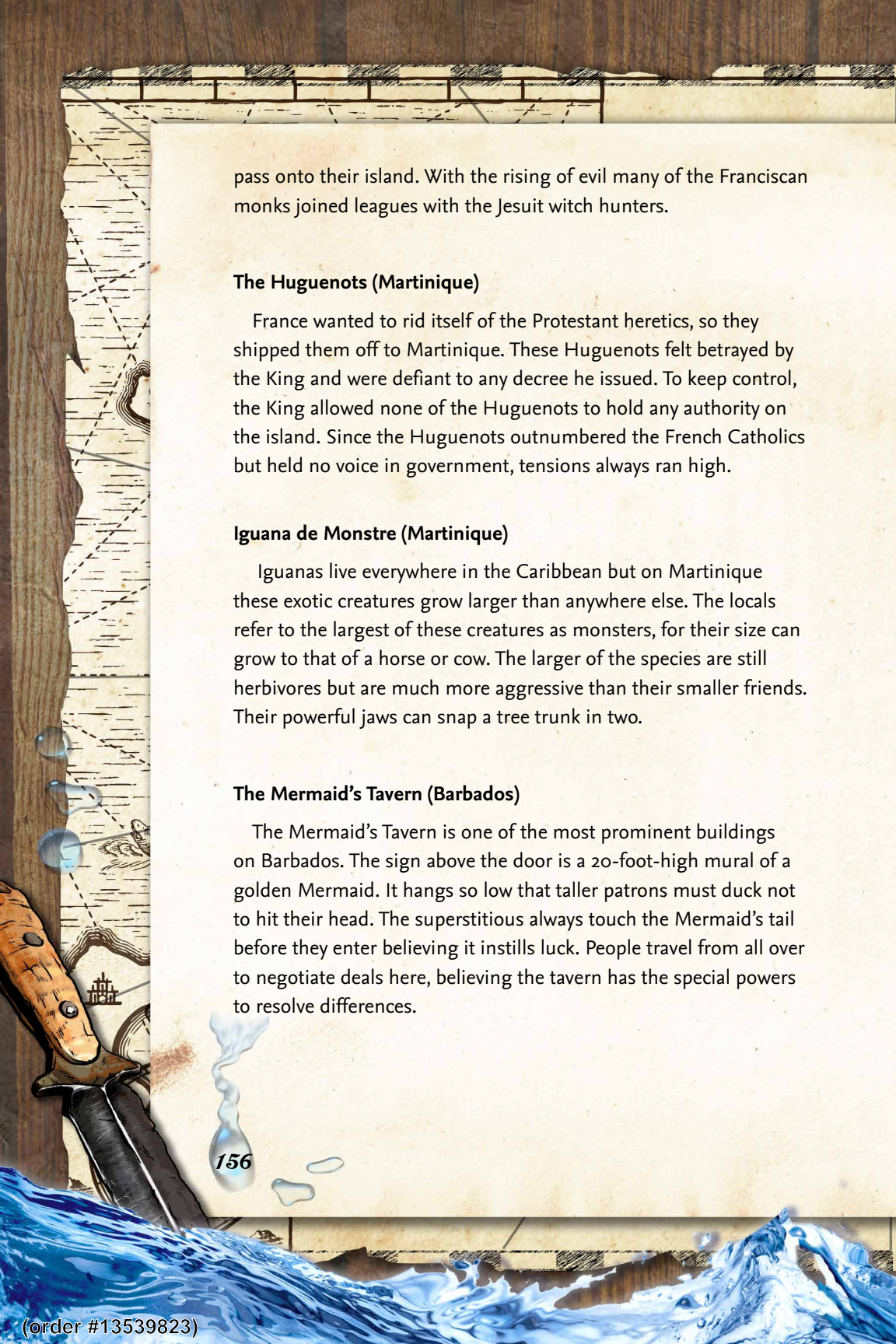
The Irish often referred to themselves informally as “redlegs” because of their pale skin’s reaction to the tropical sun. Montserrat had a large migration of poor Irishman to its shores. A group of these Irishmen that wanted to overthrow English rule used the term and called themselves The Redlegs. The group considers itself at war with England and uses this to justify every attack they make on them.

Soufrière Hills Volcano (Montserrat)

The tip of the Volcano often raises above the low hanging clouds. The steep mountain is hard to climb, but those making the ascent into the clouds find greater communion with the Loa, who even take on physical form here.

The Order of Friars (Guadeloupe)

This group of Franciscan monks first built a chapel of Saint-Francois on the eastern island known as Grande-Terre. They guard the bridge that connects the two islands and only let those they choose



pass onto their island. With the rising of evil many of the Franciscan monks joined leagues with the Jesuit witch hunters.

The Huguenots (Martinique)

France wanted to rid itself of the Protestant heretics, so they shipped them off to Martinique. These Huguenots felt betrayed by the King and were defiant to any decree he issued. To keep control, the King allowed none of the Huguenots to hold any authority on the island. Since the Huguenots outnumbered the French Catholics but held no voice in government, tensions always ran high.

Iguana de Monstre (Martinique)

Iguanas live everywhere in the Caribbean but on Martinique these exotic creatures grow larger than anywhere else. The locals refer to the largest of these creatures as monsters, for their size can grow to that of a horse or cow. The larger of the species are still herbivores but are much more aggressive than their smaller friends. Their powerful jaws can snap a tree trunk in two.

The Mermaid's Tavern (Barbados)

The Mermaid's Tavern is one of the most prominent buildings on Barbados. The sign above the door is a 20-foot-high mural of a golden Mermaid. It hangs so low that taller patrons must duck not to hit their head. The superstitious always touch the Mermaid's tail before they enter believing it instills luck. People travel from all over to negotiate deals here, believing the tavern has the special powers to resolve differences.

Lady Evelyn Redd (Barbados)

She is the beautiful widow that owns the Mermaid's Tavern. Her husband, Captain Linus E. Redd, killed by Spanish forces during the attempted invasion of Santo Domingo. She felt distraught over the loss she grew to hate conflict of any kind and she uses an incredible beguiling power to settle disputes from her patrons. Many a man cannot resist her charms and leave broken hearted or are hell bent on proving themselves to her.



New Spain

The Aztec Pyramid of Tenochtitlan

When Cortes conquered the Aztec Empire, he raised the capital of Tenochtitlan and built Mexico City on its ashes. The city sits on an island in the middle of Lake Texcoco. He left only the pyramid on the center of the island which was a costly error. After the awakening, the pyramid surged with power and the undead warriors of the Aztec rose again out the pyramid killing anyone living on the island. The lucky ones that made it off the island called the rising the Blood Curse. Since that time no living soul will set foot on the haunted island.

La guarida del diablo (Campeche)

Fear crept into Campeche with the sightings of demonic creatures outside of town. Most of the sightings occur near The Devil's Den, a large cenote southeast of the city. The logging companies see a growing panic in their workers, so they hire whoever they can to guard the entrance to the sinkhole. They don't mind paying high wages as most of the guards don't stick around for payment once they meet the horrors rising from the earth.

Padre Protector (Campeche)

An old Spanish monk, called the Padre Protector, lives in a modest hacienda with several brethren outside the walls of the city. He guides travelers through the region around the dangerous cenotes. When called upon, he uses his powers to protect his charges from the evil.

South America

Real Situado (Cartagena)

Once a year like clockwork Peru sent a shipment of silver to Spain to pay for the armies in Peru and Bolivia called Real Situado. The fact that they are well known made the buccaneers and their crews salivate over the treasure ships. Spain also knew what was at stake and guarded the convey with many of its best warships. The shipment of silver sailed from Cartagena to Havana through San Juan and then onto mother Spain.

El Dorado (Cartagena)

The actual location of El Dorado is not known. Sir Walter Raleigh searched for the lost city of gold near Lake Guatavita near Cartagena for many years. The native Muisca Indians that were said to have built the city also protect it from those that seek it. The roads of El Dorado are rumored to be laid with gold bricks. A pyramid in the center of the city has a golden man standing at the top protecting its treasures.

The Curse of Mara (Maracaibo)

Maracaibo city sees an unfair share of hardships. They city was named for the high priestess Mara which the Spanish burned at the stake. Each night her spirit walks the street to plaza de San Luis where she was burnt. She only interacts with those willing to interact with her. Each night she places a curse on the city and its citizens suffer bad luck.

High Water Islands

Shipwreck straight (Cutthroat Harbour)

To get in and out of Morgan's bay ships must sail the shipwreck straight. This shallow, narrow stretch is only a hundred yards wide and two hundred long. The straight has unusual tidal flows that can cause crashing waves and unexpected low tides. These low tides can cause ships to run aground on the jagged rocks below the straight.

Mamba Beira Cay (Charles Bay Island)

Her followers call her Beira Cay, or Island Mother, because she is the ultimate authority on the island. Chief Loquillo on the other hand is just a figurehead who give visitors to the island the impression he is in charge. This is done because he looks the part and it keeps visitors from knowing where the real power of the island lies.

The Silver Temple (Jaguar Island)

The ancient ruins of a lost civilization sit amongst the hilltops in the center of the island. Though the ruins origin is unknown, many of its treasures remain. There are several entrances at different locations of the ruins that lead to an underground maze. The temple offers many dangers and mysteries for those prepared to journey through the jungle territory of the El gato demonio.

'El gato demonio' (Jaguar Island)

A family of demon jaguars make this island their home. These ferocious cats have glowing red eyes, and when harmed can disappear in a puff of smoke. They stalk and hunt human prey that dares to enter their jungle.

Vodou Cartomancy Adventure Generator

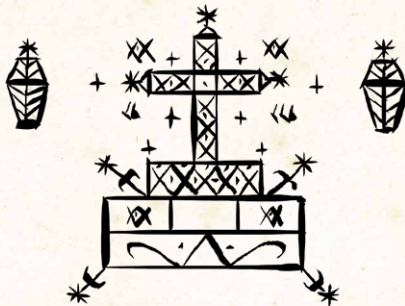
Just as the Vodouisants called upon the guidance of the Loa to empower their revolt against oppression, so too can the Loa guide the wayward Admiral in their quest to provide thrilling challenges for their crew. Just light a few black candles, shuffle your Action Deck, and let the Loa inspire you. As is their custom, the Loa demand an offering before everything can start: your imagination. The more imagination and creativity you put into this simple process, the better the adventure will come out. Let Papa Legbe guide you while your imagination unfolds. Even the simplest story can be very enjoyable and remembered forever if it's spiced up with unpredictable twists, told with enthusiasm, and uses the right techniques to motivate and involve your players.

We suggest you to take a few notes during the divination process, so as not to miss important advice from the Loa.

Draw nine cards from the deck and place them in such a way as to form Baron Samedi's cross (see picture). The suit and value of each card will provide you useful hints to create your adventure.

Baron Samedi's Cross

- 1 – Loa/Theme.
- 2 – Employer.
- 3 – Antagonist:
- 4 – Motivation
- 5 – Location #1
- 6 – Location #2
- 7- Hook
- 8- Twist
- 9- Reward



1
2 3 4
5
6
7 8 9

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THE FIRST CARD — THEME, MOOD, AND PRESIDING LOA

The first card's value will provide useful hints about the adventure's unfolding as well as its general atmosphere, which will make the "background" for the entire story. It also provides a hint about the Loa "presiding" over the adventure, allowing the Admiral to throw in a lot of Caribbean culture hints. Of course, if you've already come up with a very good and fitting theme, skip this part entirely. As usual, the Loa's inspiration is always optional, so feel free to use it as a possible hint, but it's never compulsory.

Deuce: Criminals vs. Law. The eternal conflict between law and criminals is the adventure's main theme. If this card is red, Buccaneers are on the law's side and should investigate to find the culprit. If the card is black instead, Buccaneers are on the criminal side, committing illegal/murderous actions and trying to get away with it. The Loa presiding over this theme is Dumballa, the snake god: always sneaky and difficult to catch.

Three or Four: Quest. The quest for an object, a person, or important information is the adventure's main theme. If this card is red, Buccaneers must actively look for something or someone. If the card is black instead, Buccaneers must destroy, hide, or actively defend something/someone from pursuers. The Loa over presiding this theme is Papa Legbe: one of the most important Loa in the pantheon, who served as the main intercessor between the Loa and humanity.

Five to Seven: Curse. Dark Vodou practices are this adventure's main theme. If this card is red, an NPC is caught in the Fates' threads. If the card is black instead, Fate will pull the Buccaneers' strings. The Loa presiding over this theme is Carrefour: a respected



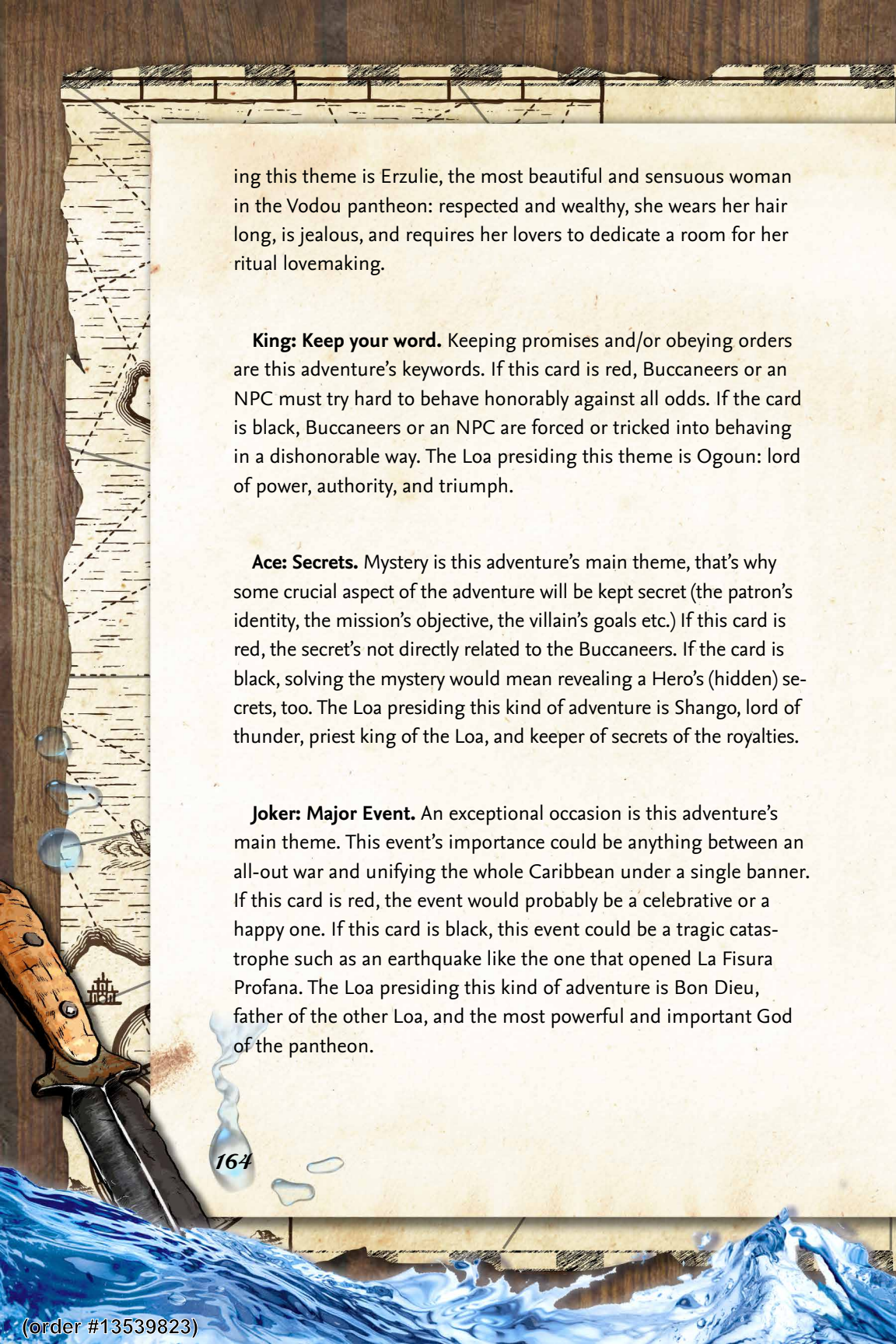
Loa though he is not liked much: he is the grand master of charms and sorceries and is closely associated with black magic.

Eight or Nine: Intrigue. Whether they are aware of it or not, Buccaneers fall into a viper's nest. Treachery, cheating, and pretending are this adventure's keywords. If this card is red, Buccaneers must help a NPC who's caught in a web of deceit or, alternatively, they are the ones caught in the deceiving web. If the card is black instead, Buccaneers must spin the web of deception in order to reach their goals. The Loa presiding over this theme is Anansi: the most deceitful of the Loa, master of storytelling, and who often the form of a spider.

Ten: Horror. Fear is this adventure's main theme. If this card is red, Buccaneers will face their inner fears, a terrifying creature or a spooky environment. If the card is black instead, Buccaneers must try hard not to become hideous and sinister themselves. The Loa presiding this theme is Baron Samedi: lord of the undead.

Jack: Journey. Travelling is this adventure's main theme. Whether it is a long, perilous journey or short travel, the adventure will focus on the dangers and challenges of the journey rather than on what happens at the destination. Expect high seafaring adventures! The Loa presiding this theme is Agwe: protector of seafaring men.

Queen: Romance. Love, in any of its aspects, is this adventure's main theme. This doesn't mean that the adventure should necessarily become a soap opera: remember that the worst atrocities are carried out in the name of love. If this card is red, an NPC affair entangles the crew. If the card is black instead, at least one of the Buccaneers is directly involved in the love affair. The Loa presid-

The page is framed by a wooden book cover. On the left, a map with dashed lines and a small building icon is visible. A wooden-handled knife with a black blade is positioned vertically on the left side. At the bottom, there is a blue water splash graphic. The page number '164' is located at the bottom left of the text area.

ing this theme is Erzulie, the most beautiful and sensuous woman in the Vodou pantheon: respected and wealthy, she wears her hair long, is jealous, and requires her lovers to dedicate a room for her ritual lovemaking.

King: Keep your word. Keeping promises and/or obeying orders are this adventure's keywords. If this card is red, Buccaneers or an NPC must try hard to behave honorably against all odds. If the card is black, Buccaneers or an NPC are forced or tricked into behaving in a dishonorable way. The Loa presiding this theme is Ogoun: lord of power, authority, and triumph.

Ace: Secrets. Mystery is this adventure's main theme, that's why some crucial aspect of the adventure will be kept secret (the patron's identity, the mission's objective, the villain's goals etc.) If this card is red, the secret's not directly related to the Buccaneers. If the card is black, solving the mystery would mean revealing a Hero's (hidden) secrets, too. The Loa presiding this kind of adventure is Shango, lord of thunder, priest king of the Loa, and keeper of secrets of the royalties.

Joker: Major Event. An exceptional occasion is this adventure's main theme. This event's importance could be anything between an all-out war and unifying the whole Caribbean under a single banner. If this card is red, the event would probably be a celebrative or a happy one. If this card is black, this event could be a tragic catastrophe such as an earthquake like the one that opened La Fisura Profana. The Loa presiding this kind of adventure is Bon Dieu, father of the other Loa, and the most powerful and important God of the pantheon.



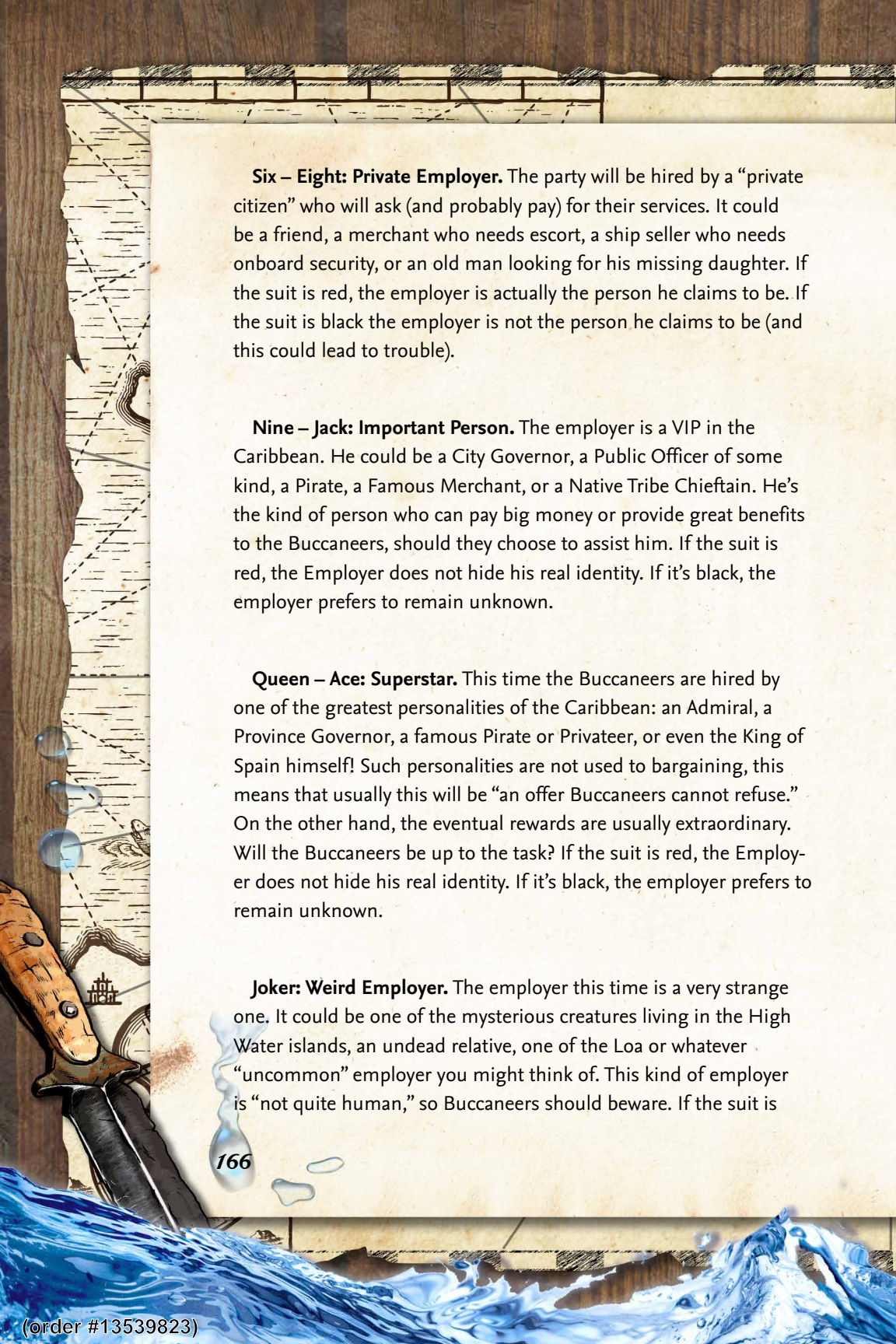
☠ THE SECOND CARD: THE EMPLOYER

Most Swashbuckling adventure tropes involve someone who hires the PCs (let's call him "the Employer") to do something that someone else (the Antagonist) will strongly oppose. The most common cliché is Buccaneers being hired by a Governor to hunt down a fearsome Pirate, or to plunder an enemy ship. You know, that's how things go in the Cursed Caribbean. Nevertheless, it's not uncommon for Buccaneers to go "on their own" looking for lost treasures. As always, these are just suggestions, feel free to bend them as your imagination sees fit.

Employers often choose to remain "behind the curtain," sending minions to negotiate with the PCs, so if they fail or get caught, the crew will not be able to reveal who their employer actually is. So the crew might not know for sure who they are working for, but so long as the pay is ample, fewer questions mean fewer problems, right?

Knowing who is actually employing the PCs is an important thing for Admirals who wish to build a consistent plot, so choose your employer carefully and keep your players in the dark as needed. The following is a list of example employers to spark your imagination.

Deuce – Five: Self-Employed. This time, the PCs will go adventuring "on their own" and will not be hired by anyone. This is a common occurrence when PCs already have a consistent clue on where to find something interesting (the classical "treasure map"). Another common option is that the party will do something for "personal reasons" and not just for the money, fortune, and fame. If the suit is red, the party has all information it needs to begin. On a black, they must first gather more information before diving into adventure.



Six – Eight: Private Employer. The party will be hired by a “private citizen” who will ask (and probably pay) for their services. It could be a friend, a merchant who needs escort, a ship seller who needs onboard security, or an old man looking for his missing daughter. If the suit is red, the employer is actually the person he claims to be. If the suit is black the employer is not the person he claims to be (and this could lead to trouble).

Nine – Jack: Important Person. The employer is a VIP in the Caribbean. He could be a City Governor, a Public Officer of some kind, a Pirate, a Famous Merchant, or a Native Tribe Chieftain. He’s the kind of person who can pay big money or provide great benefits to the Buccaneers, should they choose to assist him. If the suit is red, the Employer does not hide his real identity. If it’s black, the employer prefers to remain unknown.

Queen – Ace: Superstar. This time the Buccaneers are hired by one of the greatest personalities of the Caribbean: an Admiral, a Province Governor, a famous Pirate or Privateer, or even the King of Spain himself! Such personalities are not used to bargaining, this means that usually this will be “an offer Buccaneers cannot refuse.” On the other hand, the eventual rewards are usually extraordinary. Will the Buccaneers be up to the task? If the suit is red, the Employer does not hide his real identity. If it’s black, the employer prefers to remain unknown.

Joker: Weird Employer. The employer this time is a very strange one. It could be one of the mysterious creatures living in the High Water islands, an undead relative, one of the Loa or whatever “uncommon” employer you might think of. This kind of employer is “not quite human,” so Buccaneers should beware. If the suit is

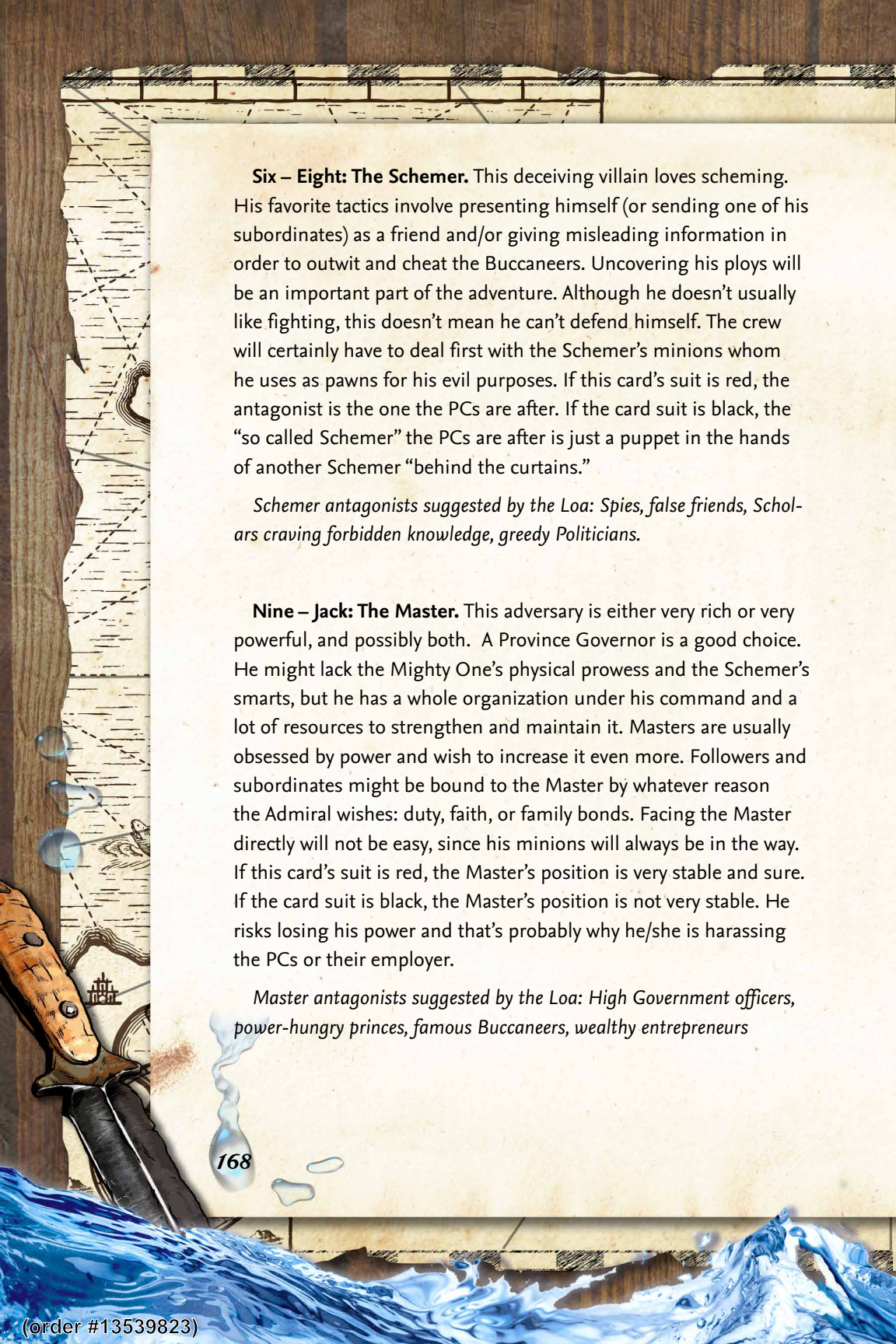
red, the Employer does not hide his real identity. If it's black, the employer prefers to remain unknown.

THIRD CARD: THE ANTAGONIST

The more powerful the Antagonist, the more intriguing and awe-inspiring the adventure becomes. This card gives the Admiral hints about the Antagonist's nature and behavior and depending on the Admiral's choice can either be a physical person or an organization. Some Antagonists are solitary, while others (like Governors or Admirals) have hundreds of minions under their command. The card's suit tells you only the Antagonist's archetype: the more imagination the Admiral offers to the Loa, the more detailed the villain's final picture will be. Provided are some little hints about "classical motivations" of such characters.

Deuce – Five: The Monster. Since La Fisura Profana cracked the ocean floor, many Antagonists of this kind have emerged. This type of villain does not usually fall into the "human" category and relies on weirdness and fear to achieve its goals. Driven by needs and goals very different from human standards, Buccaneers will never fully understand these monsters, but they will eventually be forced to oppose them. Adventures with a creepy antagonist tend to be dark and scary: should Buccaneers face such an opponent without good preparation, they would most certainly fail. If this card's suit is red, the adversary was NOT born a "monster," but somehow "turned into one." If the card suit is black, the adversary is a monster and proud of it.

Monster antagonists suggested by the Loa: Undead, Monsters, Cultists, Wicked Vodou Practitioners


The image shows a wooden book cover with a map of a coastline on the left side. A wooden-handled knife with a black blade is positioned vertically on the left edge. The page is aged and yellowed, with some water damage at the bottom. The text is centered on the page.

Six – Eight: The Schemer. This deceiving villain loves scheming. His favorite tactics involve presenting himself (or sending one of his subordinates) as a friend and/or giving misleading information in order to outwit and cheat the Buccaneers. Uncovering his ploys will be an important part of the adventure. Although he doesn't usually like fighting, this doesn't mean he can't defend himself. The crew will certainly have to deal first with the Schemer's minions whom he uses as pawns for his evil purposes. If this card's suit is red, the antagonist is the one the PCs are after. If the card suit is black, the "so called Schemer" the PCs are after is just a puppet in the hands of another Schemer "behind the curtains."

Schemer antagonists suggested by the Loa: Spies, false friends, Scholars craving forbidden knowledge, greedy Politicians.

Nine – Jack: The Master. This adversary is either very rich or very powerful, and possibly both. A Province Governor is a good choice. He might lack the Mighty One's physical prowess and the Schemer's smarts, but he has a whole organization under his command and a lot of resources to strengthen and maintain it. Masters are usually obsessed by power and wish to increase it even more. Followers and subordinates might be bound to the Master by whatever reason the Admiral wishes: duty, faith, or family bonds. Facing the Master directly will not be easy, since his minions will always be in the way. If this card's suit is red, the Master's position is very stable and sure. If the card suit is black, the Master's position is not very stable. He risks losing his power and that's probably why he/she is harassing the PCs or their employer.

Master antagonists suggested by the Loa: High Government officers, power-hungry princes, famous Buccaneers, wealthy entrepreneurs



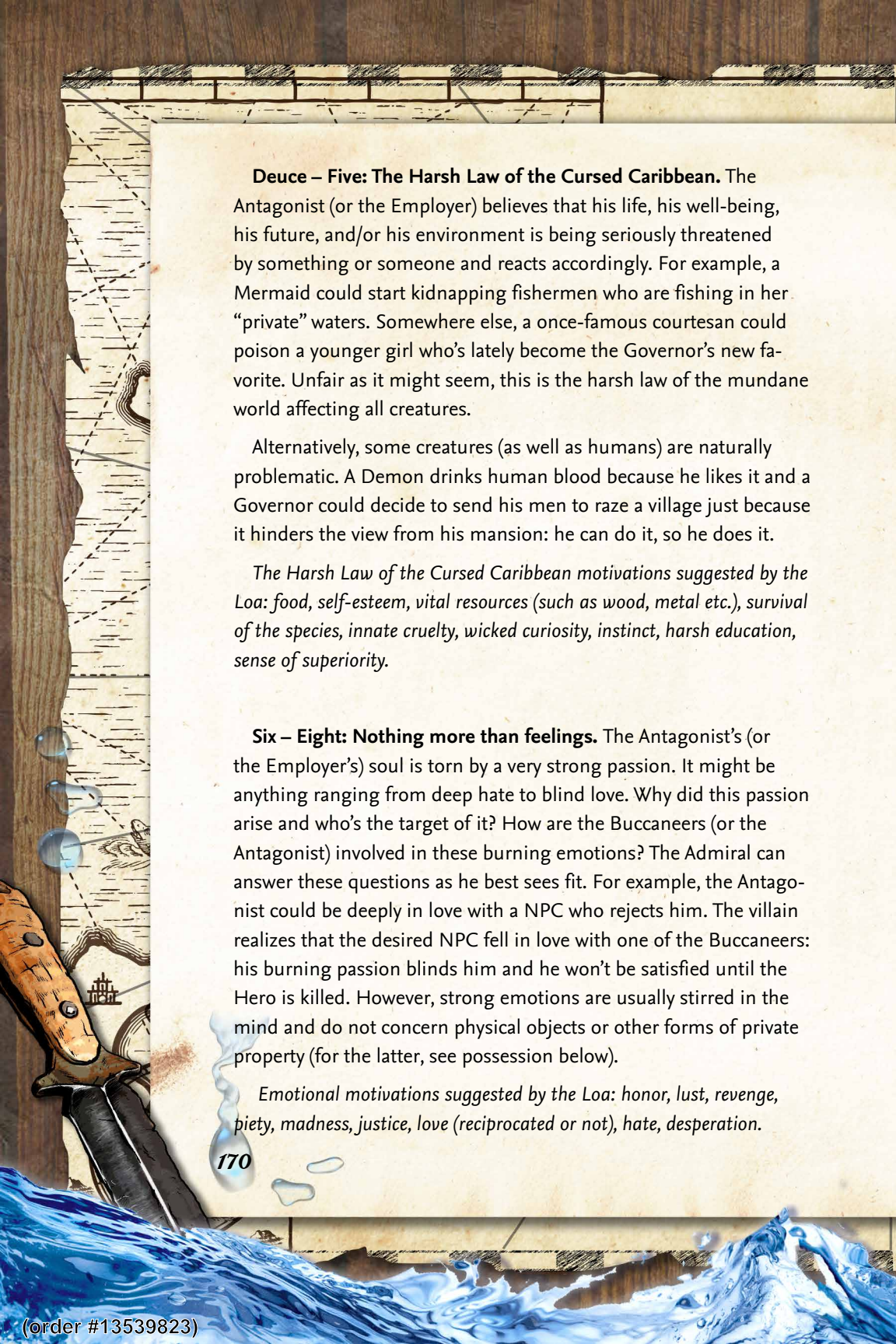
Queen – Ace: The Mighty One. Mighty Ones are physically very strong and rely mainly on violence and sheer brute force. They usually despise scheming and subtlety, preferring a direct, head-on approach. They could be anything between a huge solitary monster to a brutal Pirate who keeps his minions at bay using violence, threats, and intimidation. If this card's suit is red, the antagonist is a typical brute cliché: strong, furious, angry, and straightforward. If the card suit is black, the antagonist is not a simpleton: he prefers to rely on profound violence and he's not easy to fool.

Violent antagonists suggested by the Loa: big and mean monsters, a violent Pirate, a mighty Duelist

Joker: One isn't enough. This card means that the Antagonist is even more complicated than usual. A Red Joker means he's got two "natures," draw two additional cards and combine the results. A Black Joker means that there are TWO antagonists: draw two additional cards, each one represents a single antagonist's archetype.

THE FOURTH CARD: MOTIVATION

Now you know who the Employer and the Antagonist are. But why does the Employer hire the PCs? Which goal does he want to attain? And why does the Antagonist want to hinder the Employer and the PCs? The fourth card will reveal this. Depending on the Admiral's imagination, this could either represent the reason why the Employer wants the PC to hinder the Antagonist or vice versa. This information is mainly for the Admiral's use: Buccaneers may remain clueless about the Employer/villain's true intentions until they confront him directly or they may never know them at all.




Deuce – Five: The Harsh Law of the Cursed Caribbean. The Antagonist (or the Employer) believes that his life, his well-being, his future, and/or his environment is being seriously threatened by something or someone and reacts accordingly. For example, a Mermaid could start kidnapping fishermen who are fishing in her “private” waters. Somewhere else, a once-famous courtesan could poison a younger girl who’s lately become the Governor’s new favorite. Unfair as it might seem, this is the harsh law of the mundane world affecting all creatures.

Alternatively, some creatures (as well as humans) are naturally problematic. A Demon drinks human blood because he likes it and a Governor could decide to send his men to raze a village just because it hinders the view from his mansion: he can do it, so he does it.

The Harsh Law of the Cursed Caribbean motivations suggested by the Loa: food, self-esteem, vital resources (such as wood, metal etc.), survival of the species, innate cruelty, wicked curiosity, instinct, harsh education, sense of superiority.

Six – Eight: Nothing more than feelings. The Antagonist’s (or the Employer’s) soul is torn by a very strong passion. It might be anything ranging from deep hate to blind love. Why did this passion arise and who’s the target of it? How are the Buccaneers (or the Antagonist) involved in these burning emotions? The Admiral can answer these questions as he best sees fit. For example, the Antagonist could be deeply in love with a NPC who rejects him. The villain realizes that the desired NPC fell in love with one of the Buccaneers: his burning passion blinds him and he won’t be satisfied until the Hero is killed. However, strong emotions are usually stirred in the mind and do not concern physical objects or other forms of private property (for the latter, see possession below).

Emotional motivations suggested by the Loa: honor, lust, revenge, piety, madness, justice, love (reciprocated or not), hate, desperation.



Nine – Jack: Loot! The Antagonist (or the Employer) craves something and is ready to do anything to obtain it. The object of desire can widely change, depending on the Antagonist's nature, but it is always something very valuable at least for him. For example, a scholar could be desperately looking for a lost scroll while a Governor could plot to invade a nearby island.

Loot's motivations suggested by the Loa: wealth, power, knowledge, very powerful and/or very valuable items, higher social rank.

Queen – Ace: Duty/Vengeance. The Antagonist's (or the Employer's) actions are caused by "someone/something else." The Antagonist could be merely executing orders coming from his hierarchy or the Employer could be seeking revenge for a past humiliation in order to achieve a higher status in his community. The Antagonist or the Employer does not directly hate the Buccaneers, he merely must perform a duty.

Duty/Vengeance motivations suggested by the Loa: Avenging a murder, cleansing one's honor, executing orders, looking for someone's appreciation.

Joker: Complicated Issue. The Antagonist's (or the Employer's) motivations are numerous and involve him deeply in the plot. Draw two cards and mix them. For example, if your Antagonist is a Scheming Governor, a Seven (Nothing more than feelings) and a King (Duty/Vengeance) might mean that the Governor is in love with one of the Buccaneers, but the PC unwillingly killed one of the Governor's relatives, so he should not marry her but lock her in prison instead. That's why the Governor will probably send his men to kidnap the heroine and lock her in a dungeon first (in order to comply with the social duties). As soon as she's in prison, the Governor will offer to pardon her in exchange for her hand. This is only one of the many possible interpretations: let your imagination fly high!



FIFTH AND SIXTH CARD: LOCATIONS


These cards give you some hints on where two parts of your adventure could take place. Of course, these cards shows only the central, most important scenario; feel free to add more locations at will. For each scenario the Loa will provide you with a list of Caribbean locations particularly suited to host swashbuckling adventures. As usual, if you want to create a small adventure at a single location, just pick one and ignore the other one.

Deuce – Five: On a ship. Following the best swashbuckling tropes, one of the adventure's important scenes will take place on a ship. Anything ranging from a huge war galleon to a tiny raft can do. Most likely, Buccaneers will have to face the harsh seamen life: hard work, food and water shortage, brawls for grog and of course, pirates trying to seize it all! And lately, a lot of nasty creatures inhabit the High Seas. But you are a Buccaneer, aren't you?

Ship locations suggested by the Loa: a Merchantman vessel, the Admiral's war galleon, a fast Pirate sloop, a tiny raft falling apart.

Six – Eight: In a Town. The action will take place in one of the many cities or villages of the Cursed Caribbean. Be it a crowded port or one of the inland towns, it's time to get down from your beloved ships. Whether it's doing an illegal smuggling job, carousing in the tavern, taking down the enemy Privateer with guns blazing, or pulling some info out of a Governor during a theater show, the crew will likely run up against the local law establishment and the ever shifting political alliances of the Caribbean.

Urban places suggested by the Loa: Just take a look at the map and pick one.



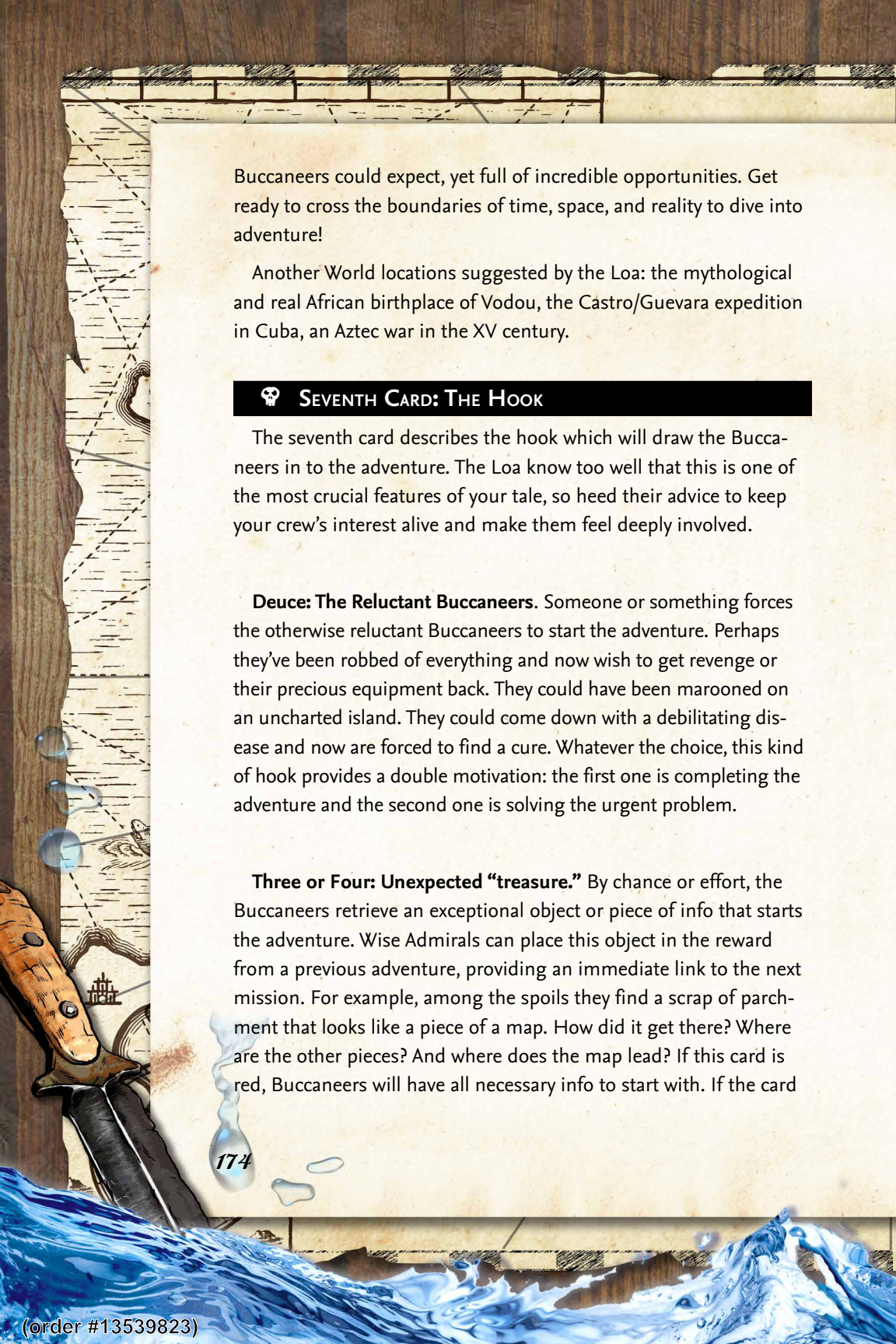
Nine – Jack: On a tiny Island. Inspired by many action movies' memorable moments, this adventure will take place on a small island, most likely one that is uncharted. Is it a pirate's secret hideout or an untainted beautiful haven? Above all, mystery and anticipation is the key. Were the crew beached here following a storm or did they follow a cryptic map looking for buried treasure? Do unnatural monsters await them or perhaps a labyrinth of hidden traps guarding a treasure?

Tiny islands suggested by the Loa: a treasure island, a foul pirate's secret hideout, home of an unusual native tribe, one of the High Water islands.

Queen – Ace: In the Wild. The call of swashbuckling adventure will lead Buccaneers in one of the Caribbean's most dangerous environments where they will prove their mettle. It could be anything from the unhealthy Mosquito Coast swamps or one of the dangerous jungles of the Florida everglades or even walking the plank and then having to survive the open sea. Since the Ichor spread around the Caribbean, nobody knows what lurks in the wild: although feral animal attacks are the most frequent menace, nevertheless many dangerous monsters roam the wild corners of the Caribbean. And don't forget the environmental hazards and the lack of food and water: they could easily bring the stoutest Buccaneer into Davy Jones' locker.

Wild areas suggested by the Loa: the Mosquito Coast, the desert of Mexico, the Amazon jungle, the Ocean.

Joker: Another World. This time your Characters will cross the boundaries of reality and live extraordinary experiences in a setting well outside the ordinary, even for the Cursed Caribbean. They could be drawn fast-forward into the future or flung back to the past. The scenario will be a unique one, probably very different from what



Buccaneers could expect, yet full of incredible opportunities. Get ready to cross the boundaries of time, space, and reality to dive into adventure!

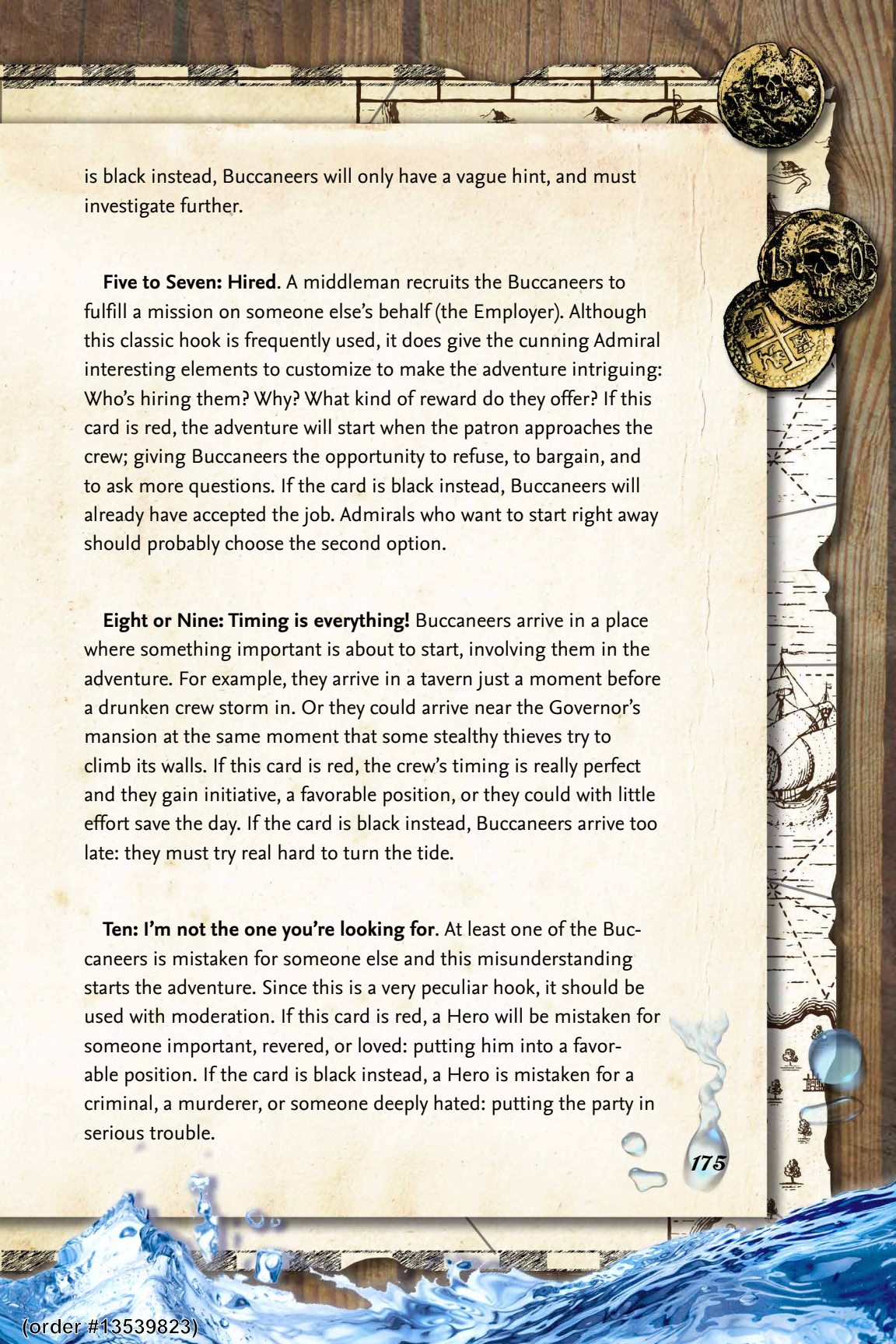
Another World locations suggested by the Loa: the mythological and real African birthplace of Vodou, the Castro/Guevara expedition in Cuba, an Aztec war in the XV century.

SEVENTH CARD: THE HOOK

The seventh card describes the hook which will draw the Buccaneers in to the adventure. The Loa know too well that this is one of the most crucial features of your tale, so heed their advice to keep your crew's interest alive and make them feel deeply involved.

Deuce: The Reluctant Buccaneers. Someone or something forces the otherwise reluctant Buccaneers to start the adventure. Perhaps they've been robbed of everything and now wish to get revenge or their precious equipment back. They could have been marooned on an uncharted island. They could come down with a debilitating disease and now are forced to find a cure. Whatever the choice, this kind of hook provides a double motivation: the first one is completing the adventure and the second one is solving the urgent problem.

Three or Four: Unexpected "treasure." By chance or effort, the Buccaneers retrieve an exceptional object or piece of info that starts the adventure. Wise Admirals can place this object in the reward from a previous adventure, providing an immediate link to the next mission. For example, among the spoils they find a scrap of parchment that looks like a piece of a map. How did it get there? Where are the other pieces? And where does the map lead? If this card is red, Buccaneers will have all necessary info to start with. If the card

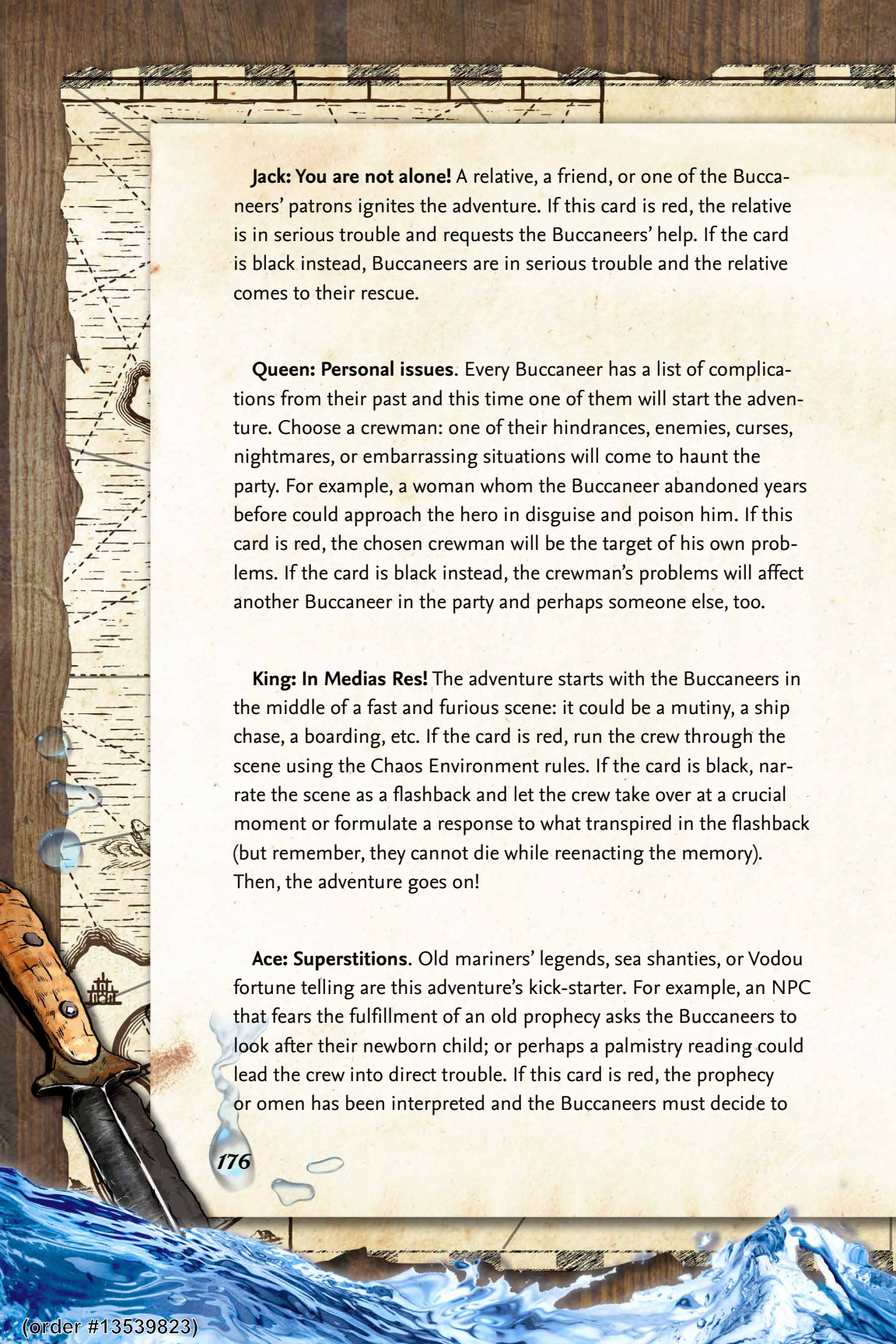


is black instead, Buccaneers will only have a vague hint, and must investigate further.

Five to Seven: Hired. A middleman recruits the Buccaneers to fulfill a mission on someone else's behalf (the Employer). Although this classic hook is frequently used, it does give the cunning Admiral interesting elements to customize to make the adventure intriguing: Who's hiring them? Why? What kind of reward do they offer? If this card is red, the adventure will start when the patron approaches the crew; giving Buccaneers the opportunity to refuse, to bargain, and to ask more questions. If the card is black instead, Buccaneers will already have accepted the job. Admirals who want to start right away should probably choose the second option.

Eight or Nine: Timing is everything! Buccaneers arrive in a place where something important is about to start, involving them in the adventure. For example, they arrive in a tavern just a moment before a drunken crew storm in. Or they could arrive near the Governor's mansion at the same moment that some stealthy thieves try to climb its walls. If this card is red, the crew's timing is really perfect and they gain initiative, a favorable position, or they could with little effort save the day. If the card is black instead, Buccaneers arrive too late: they must try real hard to turn the tide.

Ten: I'm not the one you're looking for. At least one of the Buccaneers is mistaken for someone else and this misunderstanding starts the adventure. Since this is a very peculiar hook, it should be used with moderation. If this card is red, a Hero will be mistaken for someone important, revered, or loved: putting him into a favorable position. If the card is black instead, a Hero is mistaken for a criminal, a murderer, or someone deeply hated: putting the party in serious trouble.

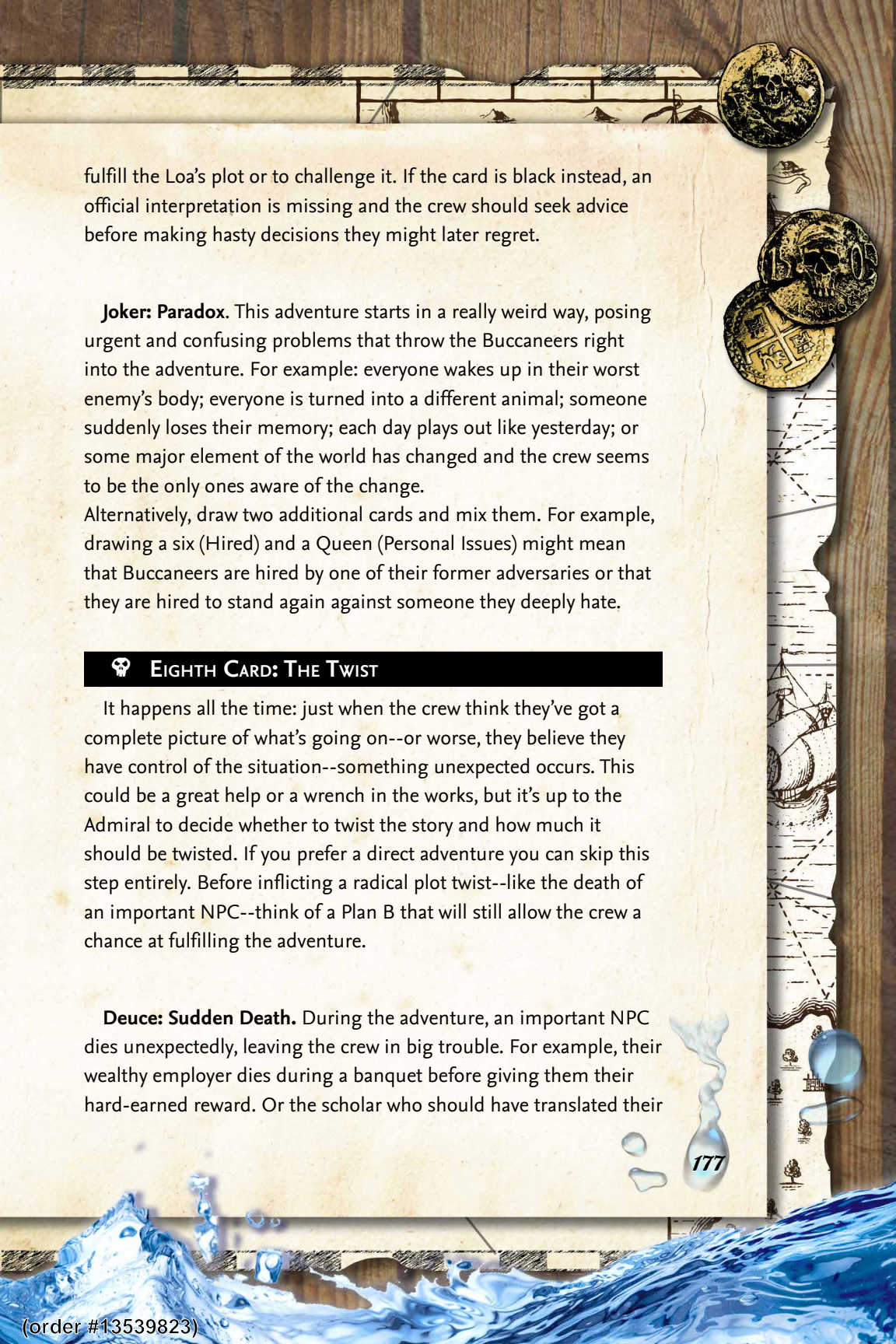


Jack: You are not alone! A relative, a friend, or one of the Buccaneers' patrons ignites the adventure. If this card is red, the relative is in serious trouble and requests the Buccaneers' help. If the card is black instead, Buccaneers are in serious trouble and the relative comes to their rescue.

Queen: Personal issues. Every Buccaneer has a list of complications from their past and this time one of them will start the adventure. Choose a crewman: one of their hindrances, enemies, curses, nightmares, or embarrassing situations will come to haunt the party. For example, a woman whom the Buccaneer abandoned years before could approach the hero in disguise and poison him. If this card is red, the chosen crewman will be the target of his own problems. If the card is black instead, the crewman's problems will affect another Buccaneer in the party and perhaps someone else, too.

King: In Medias Res! The adventure starts with the Buccaneers in the middle of a fast and furious scene: it could be a mutiny, a ship chase, a boarding, etc. If the card is red, run the crew through the scene using the Chaos Environment rules. If the card is black, narrate the scene as a flashback and let the crew take over at a crucial moment or formulate a response to what transpired in the flashback (but remember, they cannot die while reenacting the memory). Then, the adventure goes on!

Ace: Superstitions. Old mariners' legends, sea shanties, or Vodou fortune telling are this adventure's kick-starter. For example, an NPC that fears the fulfillment of an old prophecy asks the Buccaneers to look after their newborn child; or perhaps a palmistry reading could lead the crew into direct trouble. If this card is red, the prophecy or omen has been interpreted and the Buccaneers must decide to



fulfill the Loa's plot or to challenge it. If the card is black instead, an official interpretation is missing and the crew should seek advice before making hasty decisions they might later regret.

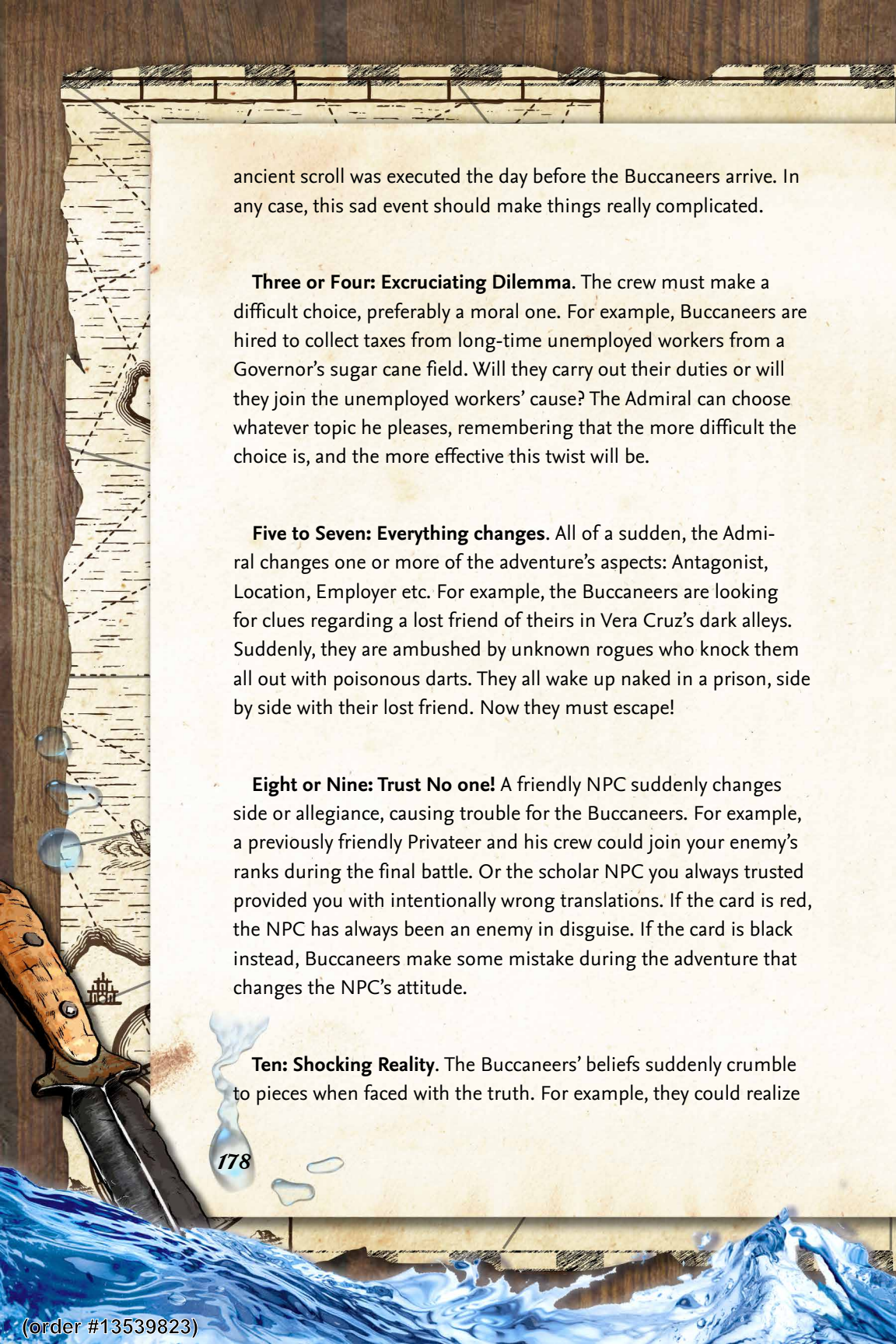
Joker: Paradox. This adventure starts in a really weird way, posing urgent and confusing problems that throw the Buccaneers right into the adventure. For example: everyone wakes up in their worst enemy's body; everyone is turned into a different animal; someone suddenly loses their memory; each day plays out like yesterday; or some major element of the world has changed and the crew seems to be the only ones aware of the change.

Alternatively, draw two additional cards and mix them. For example, drawing a six (Hired) and a Queen (Personal Issues) might mean that Buccaneers are hired by one of their former adversaries or that they are hired to stand again against someone they deeply hate.

EIGHTH CARD: THE TWIST

It happens all the time: just when the crew think they've got a complete picture of what's going on--or worse, they believe they have control of the situation--something unexpected occurs. This could be a great help or a wrench in the works, but it's up to the Admiral to decide whether to twist the story and how much it should be twisted. If you prefer a direct adventure you can skip this step entirely. Before inflicting a radical plot twist--like the death of an important NPC--think of a Plan B that will still allow the crew a chance at fulfilling the adventure.

Deuce: Sudden Death. During the adventure, an important NPC dies unexpectedly, leaving the crew in big trouble. For example, their wealthy employer dies during a banquet before giving them their hard-earned reward. Or the scholar who should have translated their



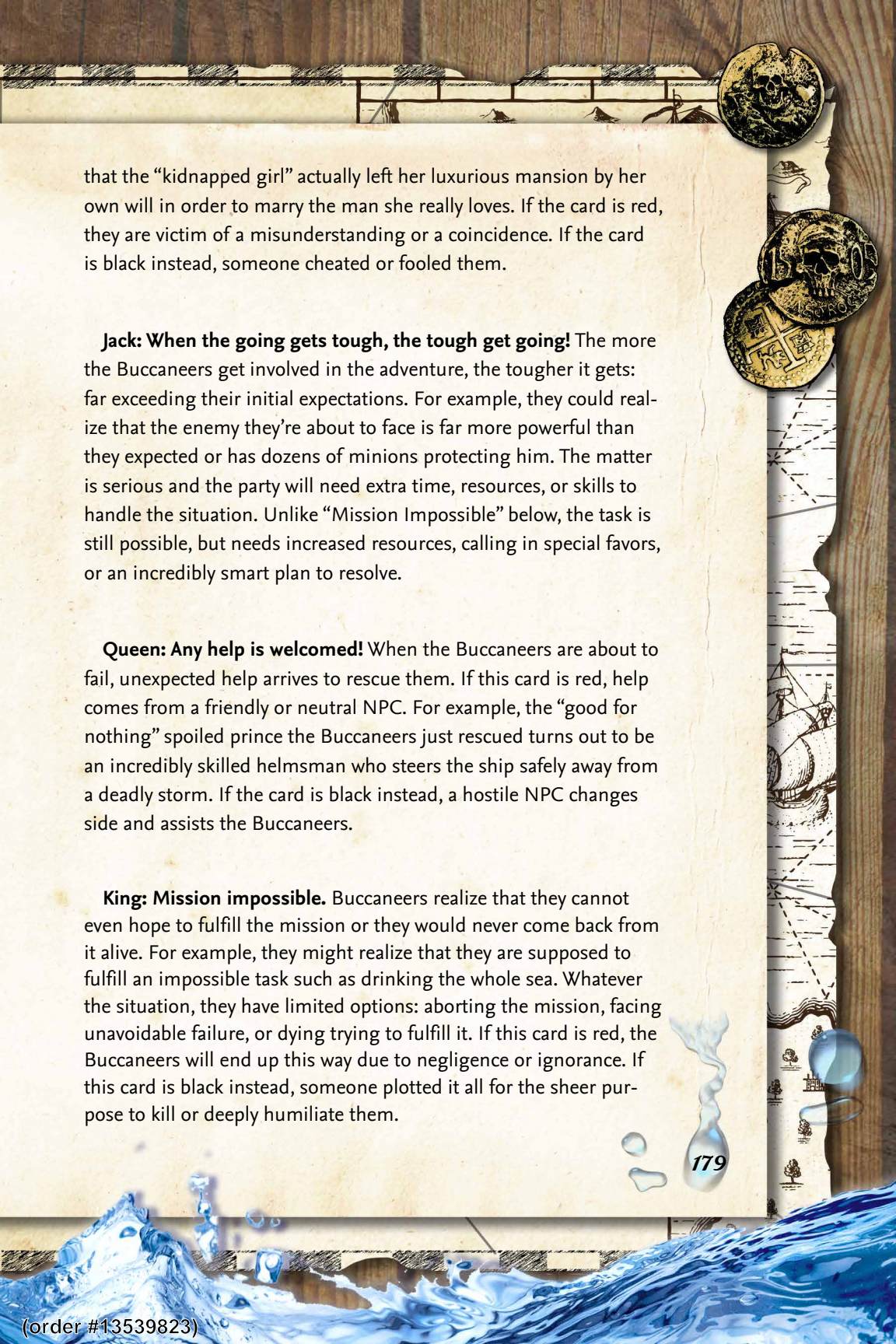
ancient scroll was executed the day before the Buccaneers arrive. In any case, this sad event should make things really complicated.

Three or Four: Excruciating Dilemma. The crew must make a difficult choice, preferably a moral one. For example, Buccaneers are hired to collect taxes from long-time unemployed workers from a Governor's sugar cane field. Will they carry out their duties or will they join the unemployed workers' cause? The Admiral can choose whatever topic he pleases, remembering that the more difficult the choice is, and the more effective this twist will be.

Five to Seven: Everything changes. All of a sudden, the Admiral changes one or more of the adventure's aspects: Antagonist, Location, Employer etc. For example, the Buccaneers are looking for clues regarding a lost friend of theirs in Vera Cruz's dark alleys. Suddenly, they are ambushed by unknown rogues who knock them all out with poisonous darts. They all wake up naked in a prison, side by side with their lost friend. Now they must escape!

Eight or Nine: Trust No one! A friendly NPC suddenly changes side or allegiance, causing trouble for the Buccaneers. For example, a previously friendly Privateer and his crew could join your enemy's ranks during the final battle. Or the scholar NPC you always trusted provided you with intentionally wrong translations. If the card is red, the NPC has always been an enemy in disguise. If the card is black instead, Buccaneers make some mistake during the adventure that changes the NPC's attitude.

Ten: Shocking Reality. The Buccaneers' beliefs suddenly crumble to pieces when faced with the truth. For example, they could realize

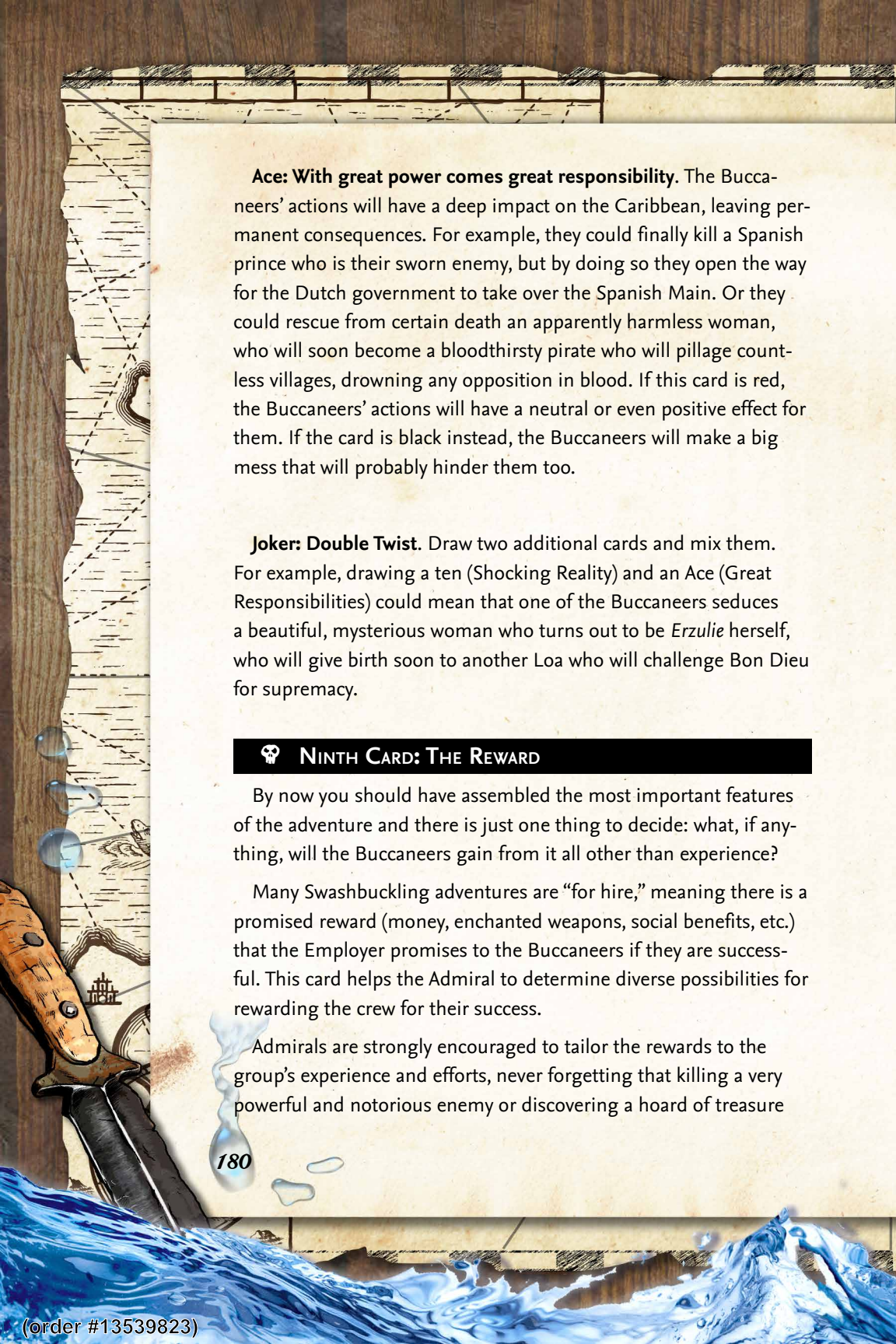


that the “kidnapped girl” actually left her luxurious mansion by her own will in order to marry the man she really loves. If the card is red, they are victim of a misunderstanding or a coincidence. If the card is black instead, someone cheated or fooled them.

Jack: When the going gets tough, the tough get going! The more the Buccaneers get involved in the adventure, the tougher it gets: far exceeding their initial expectations. For example, they could realize that the enemy they’re about to face is far more powerful than they expected or has dozens of minions protecting him. The matter is serious and the party will need extra time, resources, or skills to handle the situation. Unlike “Mission Impossible” below, the task is still possible, but needs increased resources, calling in special favors, or an incredibly smart plan to resolve.

Queen: Any help is welcomed! When the Buccaneers are about to fail, unexpected help arrives to rescue them. If this card is red, help comes from a friendly or neutral NPC. For example, the “good for nothing” spoiled prince the Buccaneers just rescued turns out to be an incredibly skilled helmsman who steers the ship safely away from a deadly storm. If the card is black instead, a hostile NPC changes side and assists the Buccaneers.

King: Mission impossible. Buccaneers realize that they cannot even hope to fulfill the mission or they would never come back from it alive. For example, they might realize that they are supposed to fulfill an impossible task such as drinking the whole sea. Whatever the situation, they have limited options: aborting the mission, facing unavoidable failure, or dying trying to fulfill it. If this card is red, the Buccaneers will end up this way due to negligence or ignorance. If this card is black instead, someone plotted it all for the sheer purpose to kill or deeply humiliate them.



Ace: With great power comes great responsibility. The Buccaneers' actions will have a deep impact on the Caribbean, leaving permanent consequences. For example, they could finally kill a Spanish prince who is their sworn enemy, but by doing so they open the way for the Dutch government to take over the Spanish Main. Or they could rescue from certain death an apparently harmless woman, who will soon become a bloodthirsty pirate who will pillage countless villages, drowning any opposition in blood. If this card is red, the Buccaneers' actions will have a neutral or even positive effect for them. If the card is black instead, the Buccaneers will make a big mess that will probably hinder them too.

Joker: Double Twist. Draw two additional cards and mix them. For example, drawing a ten (Shocking Reality) and an Ace (Great Responsibilities) could mean that one of the Buccaneers seduces a beautiful, mysterious woman who turns out to be *Erzulie* herself, who will give birth soon to another Loa who will challenge Bon Dieu for supremacy.




NINTH CARD: THE REWARD

By now you should have assembled the most important features of the adventure and there is just one thing to decide: what, if anything, will the Buccaneers gain from it all other than experience?

Many Swashbuckling adventures are “for hire,” meaning there is a promised reward (money, enchanted weapons, social benefits, etc.) that the Employer promises to the Buccaneers if they are successful. This card helps the Admiral to determine diverse possibilities for rewarding the crew for their success.

Admirals are strongly encouraged to tailor the rewards to the group's experience and efforts, never forgetting that killing a very powerful and notorious enemy or discovering a hoard of treasure



can lead to immediate rewards and future complications. As always, Admirals are welcome to decide on adventure rewards without heeding the Loa's advice.

Deuce – Five: Reputation/Fame. After completing the adventure and possibly collecting material rewards, the Buccaneers will gain a degree of notoriety in the cursed Caribbean. Depending on the impact of the Buccaneers' deeds on the world, they could earn the admiration of a forgotten village, the trust of a guild or company, the thanks of a city, the goodwill of a nation, or become living legends throughout the land.

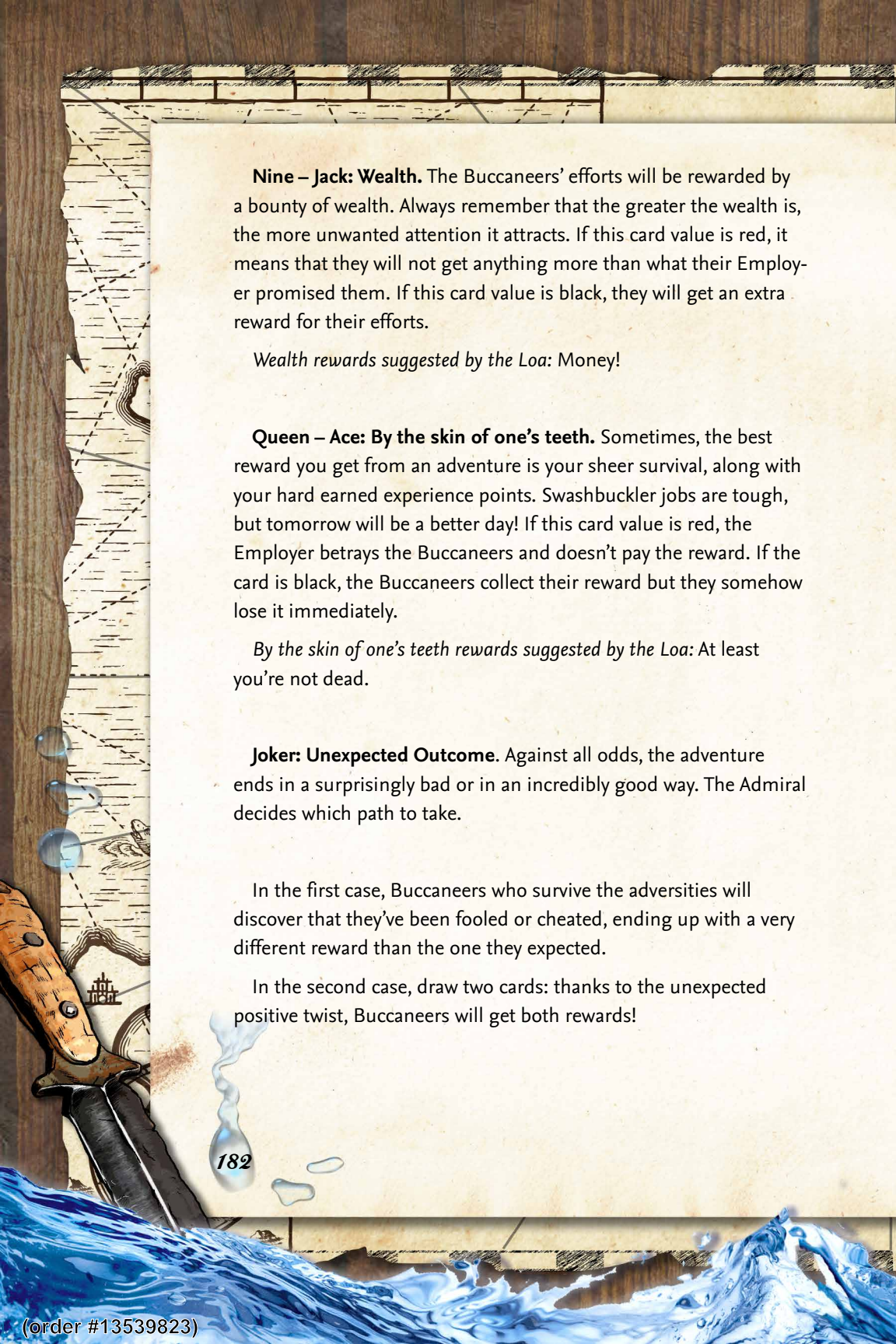
Keep in mind that sometimes fame has its drawbacks, too. For example, if the Buccaneers become famous supporting one European nation--whose denizens will treat them as heroes--the enemy Nations will probably seek to suppress or eliminate them.

Don't forget, Buccaneers can become infamous for their misdeeds, as well.

Reputation/Fame rewards suggested by the Loa: Reputation in the Buccaneer underworld, Gossip spread among the seafarers, increased workload

Six – Eight: Social Relationships. The Buccaneers gain the support of a prominent person, an important leader, or a group of people. The support can be anything between exchanging favors to marrying one of the crew into an important European dynasty. Buccaneers and Admirals should never forget that earning someone's friendship means earning the same person's enemies too.

Social Relationships rewards suggested by the Loa: exchange of favors, mutual friendship, social rank advancements, love interest, engagement, marriage, military support.



Nine – Jack: Wealth. The Buccaneers' efforts will be rewarded by a bounty of wealth. Always remember that the greater the wealth is, the more unwanted attention it attracts. If this card value is red, it means that they will not get anything more than what their Employer promised them. If this card value is black, they will get an extra reward for their efforts.

Wealth rewards suggested by the Loa: Money!

Queen – Ace: By the skin of one's teeth. Sometimes, the best reward you get from an adventure is your sheer survival, along with your hard earned experience points. Swashbuckler jobs are tough, but tomorrow will be a better day! If this card value is red, the Employer betrays the Buccaneers and doesn't pay the reward. If the card is black, the Buccaneers collect their reward but they somehow lose it immediately.

By the skin of one's teeth rewards suggested by the Loa: At least you're not dead.

Joker: Unexpected Outcome. Against all odds, the adventure ends in a surprisingly bad or in an incredibly good way. The Admiral decides which path to take.

In the first case, Buccaneers who survive the adversities will discover that they've been fooled or cheated, ending up with a very different reward than the one they expected.

In the second case, draw two cards: thanks to the unexpected positive twist, Buccaneers will get both rewards!

Putting it all together

Hopefully the Loa have inspired you through the cards and you have enough elements to devise a plot which will thrill your crew. If this adventure is part of a larger campaign, weave your existing themes and personalities into this adventure and add enough detail and flavor to taste.

Follow your heart.

Cards are a great inspiration source, but don't let them override your own ideas. Your fantasy and your ideas are all that really matters, cards are there only to help you and provide you useful guidance. So, feel free to ignore "unwanted help" from the cards and to add up as many features you want (two Antagonists, three main scenes etc.). Never stop following your heart.

Erzulie, fertility Loa

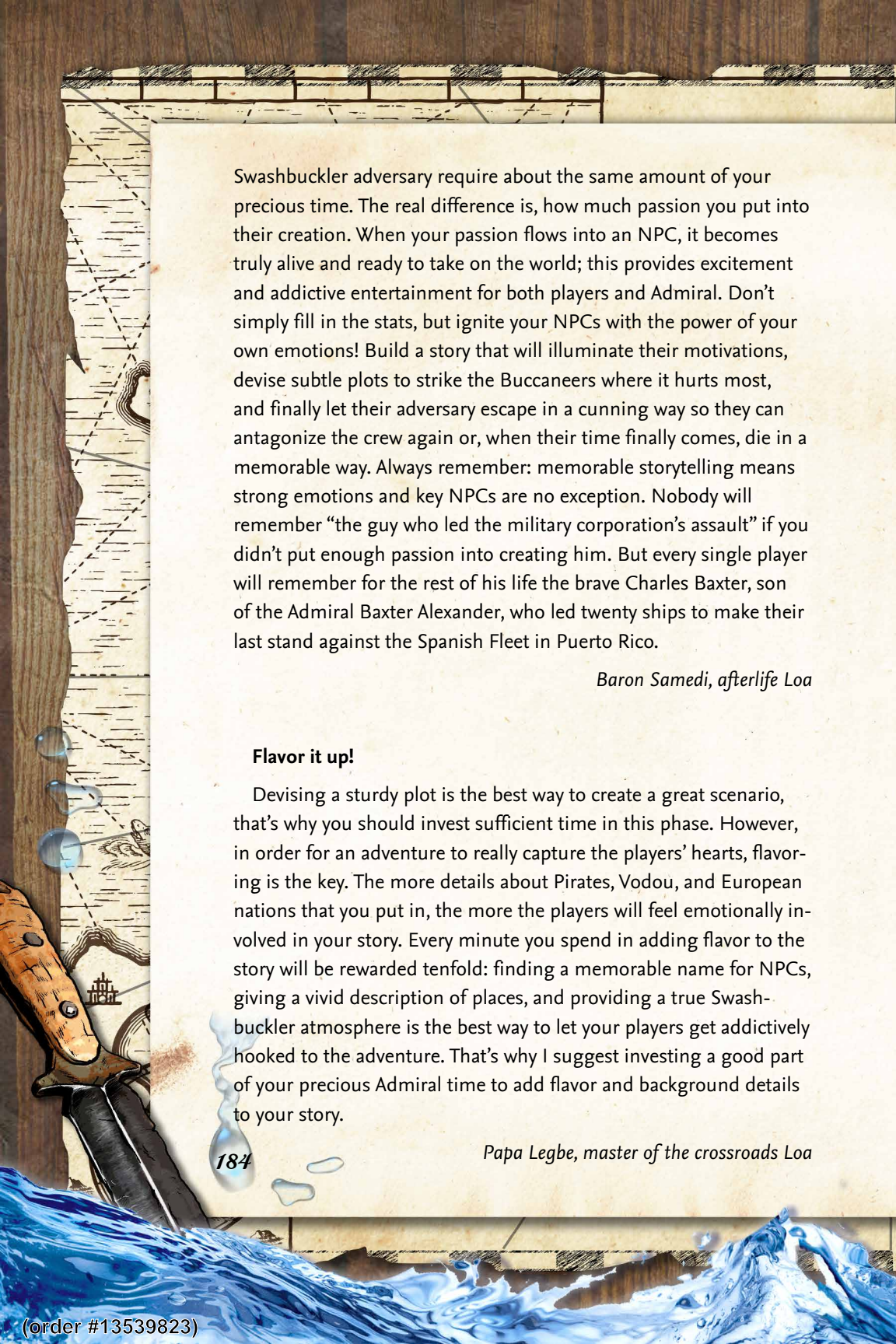
Look out for Matches.

Sometimes it happens that two or more cards share the same suit or the same value: this is called a Match. If you like the idea, focus on matches to build an intriguing plot. For example, if the first card's value is an Ace and the fourth card is an Ace too, the adventure's Theme and Motivation match. If this does not hinder your ideas, find a way to let Theme and Motivations match (it's not so difficult once you get used to it). Matches are important as much as star alignments, so don't forget them!

Carrefour, witchcraft Loa

Breathe life into your NPCs.

Creating a plain, nameless character and figuring out a true



Swashbuckler adversary require about the same amount of your precious time. The real difference is, how much passion you put into their creation. When your passion flows into an NPC, it becomes truly alive and ready to take on the world; this provides excitement and addictive entertainment for both players and Admiral. Don't simply fill in the stats, but ignite your NPCs with the power of your own emotions! Build a story that will illuminate their motivations, devise subtle plots to strike the Buccaneers where it hurts most, and finally let their adversary escape in a cunning way so they can antagonize the crew again or, when their time finally comes, die in a memorable way. Always remember: memorable storytelling means strong emotions and key NPCs are no exception. Nobody will remember "the guy who led the military corporation's assault" if you didn't put enough passion into creating him. But every single player will remember for the rest of his life the brave Charles Baxter, son of the Admiral Baxter Alexander, who led twenty ships to make their last stand against the Spanish Fleet in Puerto Rico.

Baron Samedi, afterlife Loa

Flavor it up!

Devising a sturdy plot is the best way to create a great scenario, that's why you should invest sufficient time in this phase. However, in order for an adventure to really capture the players' hearts, flavoring is the key. The more details about Pirates, Vodou, and European nations that you put in, the more the players will feel emotionally involved in your story. Every minute you spend in adding flavor to the story will be rewarded tenfold: finding a memorable name for NPCs, giving a vivid description of places, and providing a true Swashbuckler atmosphere is the best way to let your players get addictively hooked to the adventure. That's why I suggest investing a good part of your precious Admiral time to add flavor and background details to your story.

Adventure's divination example

Mates, so far we've talked enough about theory: let's put all this advice into practice! The Admiral sits at a table, shuffles his action deck, and draws nine cards in a row, which are:

Three of Diamonds (Theme)

Ten of Clubs (Employer)

Eight of Hearts (Antagonist)

Nine of Hearts (Motivation)

Six of Hearts (Location #1)

Six of Spades (Location 2)

Six of Diamonds (Hook)

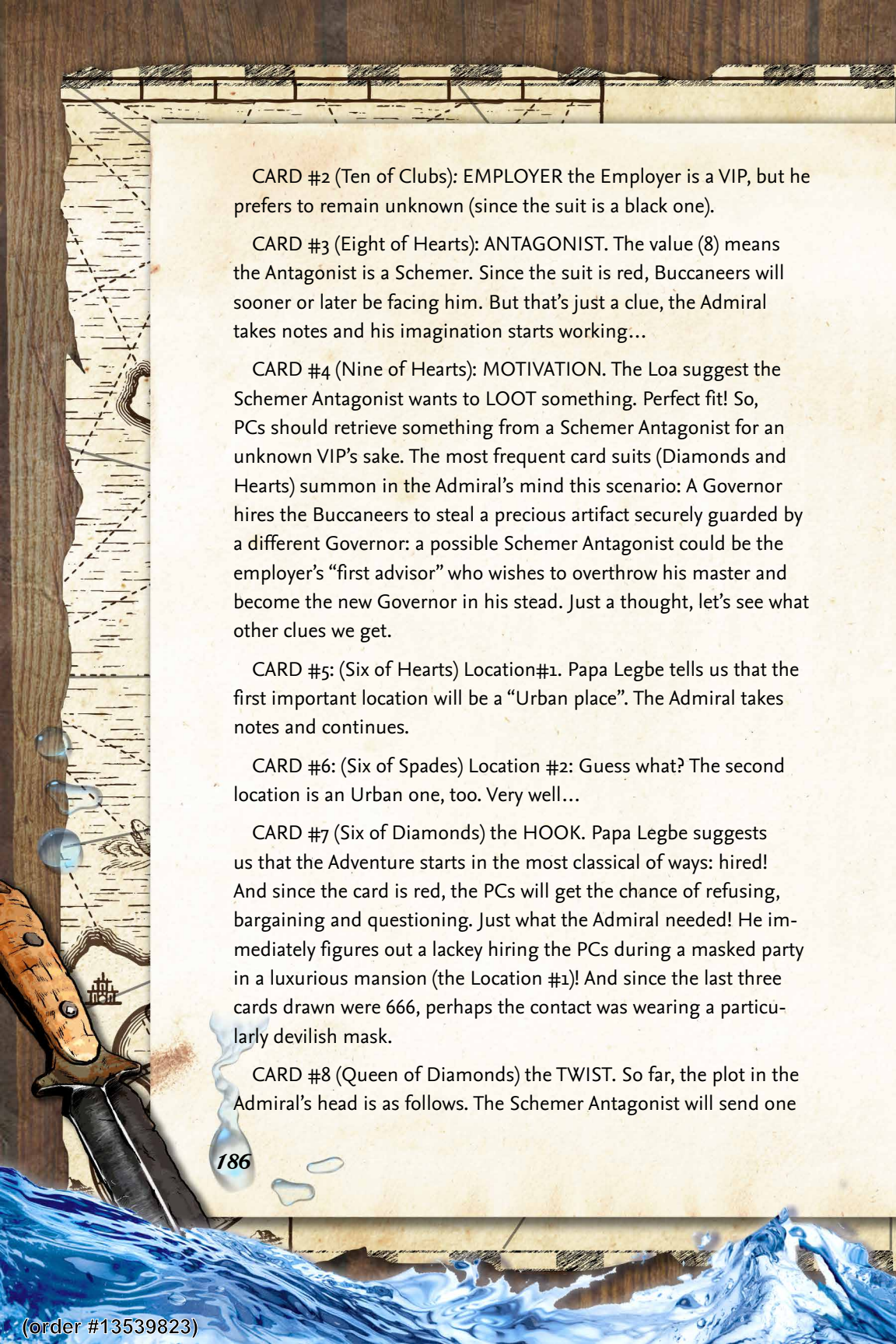
Queen of Diamonds (Twist)

Seven of Hearts (Reward)

First of all, the Admiral immediately notices that his hand is (almost!) ALL RED! There are FOUR hearts (linking the Antagonist, the Motivation, the #1 location and the reward) and THREE diamonds (Linking the Theme, the Hook and the Twist). What are the Loa trying to tell him? Let's see how it unfolds!

Let's figure out one card at a time.

CARD #1 (Three of Diamonds): THEME. The value (3) describes the adventure theme: a Quest! And since the card is red, the PCs should actively look for something/someone. The presiding Loa is Papa Legbe, master of crossroads and lord of the communications between the Guinee and humans.

The background of the page is a wooden surface. On the left, a wooden knife with a black handle and a wooden head is partially visible. Behind the text, there is a map with various lines and symbols, including a small building icon. The page is framed by a dark border at the top and bottom, with blue water splashing at the very bottom.

CARD #2 (Ten of Clubs): EMPLOYER the Employer is a VIP, but he prefers to remain unknown (since the suit is a black one).

CARD #3 (Eight of Hearts): ANTAGONIST. The value (8) means the Antagonist is a Schemer. Since the suit is red, Buccaneers will sooner or later be facing him. But that's just a clue, the Admiral takes notes and his imagination starts working...

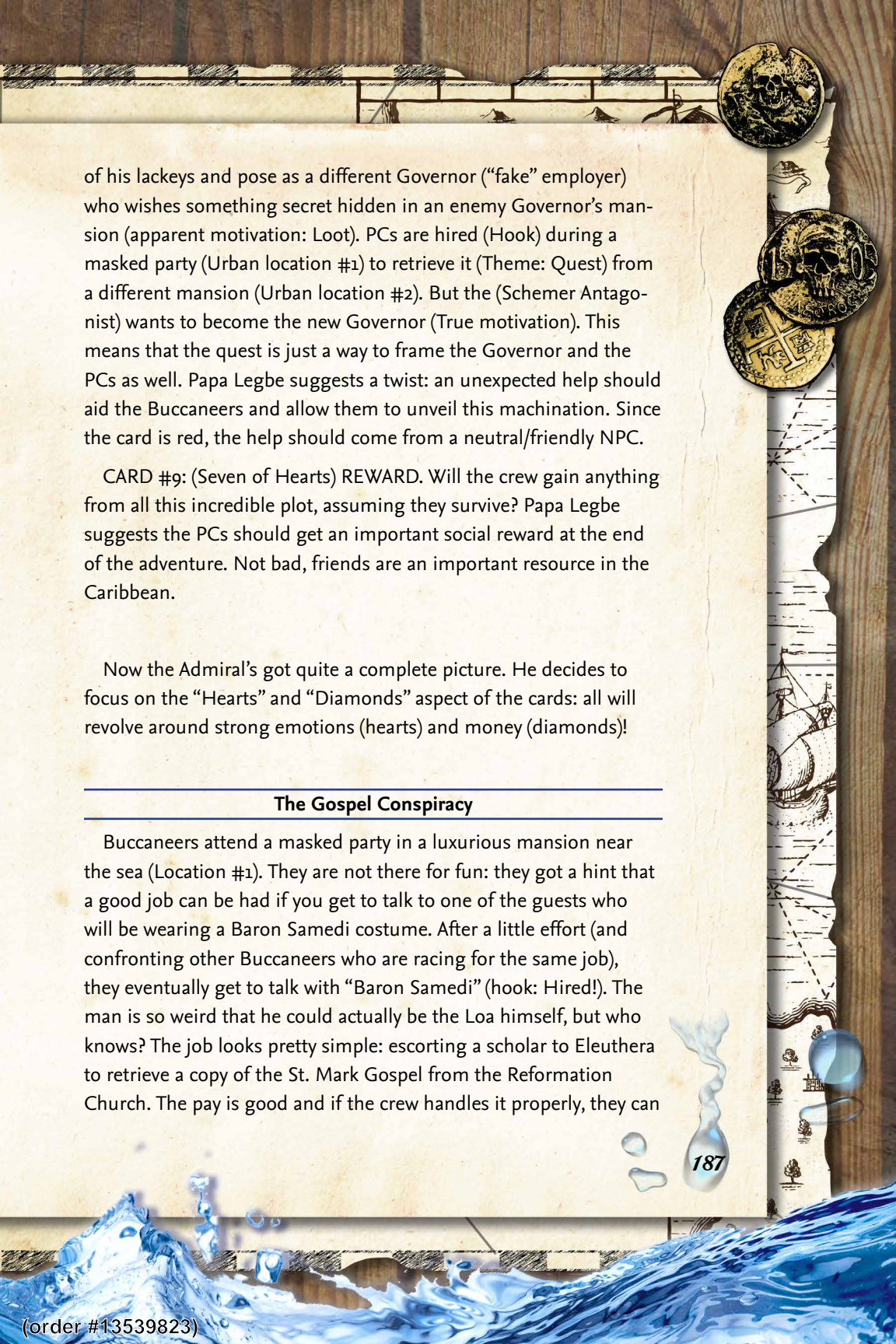
CARD #4 (Nine of Hearts): MOTIVATION. The Loa suggest the Schemer Antagonist wants to LOOT something. Perfect fit! So, PCs should retrieve something from a Schemer Antagonist for an unknown VIP's sake. The most frequent card suits (Diamonds and Hearts) summon in the Admiral's mind this scenario: A Governor hires the Buccaneers to steal a precious artifact securely guarded by a different Governor: a possible Schemer Antagonist could be the employer's "first advisor" who wishes to overthrow his master and become the new Governor in his stead. Just a thought, let's see what other clues we get.

CARD #5: (Six of Hearts) Location#1. Papa Legbe tells us that the first important location will be a "Urban place". The Admiral takes notes and continues.

CARD #6: (Six of Spades) Location #2: Guess what? The second location is an Urban one, too. Very well...

CARD #7 (Six of Diamonds) the HOOK. Papa Legbe suggests us that the Adventure starts in the most classical of ways: hired! And since the card is red, the PCs will get the chance of refusing, bargaining and questioning. Just what the Admiral needed! He immediately figures out a lackey hiring the PCs during a masked party in a luxurious mansion (the Location #1)! And since the last three cards drawn were 666, perhaps the contact was wearing a particularly devilish mask.

CARD #8 (Queen of Diamonds) the TWIST. So far, the plot in the Admiral's head is as follows. The Schemer Antagonist will send one



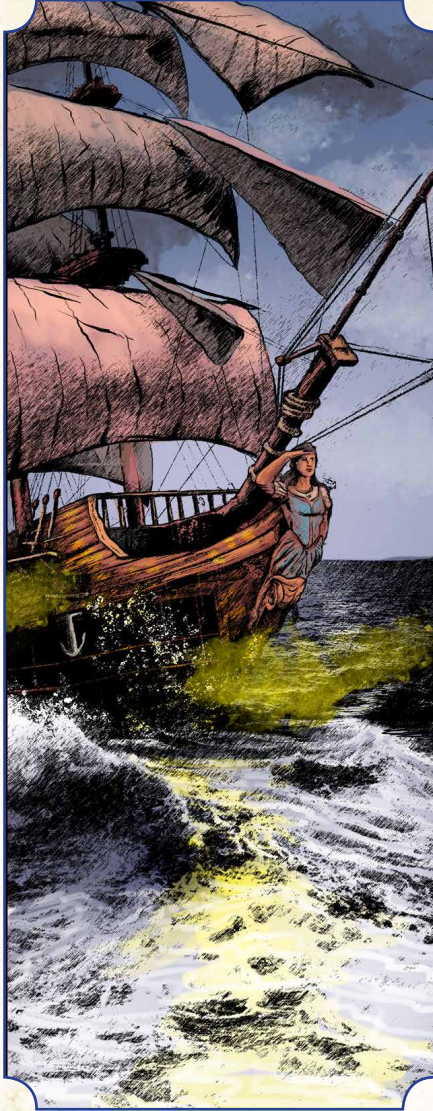
of his lackeys and pose as a different Governor (“fake” employer) who wishes something secret hidden in an enemy Governor’s mansion (apparent motivation: Loot). PCs are hired (Hook) during a masked party (Urban location #1) to retrieve it (Theme: Quest) from a different mansion (Urban location #2). But the (Schemer Antagonist) wants to become the new Governor (True motivation). This means that the quest is just a way to frame the Governor and the PCs as well. Papa Legbe suggests a twist: an unexpected help should aid the Buccaneers and allow them to unveil this machination. Since the card is red, the help should come from a neutral/friendly NPC.

CARD #9: (Seven of Hearts) REWARD. Will the crew gain anything from all this incredible plot, assuming they survive? Papa Legbe suggests the PCs should get an important social reward at the end of the adventure. Not bad, friends are an important resource in the Caribbean.

Now the Admiral’s got quite a complete picture. He decides to focus on the “Hearts” and “Diamonds” aspect of the cards: all will revolve around strong emotions (hearts) and money (diamonds)!

The Gospel Conspiracy


Buccaneers attend a masked party in a luxurious mansion near the sea (Location #1). They are not there for fun: they got a hint that a good job can be had if you get to talk to one of the guests who will be wearing a Baron Samedi costume. After a little effort (and confronting other Buccaneers who are racing for the same job), they eventually get to talk with “Baron Samedi” (hook: Hired!). The man is so weird that he could actually be the Loa himself, but who knows? The job looks pretty simple: escorting a scholar to Eleuthera to retrieve a copy of the St. Mark Gospel from the Reformation Church. The pay is good and if the crew handles it properly, they can



have an immediate cash hand-out upon accepting the mission (they should, because this is the only money they will get!). Baron Samedi will set the stage to let the PCs guess he is sent from Captain Ravenbeard from Nassau (the “possible” Employer), who would use this Gospel to improve his relationships with the Papal States, but he will not openly disclose any info about his employer.

The truth is: Baron Samedi is sent there by Cedric Loddington (the Schemer Antagonist, who’s the REAL employer!), vice-governor of Barbados who has made quite a setup to frame the actual governor Henry Dawley. Governor Dawley has a daughter called Janet who is secretly obsessed by becoming a Vodou Mambo. She is persuaded that the Loa Erzuile resides within her and wants to be ordained by the Vodou priests. Her father would never approve this behavior and would surely lose his position if Janet were to be found “guilty of dark magic practices.” Now, the vice-governor Cedric managed to become Janet’s best friend and secretly arranged a private meeting with

a Vodou high priestess who asked her to bring proof of her true faith. Cedric seized this unique opportunity to suggest she steal the famous Saint Mark Gospel protected in Eleuthera. Sadly for her, it’s



all a lie. Cedric only wishes to frame her and Governor Dawley so he can become Barbados's new governor (motivation: possession). But let's get back to our heroes...

When the heroes accept, Baron Samedi will introduce them to Marie Garret, the disfigured scholar (the only one able to recognize the book) whom they should escort and protect. Actually, she is Janet Dawley but she will not disclose her true identity, pretending to be a disfigured scholar.

Buccaneers will devise a plan, reach Eleuthera, and then enter the Reformation Church's guarded premises (Location #2). After overcoming many difficulties (guards, whatever the Admiral wishes), heroes will fall into a trap and they will be captured, despoiled, and locked in a cell.

When they wake up, the door opens and many heavily armed men come in. Marie recognizes their leader: Armando (who's one of Cedric's most trusted men). She throws her mask away and asks him to help her, but Armando brings along a Magistrate and many priests to witness who she is. He tells her that she's in big trouble and her father will be very sorry when the King of England will hear of her crime.

Janet realizes she's been framed and now not only her, but her father also is in big trouble! This situation awakens her Erzulie Loa spirit and the whole room is flooded with a dazzling light, the chains binding the Buccaneers open as well as the prison's lock (Twist: Any help is welcome!) This is a perfect chance for the PCs to take the upper hand, neutralize the guards and Armando, and rescue Janet.

If PCs manage to rescue Janet and escape alive, she will tell them all the truth and become a trusted, influential ally for the PCs (Reward: Social Relationships). They could probably get a reward from Governor Dawley, who will be very grateful to the heroes for saving and bringing home his daughter safe. What will now become of Cedric? This is another story...

As you can see, creating adventures is very easy: all you need is a little imagination and a strong dose of personal emotions.

7: Bestiary



Humans

Colonist/Merchant

This standard settler of the day. They are the shop owners and citizens with little ability to fight. They often hold a specialty in a particular trade.

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

Skills: Boating d4, Notice d6, Knowledge (one trade) d6, Shooting d4

Charisma: 0; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: -

Edges:

Gear: Knife (d6+d4), tools of trade

Cutthroat

They are members of a crew of a wanted Buccaneer ship. The rules don't apply to them and they live a freewheeling lifestyle.

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

Skills: Boating d6, Climbing d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Swimming d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy, Mean, and Wanted

Edges: Dirty Fighter

Knife (d6+d4), cutlass (2d6), flintlock pistol (Range 5/10/20; Damage 2d6+1), shot and powder (20).

Lord/Politician/Nobleman

Born of a higher status than most, they believe they are better than others. They don't earn the titles and positions given to them. They wield wealth as weapon bending others to their will.

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

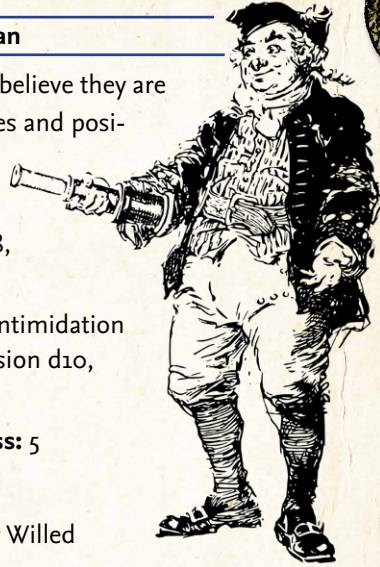
Skills: Driving d6, Fighting d4, Guts d8, Intimidation d10, Investigation d8, Notice d8, Persuasion d10, Shooting d6, Streetwise d10, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Arrogant

Edges: Charismatic, Connections, Strong Willed

Gear: Rapier (d6+d4, +1 Parry), fine clothes.



Native Warrior

Many different native tribes populated the Caribbean. Each had fierce warriors that protected the tribe or clan from outsiders. Even peaceful strangers would be met with skepticism and aggression until trust was established.

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

Skills: Climbing d6, Fighting d6, Notice d8, Shooting d8, Stealth d6, Swimming d6, Throwing d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Poison Blowgun d4 + poison, Spear STR + d6

Special Abilities:

Poison (-2): The target must make a vigor roll if shaken or wounded. On a failure the hero takes a level of fatigue. The poison makes them groggy and lasts for 4 hours.

Native Spiritual Leader (WC)

The clans and tribes of natives in the region are very spiritual. They follow leaders with a strong connection to the spirits. Spiritual leaders are able to commune with the gods and after the Vodou Awakening their tribal magic manifested itself.

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

Skills: Climbing d6, Faith d8, Fighting d6, Notice d8, Shooting d6, Stealth d6, Swimming d4, Throwing d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Arcane Background (Vodou)

Gear: Poison Blowgun d4 + poison, Spear STR + d6

Special Abilities:

Powers: *stun, slow*

Power Points: 10

Poison (-2): The target must make a vigor roll if shaken or wounded. On a failure the hero takes a level of fatigue. The poison makes them groggy and lasts for 4 hours.

Oarsman

Oarsman are not your regular soldier on a ship. They are stronger, tougher and braver than the rest of the crew. They row the long

boats and guard them while the crew is away. Acting as the vanguard in many situations because they are often the first to encounter the enemy.

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

Skills: Boating d10, Climbing d6, Fighting d8, Notice d4, Shooting d4, Stealth d4, Swimming d8

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: Hooked Spear STR+d8

Officer (WC)

They are the military officers aboard a ship that command the sailors and soldiers. Officers choose pistols over cutlass to begin a combat. They have love of country first and listen to any order given from above.

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

Skills: Boating d6, Climbing d4, Fighting d8, Knowledge (Battle) d6, Notice d6, Shooting d6, Swimming d6

Cha: 0; **Pace:** 6; **Parry:** 5(6); **Toughness:** 5

Edges: Command, Lunge

Hindrances: Loyal

Gear: Rapier (d6+d4), flintlock pistol (Range 5/10/20; Damage 2d6+1) or musketoon (Range 5/10/20, Damage 2d8), shot and powder (20).

Priest

Not all religious leaders are zealots, priests act as the common spiritual advisor. They come from many different faiths. After the Vodou Awakening, these priests gained the power to cast miracles. This was a gift from god they claimed.



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

Skills: Boating d6, Climbing d6, Faith d6, Fighting d4, Notice d4, Shooting d4, Stealth d4, Swimming d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Arcane Background (Miracles)

Hindrance: Vow (Minor)

Gear: Mace Str+d4

Special Abilities:

Power Points: 10

Powers: *Dispel, Healing, Smite*

Soldier/Guard/Militia

These professionals make a living with their ability to handle conflict. The tools of their craft are a rifle and cutlass. With these defend a position or bring the attack to the enemy in the name of their employer.

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

Skills: Boating d6, Fighting d8, Intimidation d6, Notice d6, Shooting d8, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Edges: Marksman, Combat Reflexes

Hindrance: -

Gear: Cutlass (d8+d6), flintlock pistol (Range 5/10/20; Damage 2d6+1) or long flintlock (Range 10/20/30, Damage 2d8), shot and powder (20)

Witch Hunter

Witch Hunters hunt evil and destroy it. These zealot priests have travelled the seas to abolish what they declare as unholy.

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

Skills: Boating d4, Climbing d6, Faith d8, Fighting d4, Intimidation d8, Notice d8, Shooting d8, Stealth d8, Swimming d8

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Edge: Arcane Background (Witch Hunter), Holy Warrior

Hindrance: Delusional, Mean

Gear: Halberd d8+d8 and Dagger d8+d4

Special Abilities:

Powers: *drain power points, smite, bolt*

Power Points: 10

Vodouisant

These are the spiritual leaders of Vodou, casting great powers to help those around them. They use rituals and prayers to speak with the Loa that grant them their powers.

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

Skills: Climbing d6, Faith d8, Fighting d6, Intimidation d6, Notice d8, Stealth d8, Survival d6, Swimming d6, Throwing d8

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Edge: Arcane Background (Vodou)

Hindrance: Vow(Major)

Gear: Dagger d6+d4

Special Abilities:

One of the three based on the family of Loa they follow

Rada Powers: *Banish, Healing, Succor*

Petro Powers: *Blind, Puppet, Fear*

Ghede Powers: *Boost/Lower Trait, Dark sight, Zombie*

Power Points: 10

Wild Cards

† CAP'T JOHN RAVENBEARD (WC)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Boating d10, Fighting d8, Intimidation d10, Knowledge (Navigation) d10, Knowledge (Battle) d8, Notice d6, Shooting d6, Stealth d8, Swimming d10

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

Edges: Ambidextrous, Command, Level-headed, Tactician, Two-Fisted

Hindrances: Arrogant, Mean, Overconfident, Vengeful,

Gear: 2 Flintlock Pistols (.60) 5/10/20 2d6+1 RoF 1 2 actions to reload, Cutlass Str+d6

Ship: The Dark Death of Tortuga

† ADMIRAL BARBATO (WC)

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

Skills: Boating d10, Climbing d8, Fighting d10, Notice d8, Shooting d8, Stealth d8, Swimming d6, Throwing d8

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Loyal, Mean

Edges: Block, Command, Command Presence, Natural Leader, Pilot

Gear: Knife (Str+d4), Cutlass (Str+d6), 2x Flintlock pistols (Range: 5/10/20, Damage: 2d6+1), shot & powder (20)

† CAPTAIN SCAB EYE DANIELS (WC)

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

Skills: Boating d10, Climbing d6, Fighting d8, Intimidation d10, Notice d8, Shooting d8, Stealth d6, Swimming d6, Taunt d6, Throwing d6

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Greedy, Mean

Edges: Block, Command, Natural Leader, Pilot, Reputation (Bad)

Gear: Knife (Str+d4), Cutlass (Str+d6), 2x Flintlock pistols (Range: 5/10/20, Damage: 2d6+1), shot & powder (20)

† DON RAFAEL (WC)

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

Skills: Boating d10, Climbing d6, Fighting d8, Notice d4, Shooting d4, Stealth d4, Swimming d6

Cha: +1; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Overconfident

Edges: *drain power points, smite, burst, dispel*

Gear: Scimitar (Str+d8), Axe (Str+d6)

† LIEUTENANT IRONS (WC)

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d10, Notice d8, Shooting d8, Stealth d8, Swimming d8, Taunt d8

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Mean, Greedy

Edges: Block, Command, Grit, Natural Leader, Pilot, Really Dirty Fighter, Reputation (Bad)

Gear: Cutlass (d8 + d6), Pistol (Range 5/10/20: Damage 2d6+1), Knife (d8 + d4)

Special Abilities:

Horn of the Hells: When blown an evil creature is summoned that helps the blower. The creature is at the Admirals discretion based on the situation. The blower suffers a -4 to spirit for one hour.

† PAPA DOU (WC)

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6

Skills: Boating d6, Fighting d6, Intimidation d8, Notice d6, Stealth d8, Throwing d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: *entangle, fear, puppet, zombie*

Gear: Dagger (STR+d4), Axe (STR+d6)

Special Abilities:

Power Points: 15

Bag of Bones: Papa Dou carries a bag of bones that when rattled allows him to cast an additional spell, however that round his toughness is -2.

Creatures

Boar, Wild*

Wild boars are hunted for their rich meat. They are fierce fighters, especially if injured.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

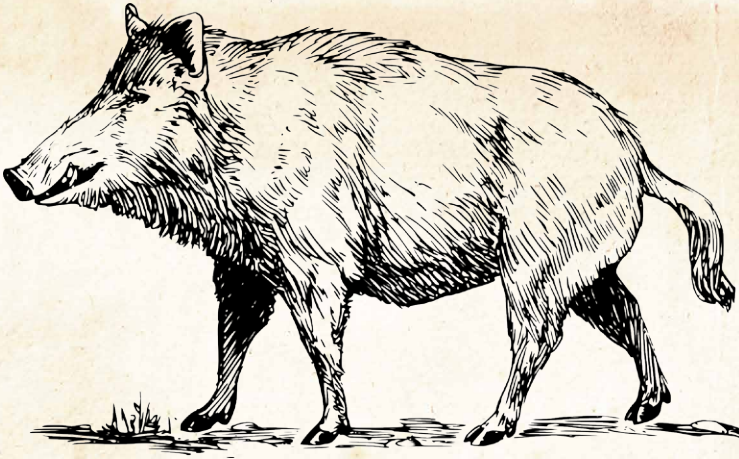
Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

Berserk: When a boar is shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and to its Toughness, but its Parry is reduced by 2. It also ignores wound penalties.

Gore: If a boar charges at least 6" before attacking, it adds +4 to damage.

Tusks: d8+d4.



Chickcharney

An ugly two-foot-tall owl that is covered in fur. It has a curious nature watching over people from the trees. They are not aggressive and only fight when defending themselves. They have a mystic aura that can bestow both good and bad luck.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d4, Notice d10, Stealth d6

Charisma: -2; **Pace:** 4; **Parry:** 4; **Toughness:** 4

Special Abilities:

Bestow Good/Bad Luck: The following actions must occur within a large blast template. Feeding or talking kindly to the Chickcharney the crewmate gains a Bounty, this is a one-time effect. Attacking, harming or yelling at a Chickcharney gives the Bad Luck hindrance to everyone in the blast template for the rest of the session.

Bite or Claw: d4+d4

Low Light Vision: No penalties for dim or dark lighting.

Disgusting: All living creatures within 6" must make a Vigor roll or suffer a level of Fatigue. The Fatigue lasts until the creature draws

hearts for initiative while more than 6" away. A successful Vigor roll renders a creature immune for a full day.

Flight: Flying Pace of 6" and Climb 2.

Size -1: Two feet tall; Toughness -1.

Crab, Giant*

Considered by many to be a myth told by drunken sailors, giant crabs do actually exist. They are usually found on sandy beaches, where they lurk beneath the sand, waiting to ambush unsuspecting prey.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d10, Vigor d8
Skills: Fighting d8, Guts d6, Notice d8, Stealth d10

Pace: 8; **Parry:** 6; **Toughness:** 10 (3)

Edges: Improved Frenzy

Special Abilities:

Armor +3: Giant crabs have thick shells.

Claws: d10+d6.

Size +1: These creatures weigh over 400 pounds.

Crocodile, Saltwater (WC)

These hyper carnivorous creatures can grow up to 20 feet long in wild and up to 30 feet long on the High Water islands. They dominate their prey with their massive strength and tough hide. They prefer to take their prey under the water and roll them until they drown.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d12+2, Vigor d12+1

Skills: Fighting d6, Swimming d12, Notice d8, Stealth d4

Charisma: -; **Pace:** 4(12); **Parry:** 5; **Toughness:** 17 (3)

Special Abilities

Armor +3: Thick hide.

Aquatic: Pace 12" and +2 to resist drowning.

Bite: Str+d8; Additionally, a **Grab** with a raise.

Tail Slap: Str+d8. They may make an additional attack of a tail slap if an opponent/s is to the rear or side of the Crocodile.

Low Light Vision: No penalties for dim or dark lighting.

Rollover: Inflict Str+2d4 damage on a raise.

Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Hold Breath: Can hold breath for Vigor x 10 minutes.

Size +6: Increases Toughness by +6.

Large: Opponents receive +2 to their attacks.

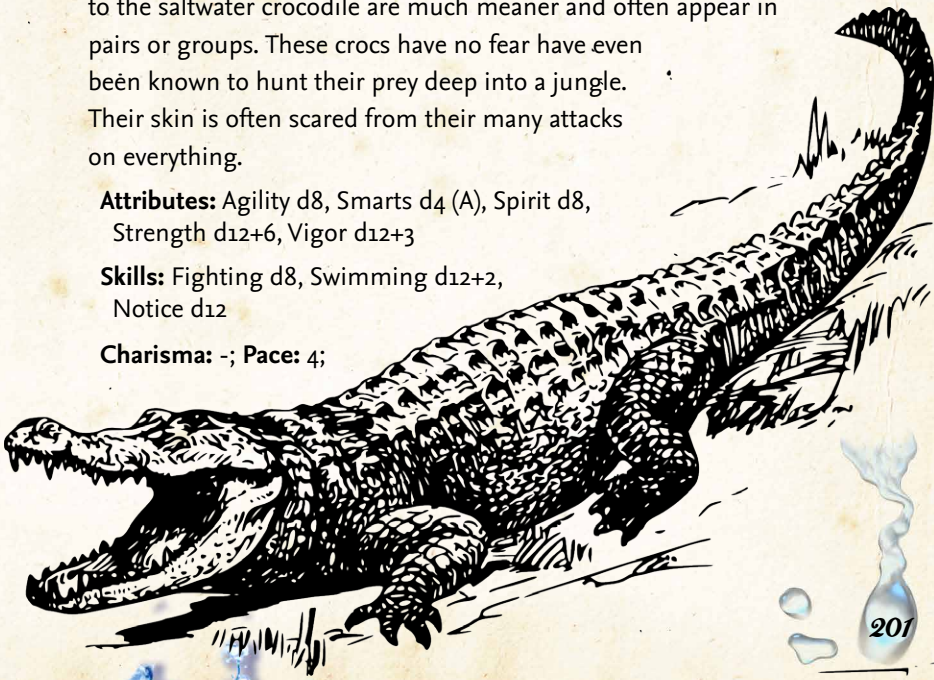
Crocodile, Dire

Found mainly on the High Water Islands these smaller relatives to the saltwater crocodile are much meaner and often appear in pairs or groups. These crocs have no fear have even been known to hunt their prey deep into a jungle. Their skin is often scared from their many attacks on everything.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12+3

Skills: Fighting d8, Swimming d12+2, Notice d12

Charisma: -; **Pace:** 4;



Parry: 6; **Toughness:** 23 (4)

Special Abilities

Armor +4: Thick hide.

Bite: Str+d8; Grab.

Tail Slap: Str+d8.

Low Light Vision: No penalties for dim or dark lighting.

Rollover: Inflict Str+2d4 damage on a raise.

Grab: Pin your opponent if you hit with a raise, they require a raise on an opposed Strength roll to escape.

Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature's mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one Size category smaller than the swallower.

Natural Swimmer: Pace 12, and +2 to resist drowning.

Size +10: Increases Toughness by +10.

Huge: -4 to attack medium-sized foes, they receive +4 to their attacks.

Kraken (WC)

Attributes: Agility d6, Smarts d6, Spirit d12, Strength d12 + 12, Vigor d12

Skills: Fighting d10, Notice d4

Pace: 10; **Parry:** 7; **Toughness:** 23(5)

Special Abilities:

Bite: STR+3; must grab first (see below). The Kraken can bite as a free attack. If it gets a raise on its attack roll when biting, it swallows the target whole

Fear: -4

Gargantuan: Opponents get a +4 to all attack rolls.

Size: +10

Tentacles: A Kraken may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the Kraken does its Strength damage automatically by crushing with its arms. A victim killed by a Kraken's tentacles is usually ripped in half.

Tough Hide: Armor +5; counts as Heavy Armor.

Leech, Giant

These blood sucking worms attach themselves to living skin draining it of its blood. Most leeches grow only a few inches, but a giant leech can grow up to a foot long. They are difficult to remove because of how they attach themselves to their victims.

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Tracking d4, Swimming d8, Notice d4, Stealth d4

Charisma: -; **Pace:** 1; **Parry:** 5; **Toughness:** 6

Special Abilities

Bite: Str+d6; Attach.

Blind sight: Ignore sight-based penalties and gaze attacks (range 6").

Scent: Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Attach: Attach to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull off the leech.

Mindless: Immune to mind-affecting magic.

Fearless: Immune to fear and Intimidation.

Amphibious: Swimming Pace of 8", and cannot drown, but can also breathe air and survive indefinitely on land.

Immunity: Mind-affecting effects.

Leech, Swarm

Damp, dark and murky waters hold a lot of dangers. This danger comes upon the victims without warning. When attacking a leech swarm automatically hits everyone within a small burst template. Standard clothing does not protect you from a swarm. Each person in the template has 2d6 leeches attach to the victim. After the first attack on a victim d6 leeches attach. Giant leeches often swim with their smaller friends. To remove from yourself make a **vigor** check, to remove from someone else make an **agility** check. On a success one leech is removed and two with a raise.

Attributes: Agility d12, Smarts d4 (M), Spirit d10, Strength d8, Vigor d10

Skills: Fighting special*, Swimming d10, Notice d4, Stealth d12

Charisma: -; **Pace:** 1; **Parry:** 4; **Toughness:** 7

Special Abilities

Aquatic: Swimming Pace of 10", and cannot drown.

Auto Attack: 2d6 leeches attach to the victim, causing 1 pt of damage per attachment.

Blindsight: Ignore sight-based penalties and gaze attacks (range 6").

Bloodlet: Each round after the attack that 3 leeches remain attached the victim suffers a level of fatigue. If the victim is poisoned the leeches remove the poison with a vigor roll. The leeches die if they remove poison.

Mindless: Immune to mind-affecting magic.

Fearless: Immune to fear and Intimidation.

Swarm: Parry +2; as the swarm is made up of hundreds of creatures, cutting and piercing attacks do no damage.

Lusca

Some claim it is the cross between a giant shark and an octopus. No matter how you describe this giant cuttlefish, it is believed to haunt the waters of the Caribbean. They lurk in the blue holes, a vast network of underwater caves, and they come out of them to feed on unsuspecting victims that wander to close or happen to startle their rest. They are especially active around the Bahamas but supposedly exist throughout the Caribbean Sea.

Few people survive an attack by the Lusca. This vicious animal attacks a ship from below. The first sign of the attack is the whirlpool that forms under the ship. Then the Lusca's tentacles wrap around the ship and with a jerk it pulled into the depths of the ocean. As the whirlpool subsides, all that is left is what the Lusca didn't digest; perhaps a bit of wood or a sail or other items that would float to the surface. Lucky be the pirate who survives the Lusca! Or so the myth goes.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d12, Swimming d10

Pace: —; **Parry:** 7; **Toughness:** 12

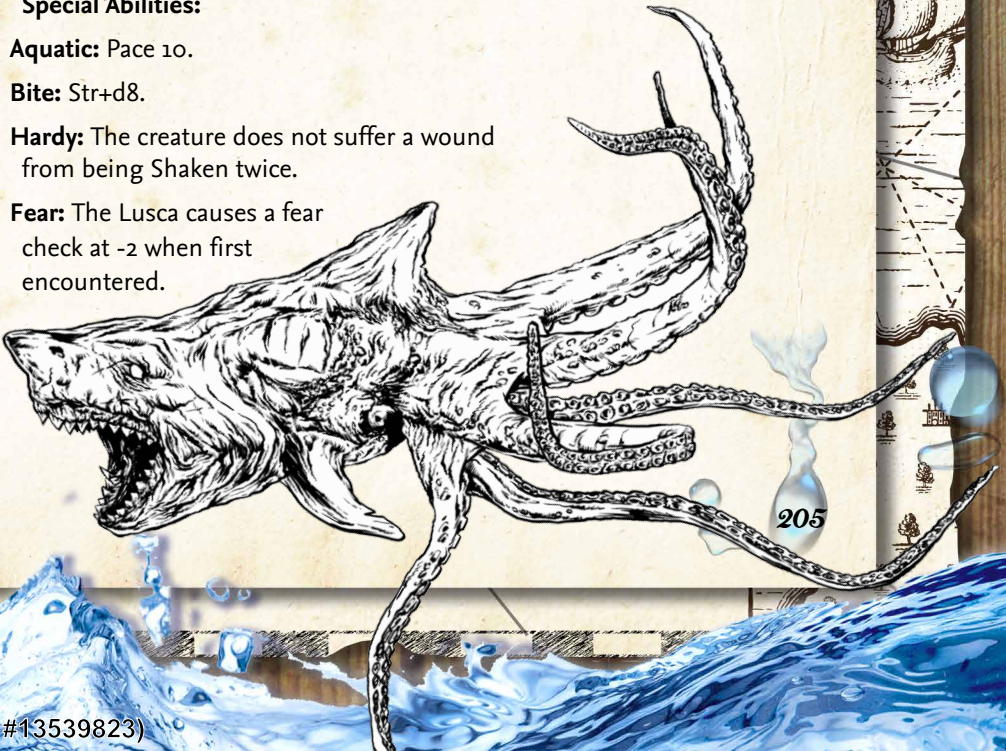
Special Abilities:

Aquatic: Pace 10.

Bite: Str+d8.

Hardy: The creature does not suffer a wound from being Shaken twice.

Fear: The Lusca causes a fear check at -2 when first encountered.



Large: Attackers add +2 to their attack rolls when attacking a Lusca due to its large size.

Size +4: Luscas can grow up to 25' in length.

Ink Cloud: A Lusca can spurt a cloud of black ink once per day. The cloud fills a sphere equal to a Large Burst Template. No sight or smell functions within this putrid stuff, even for the Lusca.

Tentacles: A Lusca may make up to four attacks each round. On a raise, the creature has grappled the victim. An entangled victim may only attempt an opposed Strength roll each round to escape. Once grappled, the Lusca does its Strength+d6 damage automatically by crushing with its tentacles. A victim killed by an Lusca's tentacles is usually ripped in half

Merfolk

Mermaids and mermen make up the merfolk. They are the natural enemies of Selkie. Their upper body is human and their lower body is that of a fish. Sailors believed that they were bad luck luring them into dangers. The Merfolk though hold no ill will to humans but their males are very protective over the females.

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

Skills: Fighting d6, Notice d4, Swimming d10, Shooting d4

Charisma: -; **Pace:** 1; **Parry:** 6; **Toughness:** 7 (1)

Gear: Trident (Str+d6; Reach 1"; Parry +1), heavy crossbow (Shooting; range 15/30/60; 2d6; AP 2)

Special Abilities

Armor +1: Natural armor.

Aquatic: Pace 10

Low Light Vision: No penalties for dim or dark lighting.

Amphibious: Swimming Pace of 10", and cannot drown, but can also breathe air and survive indefinitely on land.

Monkey, High Water

High Water Monkeys resemble Green or Old-World Monkeys. This type of Monkey is common in parts of the Caribbean. However, when the High Water Islands raised from below the depths, these creatures were born with an intelligent soul. They were as smart as humans and one in three gained the ability to talk. High Water monkeys have been known to stow away on ships and are slowly starting to inhabit other locations.

Attributes: Agility d10, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Climbing d12, Notice d8, Stealth d8, Throwing d4

Charisma: -; **Pace:** 8; **Parry:** 5; **Toughness:** 3

Gear: Throw rocks (Throwing; range 3/6/12; Str+d6)

Special Abilities

Bite or Claw: Str + d4

Low Light Vision: No penalties for dim or dark lighting.

Fast Runner: Roll d8 when running instead of d6.

Pounce: +4 attack/damage and -2 Parry after leaping d6" in a straight line towards non-adjacent foe.

Leaping: High Water monkeys can leap 6", +1" with a Strength roll

Size -2: Reduces Toughness by -2.

Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

Mosquito, Giant

Mosquitoes are annoying when they are tiny sucking small amounts of blood from you, but these creatures are the size eagles. They use their enormous beak to suck the very life out of their victims. They love being near still water and can be found everywhere in the Caribbean.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d6, Notice d6, Stealth d8

Pace: 6 **Parry:** 5 **Toughness:** 4

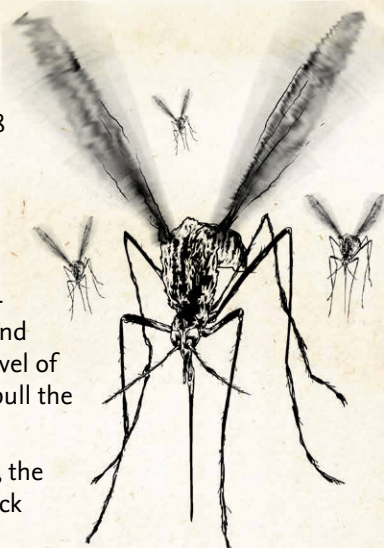
Special Abilities:

Flight: Flight 12

Blood Drain: On a raise, the Giant Mosquito can attach to its victim. Each round the Mosquito is attached, it causes a level of fatigue. An opposed strength roll can pull the mosquito free.

Extraction: With a successful agility roll, the giant mosquito can avoid one free attack when withdrawing.

Disease: If the giant mosquito scores a shaken result, the victim must make a vigor check. On a failure, the victim has contracted High Water Fever. High Water Fever last d4+2 days. Each day the victim must make a vigor check or take a level of fatigue. On a roll of 1 on the attribute dice, regardless of the wild die, the victim will take a wound instead.



Piranha, Swarm*

A hungry swarm of piranhas can strip the flesh from a man's bones in minutes. Piranha swarms cover a Medium Burst Template and attack everyone within every round.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d10 **Skills:** Notice d6

Pace: —; **Parry:** 4; **Toughness:** 7 **Booty:** None

Special Abilities:

Aquatic: Pace 6.

Bite: Swarms inflict hundreds of bites each round. They hit automatically and causing 2d4 damage to everyone in the template.

Split: Piranha swarms can split into two smaller swarms (Small Burst Templates) if necessary. The Toughness of these smaller swarms is lowered by -2 (to 5 each).

Swarm: Parry +2; As the swarm is made up of hundreds of creatures, cutting and piercing attacks do no damage.

Sea Serpent, Large (Huge) (WC)

Sea Serpents resemble an enormous snake. Sea Serpents inhabit the deep waters and will attack ship that come into their territory.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8(d12+5), Vigor d8(d12+3)

Skills: Fighting d8 (d12), Swimming d10 (d12+1), Notice d6 (d8), Stealth d10

Charisma: -; **Pace:** 4; **Parry:** 6; **Toughness:** 10

Special Abilities

Armor +4: Natural armor.

Aquatic: Pace 10 (12)

Bite: Str+d8; Constrict.

Tail Slap: Str+d8; Constrict.

Low Light Vision: No penalties for dim or dark lighting.

Darkvision: No vision penalties for darkness (range 24”).

Constrict: Pin opponent on a raise, inflict Str+d6 per round after that, they require a raise on an opposed Strength roll to escape.

Swallow: After successfully pinning a victim with a bite attack, this creature may make an opposed Strength roll as a normal action. If successful the victim has been swallowed, and automatically suffers Str+d6 damage every round after that. A swallowed victim can attempt to climb back up to the creature’s mouth as a normal action with an opposed Strength roll, although it still remains pinned by the bite. This ability only works on targets at least one

Size category smaller than the swallower.

Size +6: Thirty feet long; Toughness +6. (**Size +10:** Sixty feet long; Toughness +10.)

Large: Opponents receive +2 to their attacks (**Huge:** Opponents receive +4 to their attacks.)

Selkies

Imagine a werewolf that is a seal, but they are not contagious. Selkies are able to transform to human form by shedding their seal skins and can revert to seal form by putting their selkie skin back on. They are the natural enemies to Merfolk.

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

Skills: Fighting d6, Notice d6, Stealth d8, Swimming d10

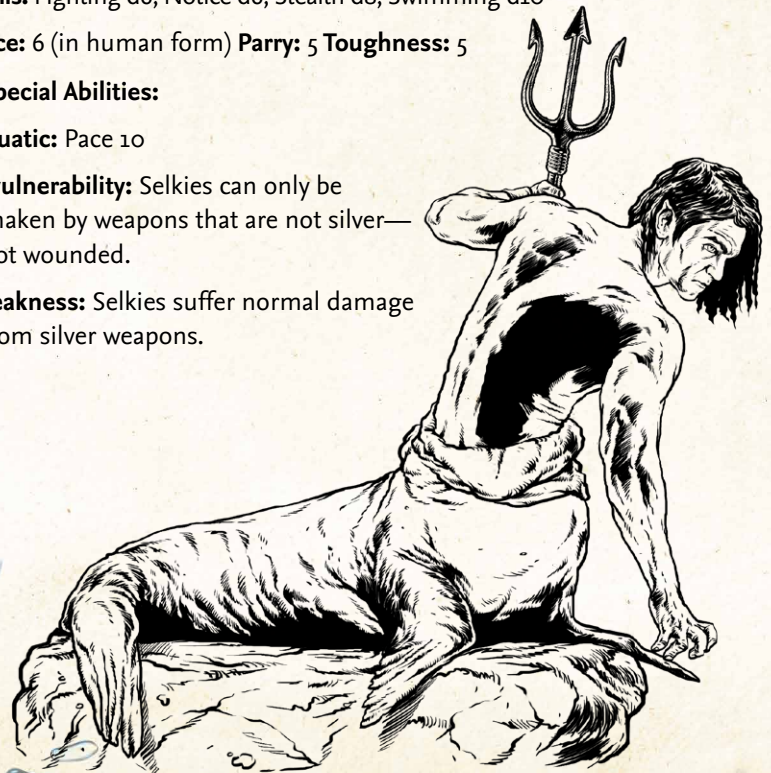
Pace: 6 (in human form) **Parry:** 5 **Toughness:** 5

Special Abilities:

Aquatic: Pace 10

Invulnerability: Selkies can only be shaken by weapons that are not silver—not wounded.

Weakness: Selkies suffer normal damage from silver weapons.



Siren

Sirens are beautiful but dangerous creatures that lure sailors with their beautiful voices to their doom, causing the ships to crash on the reefs near their island. A siren appears to be a beautiful woman but has wings on her back. Some sailors have mistaken them for angels. They have talons for hands and sharp pointed teeth.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d10, Knowledge (History) d10, Notice d12, Stealth d12, Spellcasting d8

Charisma: +4; **Pace:** 6; **Parry:** 7; **Toughness:** 6 (1)

Edge: Arcane Background (Miracles)

Special Abilities

Charm Sirens can use the puppet power on members of the opposite sex. Smarts is used as the arcane skill for this power.

Armor +1: Natural armor.

Talons: Str+d6.

Low Light Vision: No penalties for dim or dark lighting.

Darkvision: No vision penalties for darkness (range 12”).

Flight: Flying Pace of 12” and Climb 2.

Immunity: Mind-affecting effects.

Snake, Giant Constrictor

Growing from 15 to 30 feet long, these snakes are always looking for their next meal. Though not fast they are very stealthy, sneaking up on an opponent and either biting or entangling them before they have a chance to run. Their muscles have to be extremely strong to be able to crush the armor of a conquistador.

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d10, Vigor d6

Skills: Fighting d8, Notice d10, Stealth d10

Pace: 4; **Parry:** 5; **Toughness:** 7(2)

Special Abilities:

Thick Skin: Armor + 2

Bite: Str+d6

Constrict: Giant Constrictors unlike regular constrictors attack very quickly. When they attack they bite, with a raise they entangle the creature. An entangled creature takes STR + d6 damage each round it is entangled. The prey may attempt to escape on his action by getting a raise on an opposed **Strength** roll.

Shark, Ichor

Swimming around the High Water islands these Tiger Sharks have interacted with the ichor forming the islands. They are highly aggressive attacking whenever they can. The ichor has caused the area around their eyes to have a faint yellow tinge. For this reason, some call them yellow eyes.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d6, Notice d12

Pace: —; **Parry:** 6; **Toughness:** 5

Special Abilities:

Aquatic: Pace 10.

Bite: d8+d6.

Berserk: When a ichor shark is Shaken, it goes berserk. It gains +2 to all Fighting and Strength rolls and to its Toughness, but its Parry is reduced by 2. It also ignores wound penalties.

Shark, Great White (WC)

Great whites often trail vessels at sea for days and wait for people to go into the water. They might also nudge ships if they see crewmen hanging over the railing, such as when making repairs.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Guts d8, Notice d12

Pace: —; **Parry:** 7; **Toughness:** 12

Special Abilities:

Aquatic: Pace 10.

Bite: d12+d8+4.

Hardy: A second Shaken result does not cause a wound to a great white.

Large: Attackers add +2 to their attack rolls when attacking a great white due to its large size.

Size +4: Great whites grow up to 25'.



Sprite

The sprites of the Caribbean on small jungle nymphs. They keep mainly to themselves but occasionally interact with humans. Being very protective of their homes they play tricks and games to get anyone getting close to move away from their home.

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4-2, Notice d6, Stealth d12+1

Charisma: -; **Pace:** 3; **Parry:** 2; **Toughness:** 2

Gear: Short Sword (Str+d6), shortbow (Shooting; range 12/24/48; 2d6)

Edges: Alertness, Arcane Background (Miracles)

Powers: *Light (dancing lights)*, *Stun (daze)*

Special Abilities

Low Light Vision: No penalties for dim or dark lighting.

Flight: Flying Pace of 12" and Climb 3.

Physical Resistance: -1 damage from physical attacks, except those caused by cold iron weapons.

Size -2: Reduces Toughness by -2.

Small: +2 to attack medium-sized foes, they receive -2 to their attacks.

The Taint/Ichor

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength d10, Vigor d12+3

Skills: Fighting d6, Climbing d10

Charisma: -; **Pace:** 4; **Parry:** 5; **Toughness:** 11

Special Abilities

Slam: Str+d6; +2 acid damage; Poison.

Blindsight: Ignore sight-based penalties and gaze attacks (range 12").

Mindless: Immune to mind-affecting magic.

Fearless: Immune to fear and Intimidation.

Wall Walker: Can automatically move across vertical or inverted surfaces with Pace 2”.

Amorphous: Doesn't suffer additional damage from raises or called shots.

Immunities: Sleep, poison, shape changing, paralysis and Gang Up bonuses.

Poison: Slam inflicts poison if foe is shaken or wounded.

Size +2: Increases Toughness by +2.

Vines, Poison

Slowly they twist, grow and slither from the vines trunk. The trunk is the source of the vines and they can grow up to 100 feet snagging their prey. A vine's trunk is almost always found at the bottom of water, sand, mud or quicksand. They naturally protect themselves in these areas. The trunk is carnivorous pulling its victims to the bottom slowly devouring their prey.

Depending on the size of the trunk, it can grow from ten to one hundred vines. These vines have a sense of smell and seek out living creatures. They often grab hold with one vine around a leg or an arm pulling the target towards the trunk. Once prone a second or third vine will grab hold preventing its victim from pulling free. The poison vines also inject a slow poison weakening the prey til they can no longer fight.

Attributes: Trunk: Agility d4, Smarts d4 (A), Spirit d4, Strength d10, Vigor d12

Vines: Agility d8, Smarts d4 (A), Spirit d4, Strength d8, Vigor d6

Skills: Fighting (T) d10 (V) d8, Notice d6, Stealth d8

Pace: (V) 4; **Parry:** 6; **Toughness:** 5

Special Abilities:

Thorns: Str; Reach 5

Plant: Arrows and Piercing attacks do half damage; Called shots do no extra damage; Immune to Fear and Tests of Will.

Camouflage: Notice rolls at -4 penalty.

Grab: a successful attack a player is grabbed. It is an opposed Strength to break free. On each additional round that you are grabbed a new vine attacks pulling the victim towards the trunk.

Poison: Anyone shaken or wounded by the plant's thorns must make a Vigor roll or suffer -1 to Strength rolls (temp), this compounds

Demonic Or Undead

👁 BRUJA (BRU-HA) (WC)

Brujas are witches that use their powers to cast evil upon the living. They often call upon the dark forces and have imps as companions. They look withered and old and frail but can cast powers. They are said to hunt the living and take you when you are alone.

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

Skills: Fighting d8, Intimidation d6, Climbing d6, Swimming d6, Notice d6, Stealth d6

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

Gear: Dagger (Str+d4)

Special Abilities

Lost Soul: When destroyed, returns after 3d6 days unless their haunt is destroyed. Days are halved if within a mile of ichor, Storm of Souls or La Fisura Profana

Wail (Major): Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage

Fear: Anyone who sees this creature must make a Fear check.

Undead: +2 Toughness; +2 to recover from being Shaken; No wound penalties; Immune to disease and poison; No additional damage from called shots.

No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

Unholy Spirit: Lost souls cannot enter onto sanctified ground.

EL GATO DEMONIO (DEMON CAT) (WC)

Jaguars and pumas (also known as cougars or mountain lions) are indigenous to Central and South America, as well as parts of Florida. All are fierce and stealthy predators.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d8, Vigor d8

Skills: Climbing d10, Fighting d8, Intimidation d6, Notice d8, Stealth d8, Tracking d6

Pace: 8; **Parry:** 6; **Toughness:** 6 **Booty:** Loot, in lair

Special Abilities:

Bite: d8+1d8.

Fleet Footed: These fast cats roll a d10 running die instead of d6.

Frenzy: Big cats may make two attacks each round with no penalty.

Low Light Vision: Big cats ignore Dim and Dark vision penalties.

Pounce: A big cat can leap 1d6" to gain +4 to its attack and damage. Its Parry is reduced by -2 until its next action when performing the maneuver however.





FIRE DEMON (WC)

Straight of hell itself a fire demon is an evil entity that stands six-foot-tall and is covered in flames. It prefers to stand back and throw flames at its opponents but when they are too close it unleashes its fiery touch on its enemies.

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d8, Fighting d10, Shooting d8

Pace: 6; **Parry:** 7; **Toughness:** 5

Special Abilities:

Fiery Touch: Str+d6; 1 in 6, chance of catching fire.

Flame Strike: A Fire Demon can project a searing blast of flame using the Cone Template. Characters inside the cone must make an opposed Agility roll vs. the Demons Spirit roll or suffer 2d10 damage, plus 1 in 6 chance of catching fire.

HELL COW (WC)

The Hell Cow resembles a large bull. Its eyes are blood red with steam rising from its skin. Attached to its vicious horns is a set of heavy barbed chains that reach the ground. When charging these chains drag along the ground entangling its foes. While charging the Hell Cows thundering hooves ignite setting ablaze everything behind it.

An eerie steam precedes the Hell Cow, obscuring it. The blood red eyes appear first through the steam. If you see the eyes, it may be too late. They offer little warning appearing out of the mist. Most appear on the High Water Islands and on the Yucatan Peninsula, but they can appear anywhere.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+2, Vigor d12

Skills: Fighting d8, Notice d6

Pace: 8(12 charging); **Parry:** 4; **Toughness:** 10(12)

Special Abilities

Fear: The Hell Cow causes a fear check at -2 when first encountered.

Size +2: Bulls are large creatures.

Charge: A Hell Cow can charge at a speed of 12, this leaves a trail of fire behind it. When charging a Hell Cow is +2 to fight and -2 to Parry. With a successful attack, they trample the opponent.

Trample: Str + d8

Thick Hyde: +2 Armor

Entangle: The hell cow can use its chains to entangle it pray as per the Entangle power

Horns: Str+d6.



IMP

These hideous small creatures stand no more than two feet high. They come from the bowels of hell and prey on anything good. They are often the companions of Bruja. They prefer to not physically attack their opponents and prefer to cause mischief first. They can fly and climb fast and chose to get away from their opponents rather than stand and fight.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Arcana) d8, Knowledge (Planes) d8, Repair d8, Notice d8, Spellcasting d6

Charisma: -; **Pace:** 4; **Parry:** 5; **Toughness:** 3

Edges: Arcane Background (Magic), Dodge

Powers: Detect Arcana (sense magic), Divination, Invisibility, Puppet

Special Abilities

Stinger: Str; Poison.

Darkvision: No vision penalties for darkness (range 12”).

Extraplanar: Not native to the material plane, and can be targeted by Banish.

Outsider: Doesn't eat, drink or sleep, cannot be resurrected.

Flight: Flying Pace of 10” and Climb 3.

Evil: Affected by powers and abilities that work on evil creatures.

Change Form: Can assume an alternate form as a normal action.

Immunities: Fire and poison.

Energy Resistances: -2 damage from acid and cold.

Physical Resistance: -2 damage from physical attacks, except those caused by either good or silver weapons.

Poison: Sting inflicts poison if foe is Shaken or wounded.

Size -2: Two feet tall; Toughness -2.

Small: +2 to attack medium-sized foes, they receive -2 to their attacks.



LAGAHOO

Shape-shifting monster. It seems like a normal human by day, but this creature takes on the form of a man with no head, who roams the night with a wooden coffin on its neck. On top of the coffin are three lighted candles and the long loose end of a heavy iron chain, noosed around its waist, trails behind him. Often, it is seen with chains around its neck, which change size. One appendage is said to be turned backwards. It can shapeshift into various animals, including horses, pigs or goats, and said to often take the form of a creature similar to a centaur; is also thought to be a blood sucker which is less than particular about its food source, making do with such

animals as cows and goats. The Lagahoo also possesses the ability to alter its size from tiny to gigantic in an instant. To kill the Lagahoo one must beat the creature with a stick which has been anointed with holy water and holy oil for nine days. While beating the demon, it changes into other beasts such as a snarling dog, a wild bull and thunderous waves of water and finally will disappear into a mist.

Attributes: Agility d6, Smarts d4 (M), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Tracking d4, Swimming d8, Notice d4, Stealth d4

Charisma: -; **Pace:** 1; **Parry:** 5; **Toughness:** 6

Special Abilities

Bite: Str+d6; Attach.

Blindsight: Ignore sight-based penalties and gaze attacks (range 6”).

Scent: Can navigate, track and detect creatures by scent (range 6”, halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.

Attach: Attach to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull off the leech.

Mindless: Immune to mind-affecting magic.

Fearless: Immune to fear and Intimidation.

Amphibious: Swimming Pace of 8”, and cannot drown, but can also breathe air and survive indefinitely on land.

Immunity: Mind-affecting effects.

Lost Souls

When the ichor first began leaking out of La Fissure Profana, so with it came the souls of the departed. Some have called them ghosts or spirits, but a lost soul is much more than a simple apparition. It is the haunted soul of a once living being. Some don't know they are dead, others seek out those that have wronged them and some are just heartbroken.



DUTIFUL SOUL

Dutiful Souls continue to do the job they did in life. They wear the same clothes or uniforms they once did. If this soul was a guard in life they are a guard in the afterlife and attack those they protect. These are the least intelligent of the souls and do the same things over and over.

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

Skills: Fighting d6, Intimidation d6, Climbing d6, Swimming d6, Notice d6, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Gear: Dagger (Str+d4)

Special Abilities

Lost Soul: When destroyed, returns after 3d6 days unless haunt is destroyed. Days are halved if within a mile of ichor, Storm of Souls or La Fisura Profana

Wail (Minor): Opposed Spirit roll vs all living targets within 6", inflicts 2d4 sonic damage

Fear: Anyone who sees this creature must make a Fear check.

Undead: +2 Toughness; +2 to recover from being shaken; No wound penalties; Immune to disease and poison; No additional damage from called shots.

No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

Unholy Spirit: Lost souls cannot enter onto sanctified ground.



PROTECTIVE SOUL (WC)

Protective Souls stay close to the item or area they protect. They stay invisible until they become enraged. They usually begin any attack with the surprise of becoming corporeal and then touching the opponent draining spirit and causing fear. Protective souls are fearless opponents and often leave buccaneers shaking in their boots.

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d6, Climbing d4, Swimming d6, Notice d6, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Gear: Dagger (Str+d4) or any item of Admiral's choice

Special Abilities

Lost Soul: When destroyed, returns after 3d6 days unless haunt is destroyed. Days are halved if within a mile of ichor, Storm of Souls or La Fisura Profana

Wail (Major): Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage

Fear -4: Anyone who sees this creature must make a Fear check.

Undead: +2 Toughness; +2 to recover from being shaken; No wound penalties; Immune to disease and poison; No additional damage from called shots.

Incorporeal: Normally, a protective soul is invisible and incorporeal. When it decides to use its touch attack, it becomes visible and partially corporeal and must remain so for 3 rounds. It can become visible at any time, for as long as it wishes, while still remaining incorporeal.

Cowering Touch: By making a touch attack, a lost soul can drain spirit. Make a Spirit roll at -2; if you fail, you lose 1 die type of Spirit. If this is reduced under d4, the victim is incapacitated and will die in 1d6 rounds. A Healing spell will return one level of each Attribute, while Greater Healing will return all lost levels. If the hero has yet to make a fear check they must do so immediately after suffering the effects of the touch.

No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

Flight: Flying Pace of 6".

Whirlwind: The protective soul makes a Vigor roll at -2; on a success, place a Medium Burst Template centered on the soul, or a Large Template with a raise. Everyone within must make an Agility roll or take 1d10 non-lethal damage, and they're ejected 1d4" from the Template in a random direction, becoming prone. If they strike an inanimate object, they're shaken as well. The soul can't move or take any other actions in the same round it creates a whirlwind.

Unholy Spirit: Lost souls cannot enter onto sanctified ground.



REGRETFUL SOUL

A soul filled with regrets is not often dangerous, that is until you get in the way of their regret. They are often heard moaning or wailing over their regret. They will converse with you, and lament in their regret and often ask for the heroes help. The moment they go against the soul or refuse the regretful soul attacks. It always opens with a wail.

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

Skills: Fighting d6, Intimidation d6, Climbing d6, Swimming d6, Notice d6, Stealth d6

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Gear: Dagger (Str+d4)

Special Abilities

Lost Soul: When destroyed, returns after 3d6 days unless haunt is destroyed. Days are halved if within a mile of ichor, Storm of Souls or La Fisura Profana

Wail (Major): Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage

Fear: Anyone who sees this creature must make a Fear check.

Undead: +2 Toughness; +2 to recover from being shaken; No wound penalties; Immune to disease and poison; No additional damage from called shots.

No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

Unholy Spirit: Lost souls cannot enter onto sanctified ground.

VENGEFUL SOUL

Vengeful souls are violent souls that seek out a person or crew. They will not be happy until their target is destroyed. They are aware of their surroundings and make anyone who gets in their way suffer. These souls are usually good fighters.

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

Skills: Fighting d8, Intimidation d6, Climbing d6, Swimming d6, Notice d6, Stealth d6

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

Gear: Dagger (Str+d4)

Special Abilities

Lost Soul: When destroyed, returns after 3d6 days unless their haunt is destroyed. Days are halved if within a mile of ichor, Storm of Souls or La Fisura Profana

Wail (Major): Opposed Spirit roll vs all living targets within 6", inflicts 2d10 sonic damage

Fear: Anyone who sees this creature must make a Fear check.

Undead: +2 Toughness; +2 to recover from being shaken; No wound penalties; Immune to disease and poison; No additional damage from called shots.

No Breath: Doesn't breathe, immune to inhaled poisons and smell-based effects.

Unholy Spirit: Lost souls cannot enter onto sanctified ground.
Half damage from piercing or slashing weapons.



SOUCOUYANT (SO-CHO-YAN) (WC)

The Soucouyant is a shapeshifting vampire of West African and the Caribbean and is as deadly as any of its undead colleagues from the Old World. During the day, the creature appears as a reclusive but friendly old woman and usually takes up residence outside villages and towns. At night, it strips off its skin and takes on its true form, that of a human-sized vampiric fireball. It flies through the night, seeking the blood of the living. The creature is invulnerable when disguised although at night when ethereal it can be harmed by magical weapons. However, if the Soucouyant is found in daylight and without its skin, it is vulnerable to normal attacks. If the skin is rubbed with coarse salt or hot peppers, it is unable to wear the skin again. Therefore, the creatures usually hide their empty skins in stone mortars, a chest of iron, or a hollowed-out tree trunk. A Soucouyant skin is a highly valuable to those who practice black magic.

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

Skills: Fighting d8, Intimidation d8, Notice d8, Stealth d8, Taunt d8, Throwing d6

Charisma: -; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Special Abilities

Burning Touch: In its true form, the Soucouyant does Str+d6 damage, except when feeding; chance of catching fire.

Change Form: As an action, a Soucouyant can strip off its skin and take on its true form of a human-sized fireball.

Fear -2: Anyone who sees the Soucouyant in its true form is frightened.

Flight: A Soucouyant in its true form can fly at a rate of 6" and a Climb of 3".

Drain: The Soucouyant drains blood from its victims, causing -1 Fatigue per round and leaving behind large bruises.

Ethereal: In its true form, the Soucouyant is Ethereal and can maneuver through any non-solid surface. It can seep through the cracks in doors, windows, and walls.

Invulnerability: Soucouyant can only be harmed when in its true form, without its skin, and during daylight.

Sire: Any woman killed by a Soucouyant has a 50% chance of rising as a Soucouyant within 1d4 days.

Undead: +2 Toughness: +2 to recover from being Shaken; called shots do no extra damage. No Wound penalties.

Weakness: Compulsion – If confronted with spilled rice, the Soucouyant is compelled to individually pick up every grain.

Weakness: Skin – If the Soucouyant skin is rubbed with coarse salt while it is in its true form, the creature cannot wear it again.

Weakness: Sunlight – in sunlight and without its skin, the Soucouyant becomes vulnerable to normal attacks.

ZOMBIE

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

Skills: Fighting d6, Intimidation d6, Notice d4

Pace: 4; **Parry:** 5; **Toughness:** 7

Special Abilities:

Claws: Str

Fearless: Zombies are immune to Fear and Intimidation

Undead: +2 Toughness; +2 to recover from being shaken; called shots do no extra damage (except to the head)

Weakness(Head): Shots to a zombie's head are +2



Ships

The ships included here may also be used as Archetypes.

Brig

The Osprey by Jason Tyron

Attributes: Mastery: 8; Rigging: 6; Tonnage: 8; Cargo: 8(4); Crew: 6

Orders: Broadside d6; Evasive d6; Hold d4; Rake d4; Flee d4; Pursue d4; Damage d4; Boarding d6; Ramming d4; Full Sail d4; Hard About d4; Long Boat d4;

Maneuver: 3+Spd (1); **Arm:** 16; **Infamy:** 3; **Toughness:** 16; **Damage:** 1

Edges: Swift Topsails

Hindrances: Small Hold

Gun Locations

Portside Front: 4 **Starboard Front:** 4

Portside Rear: 4 **Starboard Rear:** 4

Guns: Medium (0/-2/-4) 3d6

Brigantine

The Ruthless Moose by Sarah Daniels

Attributes: Mastery: 8; Rigging: 8; Tonnage: 6; Cargo: 6; Crew: 8

Orders: Broadside d6; Evasive d6; Rake d4; Flee d4; Pursue d4; Sails d4; Hatches d4; Damage d4; Boarding d6; Full Sail d4; Look-out d4; Hard About d4;

Maneuver: 5+Spd; **Arm:** 12; **Infamy:** 4; **Toughness:** 14; **Damage:** 1

Edges: Built to Withstand

Hindrances: Ship of Lost Souls (Minor), Knotting Ropes

Gun Locations

Portside Front: 3 **Starboard Front:** 3

Portside Rear: 3 **Starboard Rear:** 3

Guns: Medium (0/-2/-4) 3d6

Carvel

Black Rose by Randy Vranesh

Attributes: Mastery: 10; Rigging: 6; Tonnage: 6; Cargo: 8; Crew: 6

Orders: Broadside d8; Evasive d8; Flee d4; Pursue d6; Hatches d4;
Damage d4; Boarding d6; Full Sail d4; Lookout d4;

Maneuver: 5+Spd; **Arm:** 8; **Infamy:** 3; **Toughness:** 14; **Damage:** 1

Edges: Boarding Experts

Hindrances: Explosive Guns

Gun Locations

Portside Front: 2 **Starboard Front:** 2

Portside Rear: 2 **Starboard Rear:** 2

Guns: Light (0/-2/-4) 2d6

Carrack

Doomsday by Dee Wooden

Attributes: Mastery: 4; Rigging: 4; Tonnage: 10; Cargo: 12; Crew: 6

Orders: Broadside d6; Evasive d4; Hold d6; Flee d4; Sails d4;
Hatches d4; Damage d4; Boarding d8; Lookout d4; Long Boat d6;

Maneuver: -1+Spd; **Arm:** 16; **Infamy:** 5; **Toughness:** 18; **Damage:** 1

Edges: Fearsome Flag

Hindrances: Ship of Lost Souls (Major)

Gun Locations

Portside Front: 4 **Starboard Front:** 4

Portside Rear: 4 **Starboard Rear:** 4

Guns: Medium (0/-2/-4) 3d6

Corvette

Lady Valdosa by Nate Booher

Attributes: Mastery: 12; Rigging: 8; Tonnage: 4; Cargo: 4; Crew: 8

Orders: Broadside d6; Evasive d8; Rake d4; Flee d4; Pursue d4; Sails d4; Hatches d4; Damage d4; Boarding d4; Full Sail d4; Look-out d4; Hard About d4;

Maneuver: 8+Spd; **Arm:** 8; **Infamy:** 4; **Toughness:** 12; **Damage:** 1

Edges: Pursuer

Hindrances: Sticky Rudder

Gun Locations

Portside Front: 2 **Starboard Front:** 2

Portside Rear: 2 **Starboard Rear:** 2

Guns: Light (0/-2/-4) 2d6

Cutter

Orion's Cutlass by Roger L Harvell Jr

Attributes: Mastery: 12; Rigging: 10; Tonnage: 4; Cargo: 4; Crew: 6

Orders: Broadside d4; Evasive d8; Flee d4; Pursue d4; Sails d8; Damage d6; Boarding d4; Full Sail d4; Lookout d4; Hard About d4;

Maneuver: 9+Spd; **Arm:** 8; **Infamy:** 3; **Toughness:** 12; **Damage:** 1

Edges: Superior Crew

Hindrances: Deep Keel, Rats!

Gun Locations

Portside Front: 2 **Starboard Front:** 2

Portside Rear: 2 **Starboard Rear:** 2

Guns: Light (0/-2/-4) 2d6

East Indiaman

Queen Sara's Revenge by Sally Ayers

Attributes: Mastery: 4; Rigging: 6; Tonnage: 10; Cargo: 12; Crew: 4

Orders: Broadside d4; Evasive d4; Hold d6; Flee d4; Pursue d4; Sails d4; Hatches d4; Damage d4; Boarding d8; Lookout d4; Long Boat d6;

Maneuver: 0+Spd; **Arm:** 16; **Infamy:** 2; **Toughness:** 18; **Damage:** 1

Edges: Ram

Hindrances: Fire Trap

Gun Locations

Portside Front: 4 **Starboard Front:** 4

Portside Rear: 4 **Starboard Rear:** 4

Guns: Medium (0/-2/-4) 3d6

Fluyt

The Kidemònas by Rob Towell

Attributes: Mastery: 6; Rigging: 6; Tonnage: 8; Cargo: 12; Crew: 4

Orders: Broadside d6; Evasive d4; Hold d4; Flee d6; Pursue d4; Hatches d4; Damage d6; Boarding d6; Lookout d4; Long Boat d6;

Maneuver: 2+Spd; **Arm:** 8; **Infamy:** 2; **Toughness:** 14; **Damage:** 1

Edges: Make them Pay

Hindrances: Thin Hull

Gun Locations

Portside Front: 2 **Starboard Front:** 2

Portside Rear: 2 **Starboard Rear:** 2

Guns: Light (0/-2/-4) 2d6

Frigate

The Spirit of Anne Marie by Wendelyn Reischl

Attributes: Mastery: 6; Rigging: 6; Tonnage: 10; Cargo: 6; Crew: 8

Orders: Broadside d6; Evasive d4; Hold d6; Rake d4; Flee d4; Pursue d4; Damage d4; Boarding d6; Full Sail d4; Lookout d4; Hard About d4; Long Boat d4;

Maneuver: 1+Spd; **Arm:** 28; **Infamy:** 4; **Toughness:** 18; **Damage:** 2

Edges: Hated Foe

Hindrances: Poor Crew, Creaky Boards

Gun Locations

Portside Front: 7 **Starboard Front:** 7

Portside Rear: 7 **Starboard Rear:** 7

Guns: Medium (0/-2/-4) 3d6

Frigate

It's an Idea by Brian Ingram

Attributes: Mastery: 6; Rigging: 6; Tonnage: 10; Cargo: 6; Crew: 8

Orders: Broadside d6; Evasive d4; Hold d6; Rake d4; Flee d4; Pursue d4; Damage d4; Boarding d6; Full Sail d4; Lookout d4; Hard About d4; Long Boat d4;

Maneuver: 1+Spd; **Arm:** 28; **Infamy:** 4; **Toughness:** 18; **Damage:** 2

Edges: Helmsman's Dream

Hindrances: Rats!, Plague Ship

Gun Locations

Portside Front: 7 **Starboard Front:** 7

Portside Rear: 7 **Starboard Rear:** 7

Guns: Medium (0/-2/-4) 3d6

Galleon

The Falaichte Damh by Timothy Davis

Attributes: Mastery: 4; Rigging: 8; Tonnage: 12; Cargo: 6; Crew: 6

Orders: Broadside d4; Hold d4; Flee d6; Pursue d6; Sails d4;
Hatches d4; Damage d4; Boarding d8; Ramming d4; Long Boat d6;

Maneuver: 0+Spd; **Arm:** 36; **Infamy:** 3; **Toughness:** 20; **Damage:** 2

Edges: Windchaser

Hindrances: Explosive Guns

Gun Locations

Portside Front: 9 **Starboard Front:** 9

Portside Rear: 9 **Starboard Rear:** 9

Guns: Heavy (0/-2/-4) 4d6

Guineaman

Caliban's Dream by John Pennington

Attributes: Mastery: 4; Rigging: 8; Tonnage: 10; Cargo: 8; Crew: 6

Orders: Broadside d4; Evasive d4; Hold d4; Flee d6; Pursue d4;
Sails d6; Hatches d4; Damage d4; Boarding d6; Lookout d4; Long
Boat d6;

Maneuver: 1+Spd; **Arm:** 24; **Infamy:** 3; **Toughness:** 18; **Damage:** 2

Edges: Quartermasters Load

Hindrances: Barnacles

Gun Locations

Portside Front: 6 **Starboard Front:** 6

Portside Rear: 6 **Starboard Rear:** 6

Guns: Medium (0/-2/-4) 3d6

Man of War

The Sun Runner by Shane Hensley

Attributes: Mastery: 4; Rigging: 8; Tonnage: 12; Cargo: 4; Crew: 8

Orders: Broadside d4; Hold d4; Rake d4; Flee d4; Pursue d4; Sails d4; Hatches d4; Damage d4; Boarding d8; Full Sail d4; Lookout d4; Long Boat d6;

Maneuver: 0+Spd; **Arm:** 40; **Infamy:** 6; **Toughness:** 20; **Damage:** 2

Edges: Fearsome Flag

Hindrances: Firetrap

Gun Locations

Portside Front: 10 **Starboard Front:** 10

Portside Rear: 10 **Starboard Rear:** 10

Guns: Heavy (0/-2/-4) 4d6

Schooner

The Mermaids Bounty by David Weiss

Attributes: Mastery: 12; Rigging: 8; Tonnage: 6; Cargo: 4; Crew: 6

Orders: Broadside d8; Evasive d10; Flee d4; Pursue d6; Sails d4; Damage d4; Boarding d6; Full Sail d4;

Maneuver: 7+Spd; **Arm:** 16; **Infamy:** 3; **Toughness:** 16; **Damage:** 1

Edges: Well Built

Hindrances: Barnacles

Gun Locations

Portside Front: 4 **Starboard Front:** 4

Portside Rear: 4 **Starboard Rear:** 4

Guns: Medium (0/-2/-4) 3d6

Sloop

The Revenge by Becca Bieber

Attributes: Mastery: 12; Rigging: 6; Tonnage: 6; Cargo: 4; Crew: 8

Orders: Broadside d6; Evasive d8; Rake d4; Flee d4; Pursue d4;
Hatches d4; Damage d4; Boarding d6; Full Sail d4; Lookout d4;
Hard About d4;

Maneuver: 6+Spd; **Arm:** 16; **Infamy:** 4; **Toughness:** 14; **Damage:** 1

Edges: Powerful Guns

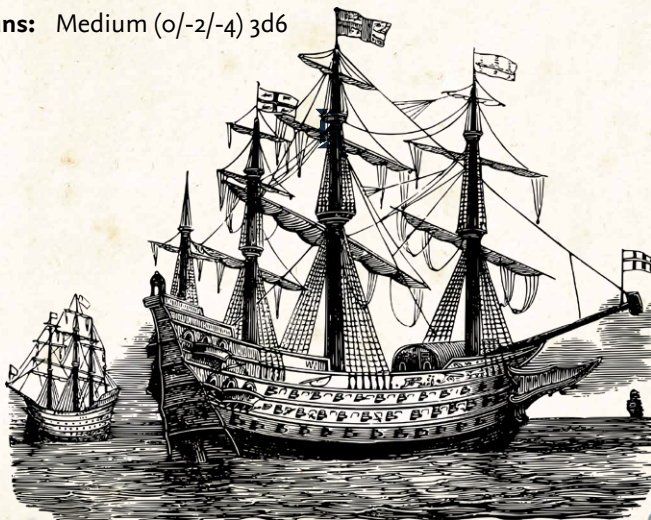
Hindrances: Warped Rudder, Creaky Boards

Gun Locations

Portside Front: 4 **Starboard Front:** 4

Portside Rear: 4 **Starboard Rear:** 4

Guns: Medium (0/-2/-4) 3d6



8: Terminology



Able Seaman: A sailor with at least two years' experience at sea.

Adrift: A ship floating on the water without control.

Aft: A direction towards the rear (stern) of the ship.

Ahoy: Term used to call out to another ship or person.

Aloft: Used when referring to the upper mast or rigging above you.

Arrr: A common greeting used between buccaneers.

Arrrgh: Unlike arrr, this shows frustration or displeasure.

Articles: A set of rules which govern buccaneer behavior on a vessel.

A short drop and a quick stop: Idiom for hanging a person by the neck.

Avast: Term used to mean stop or belay your action.

Avast ye scurvy dogs: A threat to cease or face consequences.

Aye: Term for Yes

B

Back-staff: A navigating tool used with your back to the sun judging shadows to measure altitude.

Ballast: Various types of material used to keep a ship in balance.

Barnacle: A rounded crustacean that attaches itself to the bottom of ships.

Batten down the Hatches: During a storm, this term means to tie up everything and cover what everything exposed to the weather.

Beat to windward/ Tacking: Sailing towards the wind, using a zigzag course.

Becalmed: No winds causing a ship to be dead in the water, long periods without wind referred to as the doldrums.

Belay: The act of halting an action or tying something.

Bell or Eight bells: Each half hour of a watch a bell rang. Watches were four hour shifts, so Eight Bells referred to the end of one shift and the start of another.

Bilge: The lowest internal part of a ship. It was damp and musty and often had rats. Hence the term Bilge Rat.

Black Spot: A single black dot on a piece of paper. It was a warning that someone was coming to get you.

Blaggard: An unscrupulous man.

Bleeding the Monkey/Tapping the Admiral: When a sailor stole liquor from a cask by sucking it out with a straw.

Blimey: Being surprise.

Bloody flag: Flying a red flag signals no quarter given to those that resist.

Blow the gaff: To divulge secret information, exposing a plot or conspiracy.

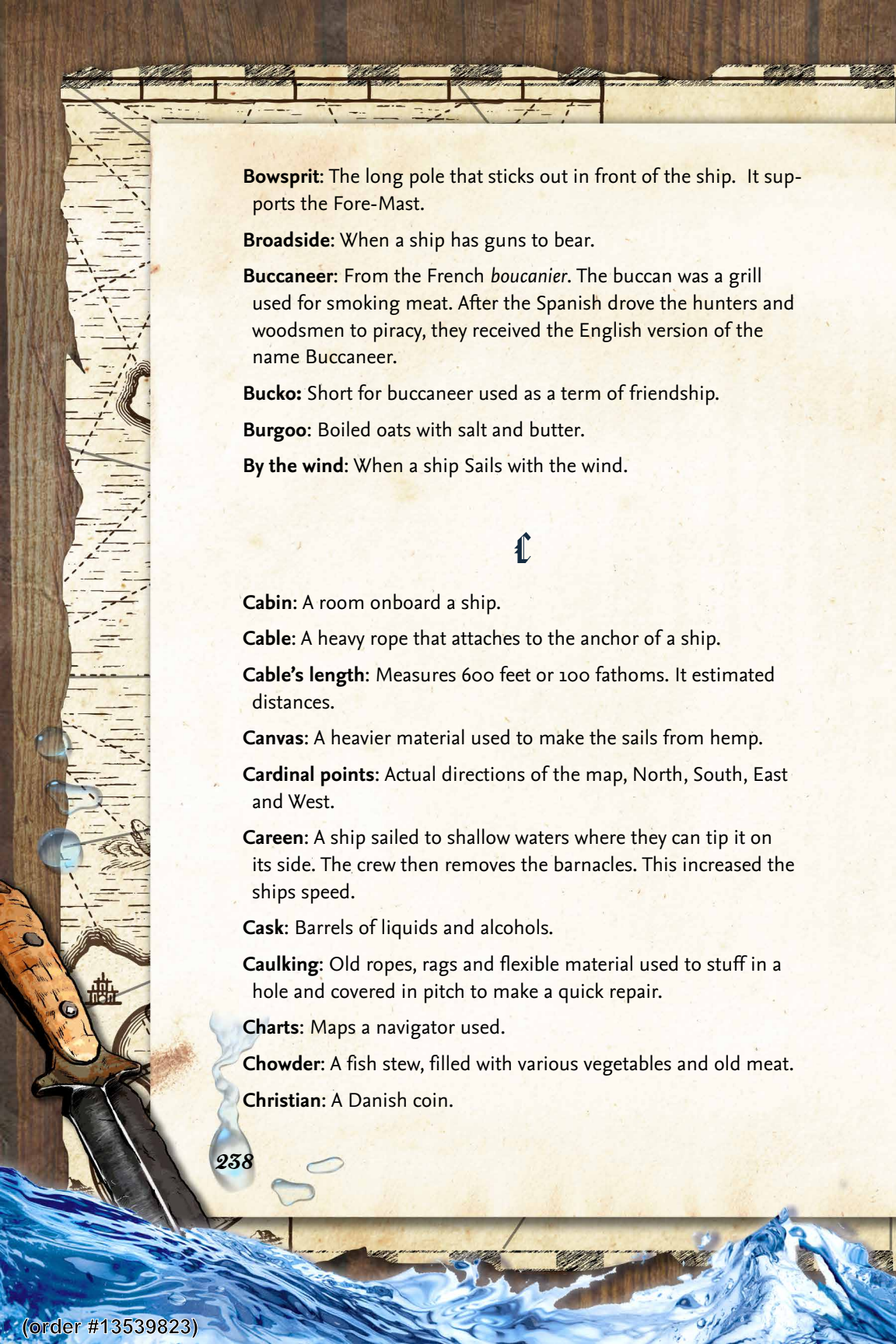
Boom: The lower horizontal pole of mast that moved can harness the power of the wind.

Booty: A term used to refer to abundant treasure.

Bounty: A reward from a government or person for a deed accomplished.

Bow: The front of a ship or boat.

Bow chasers: Cannons placed at the front of a ship to attack ships you are pursuing.



Bowsprit: The long pole that sticks out in front of the ship. It supports the Fore-Mast.

Broadside: When a ship has guns to bear.

Buccaneer: From the French *boucanier*. The buccan was a grill used for smoking meat. After the Spanish drove the hunters and woodsmen to piracy, they received the English version of the name Buccaneer.

Bucko: Short for buccaneer used as a term of friendship.

Burgoo: Boiled oats with salt and butter.

By the wind: When a ship Sails with the wind.



Cabin: A room onboard a ship.

Cable: A heavy rope that attaches to the anchor of a ship.

Cable's length: Measures 600 feet or 100 fathoms. It estimated distances.

Canvas: A heavier material used to make the sails from hemp.

Cardinal points: Actual directions of the map, North, South, East and West.

Careen: A ship sailed to shallow waters where they can tip it on its side. The crew then removes the barnacles. This increased the ships speed.

Cask: Barrels of liquids and alcohols.

Caulking: Old ropes, rags and flexible material used to stuff in a hole and covered in pitch to make a quick repair.

Charts: Maps a navigator used.

Chowder: A fish stew, filled with various vegetables and old meat.

Christian: A Danish coin.

Clap of thunder: A strong drink

Coffer: A small treasure chest

Colours: Refers to a recognizable flag.

Come about: Turning around a ship.

Compass: A navigation instrument giving direction and heading.

Contraband: Forbidden cargo.

Cot: An officer's bed, sometimes hung between two posts.

Crow's nest: The highest point of a ship for a sailor to stand. Used as a lookout.

D

Dance the hempen' jig: Hanging by the neck until dead.

Davy Jones: A malevolent sea spirit who presides over the horrors of the deep. Seeing Davy Jones' visage on the ship is an ill omen signaling hurricanes, shipwrecks, or worse.

Davy Jones' locker: Davy Jones kingdom at the bottom of the sea where drowned sailors went for eternity.

Dead men tell no tales: Leaving no survivors

Dead reckoning: Trying to navigate a ship without using astrological methods.

Doubloon: A gold coin used by the Spanish. It was why sailors turned to piracy. One doubloon was worth two months' salary to a sailor.

Draft How far below the water the keel of the ship is.

E

Eye of the wind: The nautical direction receiving the wind.

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Fathom: Six feet, used for measuring the depth of water.

Fire in the Hole: A term used when for a cannon when fired.

Fire ship: A ship Loaded with tar and gunpowder and set a flame to ram other ships.

Flogging: The act of beating someone as a punishment.

Fore: A direction term referring to the front of the ship.

Forecastle: The upper deck forward of the masts.

Foremast: The front most mast on the ship.

Furl: The act of rolling/unrolling the sails.

A decorative, stylized letter 'G' in a dark blue color, positioned at the top center of the second section.

Gangplank: A large plank of wood used for boarding a docked ship.

Gangway: A passage way along either side of a ship's upper deck.

Gibbet: A cage that held the corpse of a buccaneer, used to discourage piracy.

Go on account: A term meaning a person has become a buccaneer.

Grog: Rum mixed with water.

Gun: A gun is a cannon. Light arms such as pistols and muskets went by different names.

Gunwalls: The walls on the upper deck with openings for the cannons.

A decorative, stylized letter 'H' in a dark blue color, positioned at the top center of the third section.

Hail: A way to signal another vessel.

Halyard: A rope that hoisted the sails or a flag

Hands: The crew.

Hardtack or Sea biscuit: Hard biscuits easy to store and gave an emergency source of food. They were not that tasty.

Heave-to: Slowing a ship.

Hogshead: A hundred-gallon cask used for shipping alcohol.

Holystone: Sandstone blocks used for scouring a ship's deck. Given its name because of the kneeling posture of its users.

Hold: The interior of a ship.

Hornswaggle: The act of cheating

Hulk: British prison ship.

Hull: The main wooden sides of a ship that floats on the water.

I

Impress: When a ship needed men and there were none available, they impress or force men to join the crew.

Irons or bilboes: Used to shackle legs with a long bar affixed by a lock between the legs.

J

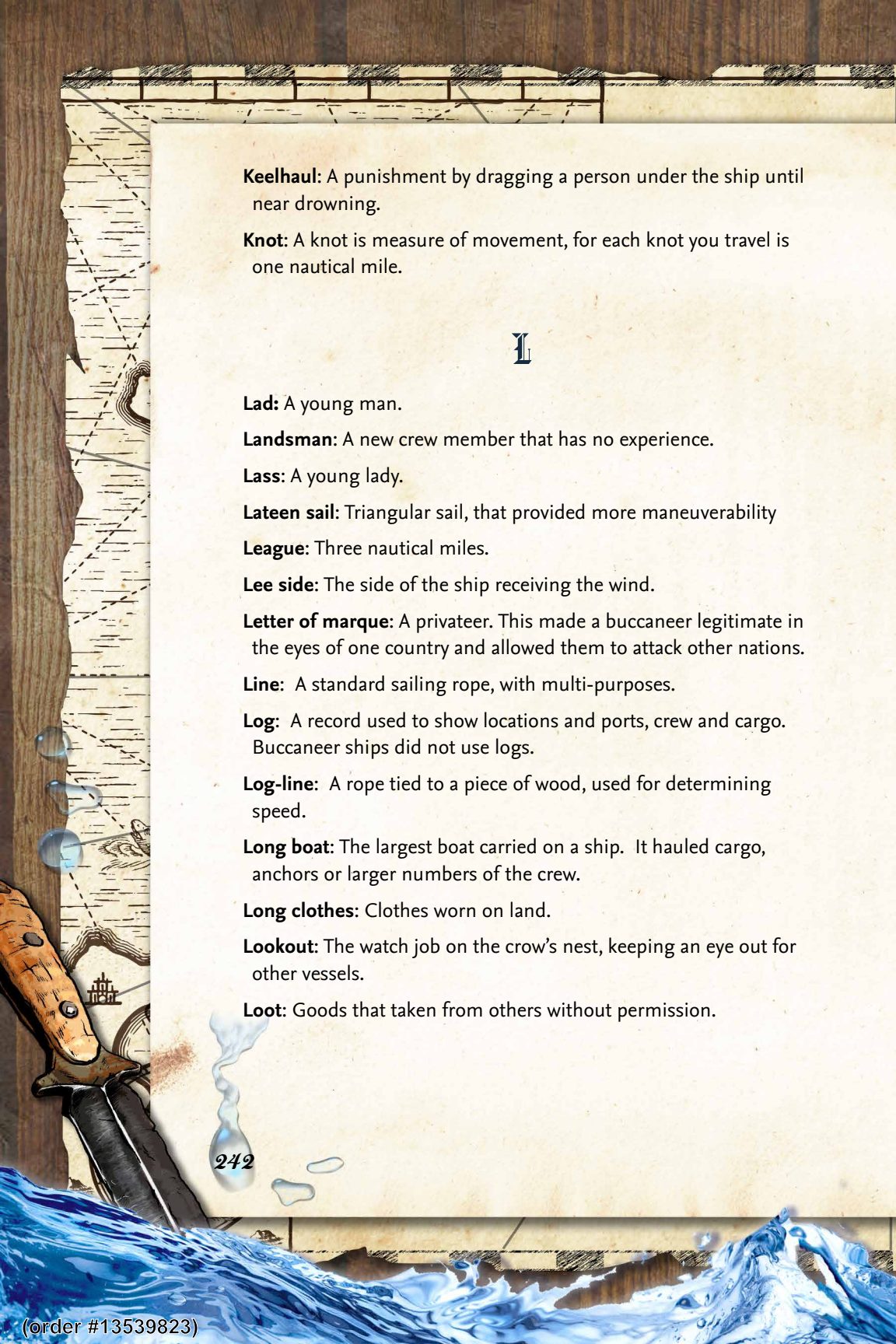
Jacob's ladder: A rope ladder used to climb the side of a ship.

Jib: A small sail attached to the bowsprit.

Jury-rigged: Temporary or quick repairs to a ship.

K

Keel: The wood at the lowest point of a ship, running from bow to the stern.

The page is set against a background of a wooden surface. On the left, a portion of a map is visible, showing a coastline and a small building. A knife with a wooden handle and a black blade is positioned vertically on the left side. At the bottom, there are splashes of blue water. The text is printed on a light-colored, parchment-like paper.

Keelhaul: A punishment by dragging a person under the ship until near drowning.

Knot: A knot is measure of movement, for each knot you travel is one nautical mile.

L

Lad: A young man.

Landsman: A new crew member that has no experience.

Lass: A young lady.

Lateen sail: Triangular sail, that provided more maneuverability

League: Three nautical miles.

Lee side: The side of the ship receiving the wind.

Letter of marque: A privateer. This made a buccaneer legitimate in the eyes of one country and allowed them to attack other nations.

Line: A standard sailing rope, with multi-purposes.

Log: A record used to show locations and ports, crew and cargo. Buccaneer ships did not use logs.

Log-line: A rope tied to a piece of wood, used for determining speed.

Long boat: The largest boat carried on a ship. It hauled cargo, anchors or larger numbers of the crew.

Long clothes: Clothes worn on land.

Lookout: The watch job on the crow's nest, keeping an eye out for other vessels.

Loot: Goods that taken from others without permission.

M

Main-mast: The largest mast on the ship, in the center of the ship.

Marooning: Leaving someone in a deserted location with few supplies.

Matey or me matey: Meaning a friend.

Mizzen-mast: The mast of the ship closest to the rear of the ship.

Mutiny: When a crew tries to overthrow the captain and officers in charge.

N

Nelson's folly: Rum

No prey, no pay: You only get paid when your ship takes other vessels.

O

Old salt or salt: An older sailor

P

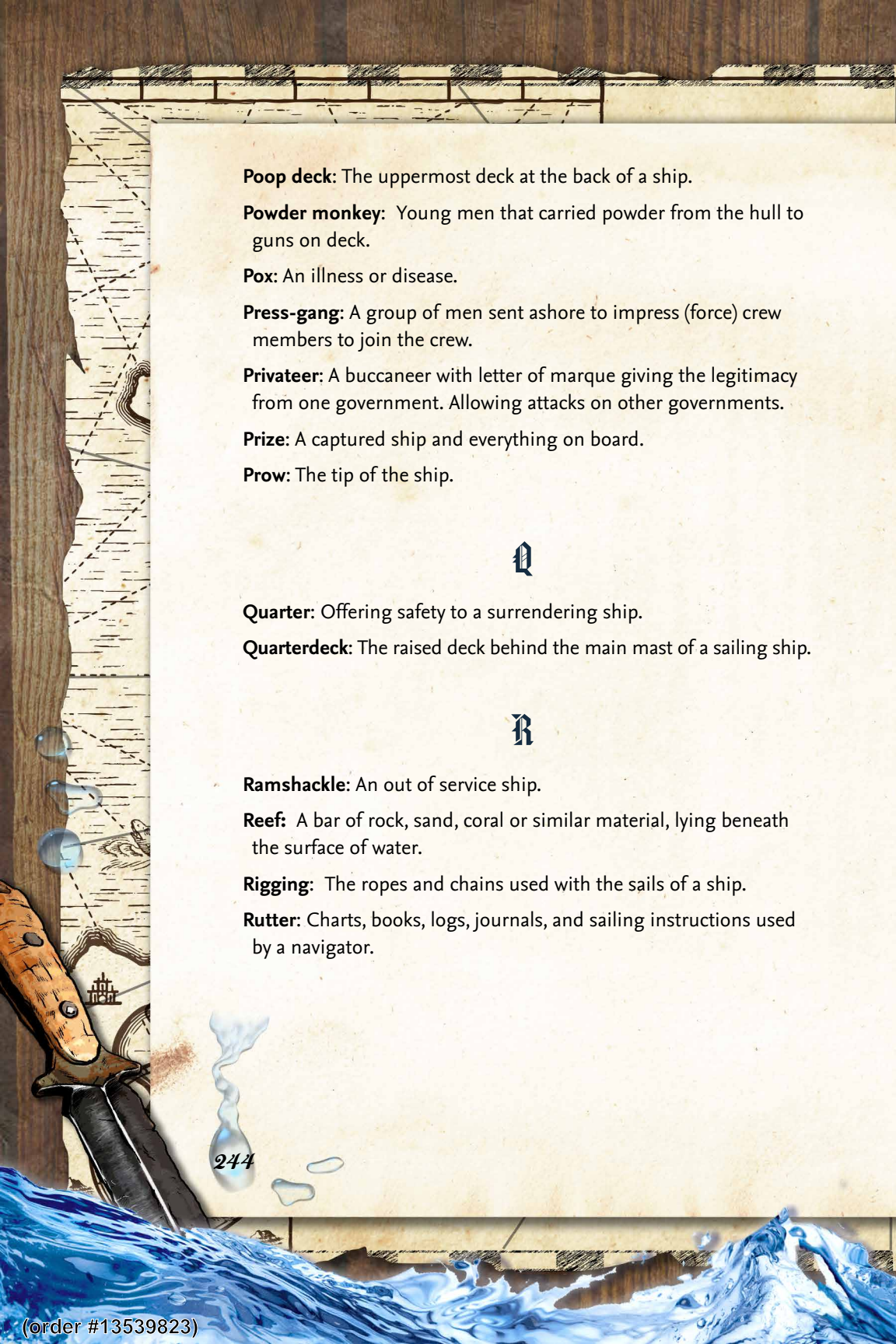
Painter: A rope used for dragging another boat.

Pieces of eight: A Spanish silver coins cut into eight pieces, each worth one Spanish real. It is one ounce of silver.

Pinnacle: A small two-oared boat. Used for ship to ship or ship to shore travel.

Pistol proof: A lucky person.

Plunder: The act of stealing.



Poop deck: The uppermost deck at the back of a ship.

Powder monkey: Young men that carried powder from the hull to guns on deck.

Pox: An illness or disease.

Press-gang: A group of men sent ashore to impress (force) crew members to join the crew.

Privateer: A buccaneer with letter of marque giving the legitimacy from one government. Allowing attacks on other governments.

Prize: A captured ship and everything on board.

Prow: The tip of the ship.

Q

Quarter: Offering safety to a surrendering ship.

Quarterdeck: The raised deck behind the main mast of a sailing ship.

R

Ramshackle: An out of service ship.

Reef: A bar of rock, sand, coral or similar material, lying beneath the surface of water.

Rigging: The ropes and chains used with the sails of a ship.

Rutter: Charts, books, logs, journals, and sailing instructions used by a navigator.

S

Scurvy: A common disease sailors got because of a Vitamin C deficiency.

Scuttle: The act of sinking a ship.

Sea dog: Someone who has been sailing a long time.

Sea legs: When a person can stand on deck and not stumble with the roll of tides.

Seaport: The port side was the customary side to dock the ship.

Shanty: Buccaneer song.

Shot across the bow: A warning shot.

Slow match: A fuse that was a treated piece of hemp rope. Used often with the guns.

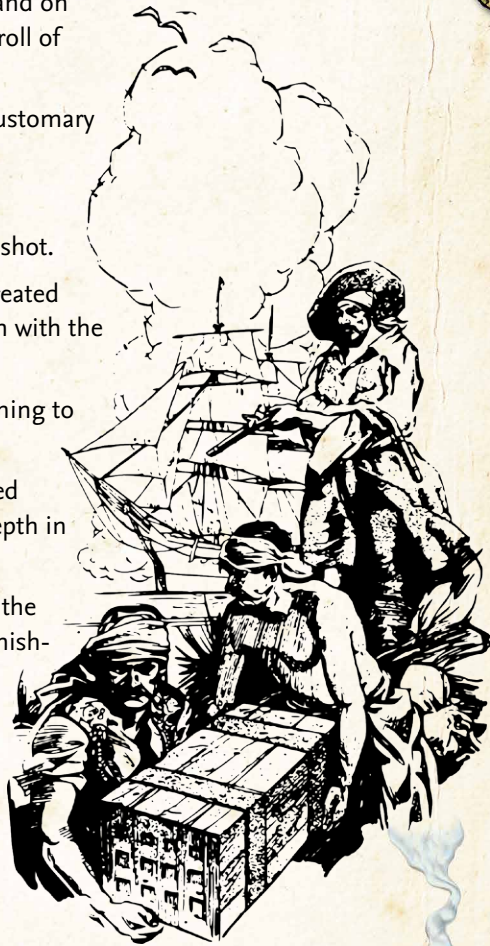
Smartly: A command given meaning to hurry.

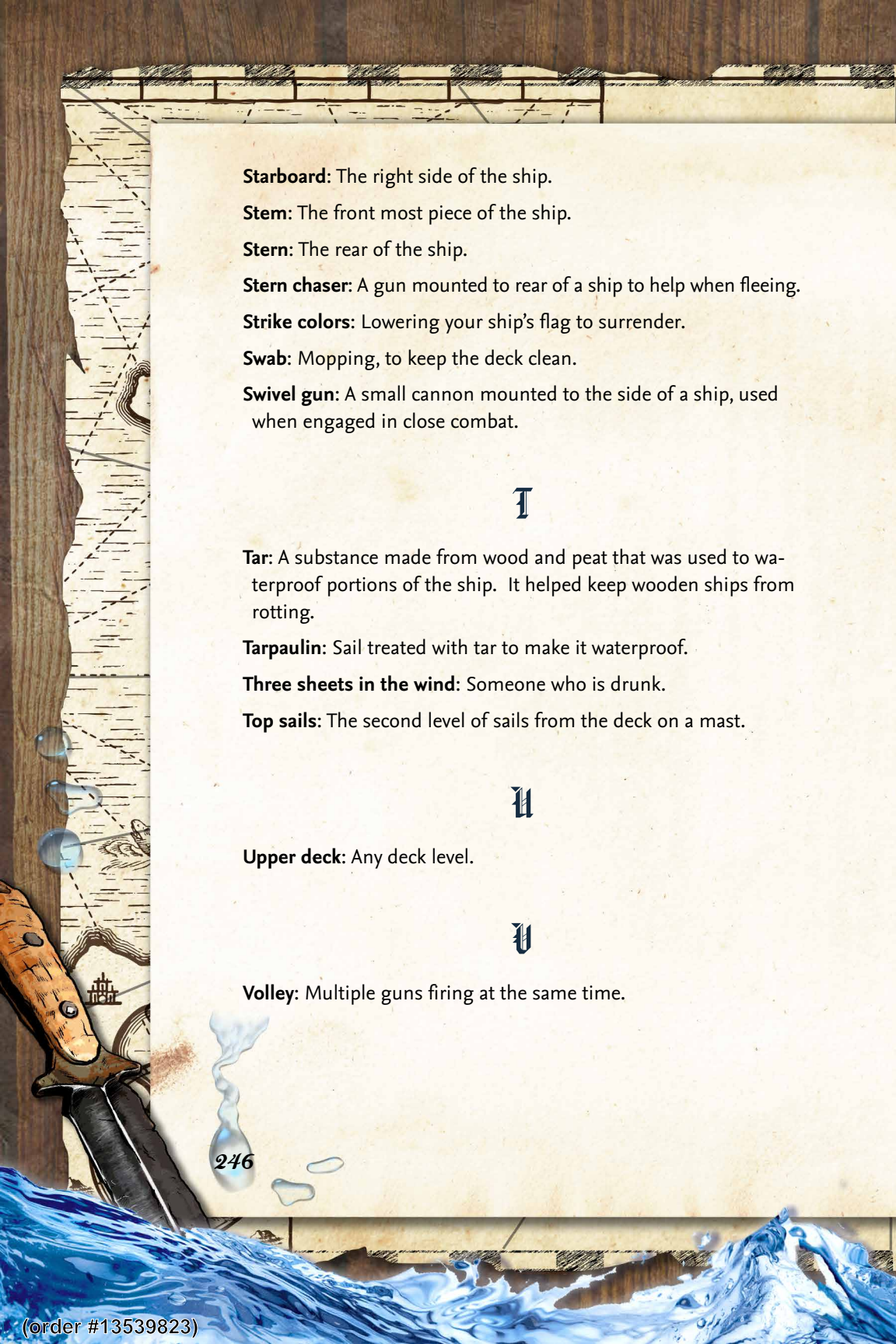
Sounding line or lead: A weighted rope used for measuring the depth in fathoms.

Spread eagle: Tying someone to the rigging and leaving them, a punishment.

Spyglass: An extending telescope.

Square-rigged: Square sails, they give more stability to the vessel.





Starboard: The right side of the ship.

Stem: The front most piece of the ship.

Stern: The rear of the ship.

Stern chaser: A gun mounted to rear of a ship to help when fleeing.

Strike colors: Lowering your ship's flag to surrender.

Swab: Mopping, to keep the deck clean.

Swivel gun: A small cannon mounted to the side of a ship, used when engaged in close combat.

I

Tar: A substance made from wood and peat that was used to waterproof portions of the ship. It helped keep wooden ships from rotting.

Tarpaulin: Sail treated with tar to make it waterproof.

Three sheets in the wind: Someone who is drunk.

Top sails: The second level of sails from the deck on a mast.

U

Upper deck: Any deck level.

V

Volley: Multiple guns firing at the same time.

W

Walking the plank: Forcing someone to jump off a ship, as punishment for crimes.

Watch: A four-hour shift of guarding the ship.

Watch glass: A sand glass that lasted a half an hour. It determined when to ring the bell for the watch.

Weigh anchor: Raise the anchor and prepare to sail

Y

Yard-arm: The large beam across the mast that hold up the sail.

Yellow jack: A flag that signifies a sickness or plague on board.

Z

Zenith: A point in the sky straight overhead.



9: Tales of the Black Hearted



Written by Brett Weiing and Chris “Savage Mommy” Fuchs
Play tested by Nate Booher, Sarah Daniels, Dann Duhoux,
John Pennington, Dee Wooden

In the turbulent waters of the strange Caribbean a fierce storm brews that shakes the hardened crew of the buccaneer ship the *Black Heart*. A vengeful nation determined to see them swing from the gallows has stalked them thanks to the help of one of their own. These swashbuckling scoundrels try to protect their what is theirs while fighting off the scurvy dogs that want their treasure. Are you black-hearted enough to join their crew?

This adventure is intended for a group of four to six novice to seasoned characters in the **Buccaneer: Through Hell & High Water** setting. Players are all crew mates of the infamous buccaneer ship *Black Heart* and are seeking to recover the treasure of the black-hearted buried on one of the High Water Islands. All while avoiding capture by the Spanish and dealing with rival buccaneers.

Overview

Wanted for piracy by all the nations in the Caribbean, the crew of the *Black Heart* seem to always elude capture. It is 1684 and strange

things are occurring all over the Caribbean and the *Black Heart* is always in the middle it. Vodou priests from Hispaniola have risen up against their Spanish and French oppressors and an element of Vodou and spiritual magic now abounds. The Spanish believe that the buccaneers and Vodou priests are in league together and are actively hunting them down.

The infamous Captain Deadeye Billows has captained the *Black Heart* for more than twenty years and has accumulated a vast amount of wealth for himself and his ship. He secretly buried the treasure on the most inhospitable Island in the Caribbean, El Diablo. The ship's first mate Lieutenant Irons learned of the treasure and now has plans on taking the treasure for himself, with a little help from the ship's chief rival the *Island Witch*.

The *Black Heart* is betrayed, and they need to find the treasure map hidden on the Isle of Tortuga and get to it before their rivals from *Island Witch* do. In a bit of bad luck a Spanish fleet launches an attack on the island at the same time in hopes of destroying the buccaneer's home port. If they can recover the map and escape the island they need to sail for El Diablo. El Diablo, one of the High Water islands, offers a host of challenges. Along the way each of the crew are tested in all the ways a black hearted buccaneer should be.



Characters

Players may begin with novice to seasoned characters with a maximum 20 experience points. Each crew member should gain between 1 and 3 experience points per scene. Seasoned pre-generated characters are provided on the website. www.highwaterrpg.com

Opening

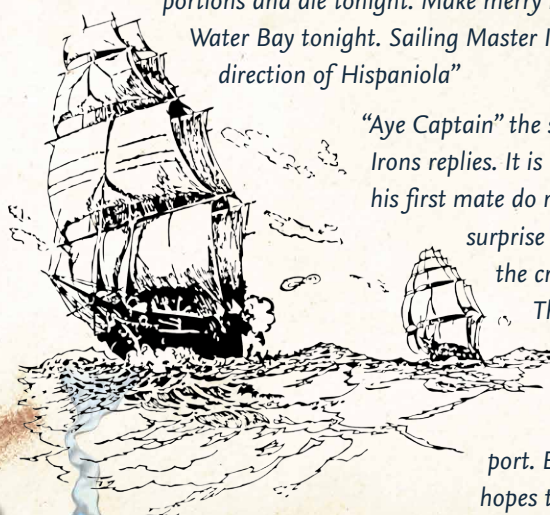
After a short battle and then surrender, the Black Heart sails away from the Spanish merchant vessel. The crew is happily stowing the spoils. The El Diego was bringing supplies to one of the Spanish mining colonies on Hispaniola. Once again Captain Deadeye has scored a wealthy haul against the hated Spanish. He is the most successful Pirate Captain in these waters, bringing wealth to both the ship and her crew.

The captain speaks out in his gruff voice “Mates, once again we have won the day. There not be a crew that doesn’t tremble in their boots when they see the Black Heart on the horizon. You all deserve extra portions and ale tonight. Make merry mates. We anchor in Deep Water Bay tonight. Sailing Master Irons set us a course in the direction of Hispaniola”

“Aye Captain” the stern faced Lieutenant Irons replies. It is clear that the Captain and his first mate do not get along, but it is a surprise when he refuses to join in the crew’s celebration that night.

There are rumors amongst the crew that Captain Deadeye is going to replace Irons at the next port. Each member of the crew hopes that they might be next in

line for next first mate.



Scene 1: Betrayal of the Black Hear

It is summer, in the year 1664. The Spanish fleet is on the war path seeking to eradicate the buccaneers that are disrupting their shipping lanes and the Vodouisants that call upon evil. Spain believes they are in league together and plan to crush both enemies by rooting them out of any hiding place, hole or port.

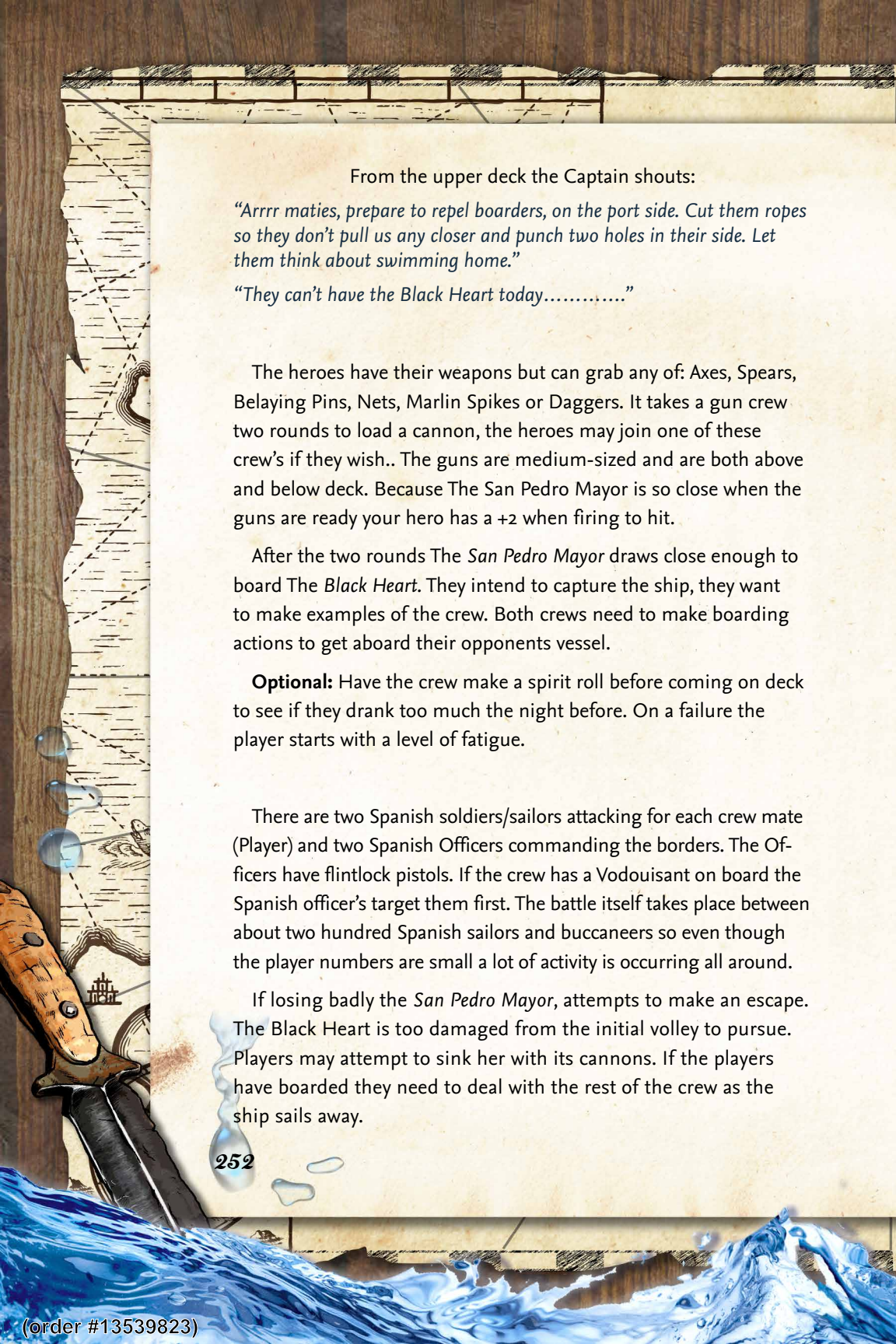
The notorious buccaneer ship *The Black Heart* sits in a small cove on the north side of Hispaniola. During the night the ship's first mate, Lieutenant Irons, has slit the throats of the night watch. Meanwhile, a large Spanish Galleon *The San Pedro Mayor* has crept up on *The Black Heart*. Prior to leaving port a few days ago the lieutenant negotiated with Spain giving them where they could find *The Black Heart*. He plans on using the turmoil of an attack as a diversion to ransack the Captain's quarters for the map to the hidden treasure. The only thing he finds is a clue to the true location of the map on the Isle of Tortuga.

The Devil's Palm, a small clipper ship, manned by a buccaneer crew from *The Island Witch* sails up behind *The Black Heart* to offer an escape for Lieutenant Irons.

Spanish Sneak Attack

The game begins with gunfire, *The San Pedro Mayor* unleashes a volley of gunfire on *The Black Heart*, cracking her mast and damaging her hull before anyone can get on deck. Damage is occurs by drawing cards for the damage, but being the opening scene and we are setting up the adventure use the following damage. *The Black Heart* takes two (2) hull damage, one (1) crew dice and one (1) mastery die. The ship cannot sail until repaired.

Captain Deadeye Billows goes on deck and shouts orders to the crew. The rest of the crew including the heroes are below deck and have two rounds to act.



From the upper deck the Captain shouts:

“Arrrr maties, prepare to repel boarders, on the port side. Cut them ropes so they don’t pull us any closer and punch two holes in their side. Let them think about swimming home.”

“They can’t have the Black Heart today.....”


The heroes have their weapons but can grab any of: Axes, Spears, Belaying Pins, Nets, Marlin Spikes or Daggers. It takes a gun crew two rounds to load a cannon, the heroes may join one of these crew’s if they wish.. The guns are medium-sized and are both above and below deck. Because The San Pedro Mayor is so close when the guns are ready your hero has a +2 when firing to hit.

After the two rounds The *San Pedro Mayor* draws close enough to board The *Black Heart*. They intend to capture the ship, they want to make examples of the crew. Both crews need to make boarding actions to get aboard their opponents vessel.

Optional: Have the crew make a spirit roll before coming on deck to see if they drank too much the night before. On a failure the player starts with a level of fatigue.

There are two Spanish soldiers/sailors attacking for each crew mate (Player) and two Spanish Officers commanding the borders. The Officers have flintlock pistols. If the crew has a Vodouisant on board the Spanish officer’s target them first. The battle itself takes place between about two hundred Spanish sailors and buccaneers so even though the player numbers are small a lot of activity is occurring all around.

If losing badly the *San Pedro Mayor*, attempts to make an escape. The *Black Heart* is too damaged from the initial volley to pursue. Players may attempt to sink her with its cannons. If the players have boarded they need to deal with the rest of the crew as the ship sails away.



Twenty-Five more sailors and five officers remain on board the *Mayor*. Since it would be a huge embarrassment to the Armada to have a ship captured by buccaneers they do whatever is necessary to stop this. This may include boarding themselves below decks or even blowing the powder keg and sinking the ship. The beach of Deep Water bay is not too far and can be reached by long boats or swim rolls.

Last Words

From the upper deck the Captain Deadeye stands at the upper railing and looks to the crew and says “*We have a rat on....*”, when from behind him the explosive sound of a flintlock pistol. Blood fills his shirt, and he drops to the ground. From behind him the crew sees the ship’s first mate Lieutenant Irons with a pistol in his hand and a rope in the other. He laughs then leaps off the ship. Before the first person can reach the ledge at the stern, Lieutenant Irons is aboard a small clipper ship that snuck in unnoticed during the battle.

The crew may try to shoot at the clipper ship with firearms. No cannon’s bare this direction and need loaded (2 rounds) before being fired. They have pulled too far away for anyone to board the ship and the ship is too fast to catch swimming.

Though your heroes may want to catch the clipper ship, don’t allow this. Lieutenant Irons and *The Island Witch* drive the rest of Adventure.

Ship Combat (Clipper Ship vs. Frigate) Captain Deadeye, looks upon all of you his most trusted mates and says “*Now one of you must Captain the Black Heart, and protect her booty. Get to her treasure before Irons does, do with it what you must but the Black Heart must live. You’ll find where I hid the map in my cab.....*” and with that the Captain gasps and convulses and takes his last breathe.

The Captain's Cabin

The crew enters the cabin, the back window shutters swing open and closed with the tide. His cabin looks as if someone has rifled through his belongings. A small chest lies open on the floor with several doubloons scattered. The charting cabinet lies on the floor knocked over with its maps and logs strewn about. The captain's personnel locker at the foot of his bed is open with his clothes and personal effects hanging half out. A large oaken desk in the back of the room has had its contents emptied.

Back Window

A long stick with a small red flag with a screaming witch sewn on it sits on the floor underneath the window.

Smarts Roll: Lieutenant Irons signaled the Clipper ship, the flag is that of the *Island Witch*. The clipper ship is not *The Island Witch*. *The Island Witch* is much larger and closer to the size of *The Black Heart*. It is just a captured prize they use when they need speed and stealth.

Charting cabinet


Maps and charts litter the floor, many of the map cases are empty.

Boating or Knowledge (Caribbean) Roll: The map for the isle of Tortuga is missing.

Foot locker

Scattered around are his clothes and personal effects, including a flintlock pistol, a dagger, a steel cross, personal letters, a captain's hat, and tattoo needles.

Notice Roll: A steel cross made of silver and has the tiny letters MS in at the bottom of the cross.



Read the Letters: These are Love Letters from Maggie Smith to the Captain. These letters are at least twenty years old and speak of an illegitimate daughter by the name of Iris. She speaks of a house they own together on the isle of Tortuga.

Large Oak Desk

The desk drawers litter the floor, and the items flung on the floor. There are several books and papers, writing utensils and a magnified glass.

Investigation Roll: A small leather bound book sits under one of the discarded drawers. This is the captain's journal. Upon looking closer the journal has three pages from the center of the book ripped out. The only part you can make of the torn pages is the partial word "Tortu".

Notice Roll: On the underside of the desk carved into the wood is the words "Find my love, find Chester Hill"

Small chest

This velvet-lined chest has 100 doubloons in it.

Investigation Roll: The velvet lining pulls away from the side. Etched in the bottom of the chest is "RIP Maggie Shaw"

Scene 1 End

The ship is in disrepair from the Spanish sneak attack. It will take two days to fix the Black Heart and prepare her to sail again. No one on board has ever heard the name Maggie Smith before, including the Captain's own son Jack 'the Kid' Billows. Everyone knows Captain Deadeye always loved Tortuga and frequented the Hungry Rat Pub.

Scene 2: Tortuga on Fire

Tortuga is thriving port, controlled by no nation despite many attempts. Piracy runs rampant and Tortuga society is in a lawless state. After the Vodou awakening in Hispaniola years ago, many Vodou priests and priestesses migrated here and joined on with pirate crews.

The Black Heart anchors in Turtle bay come early evening. The crew is rowed ashore via dinghy, leaving only a skeleton crew aboard the ship. Tortuga is a busy dock and many towns' people and sailors fill the docks. People tend not to talk to each other much to avoid unnecessary conflict. Opposing pirate crews avoid each other as much as possible and try to respect the unwritten rule of peace on the island. However, things get out of control often, even with an attempt at peace.

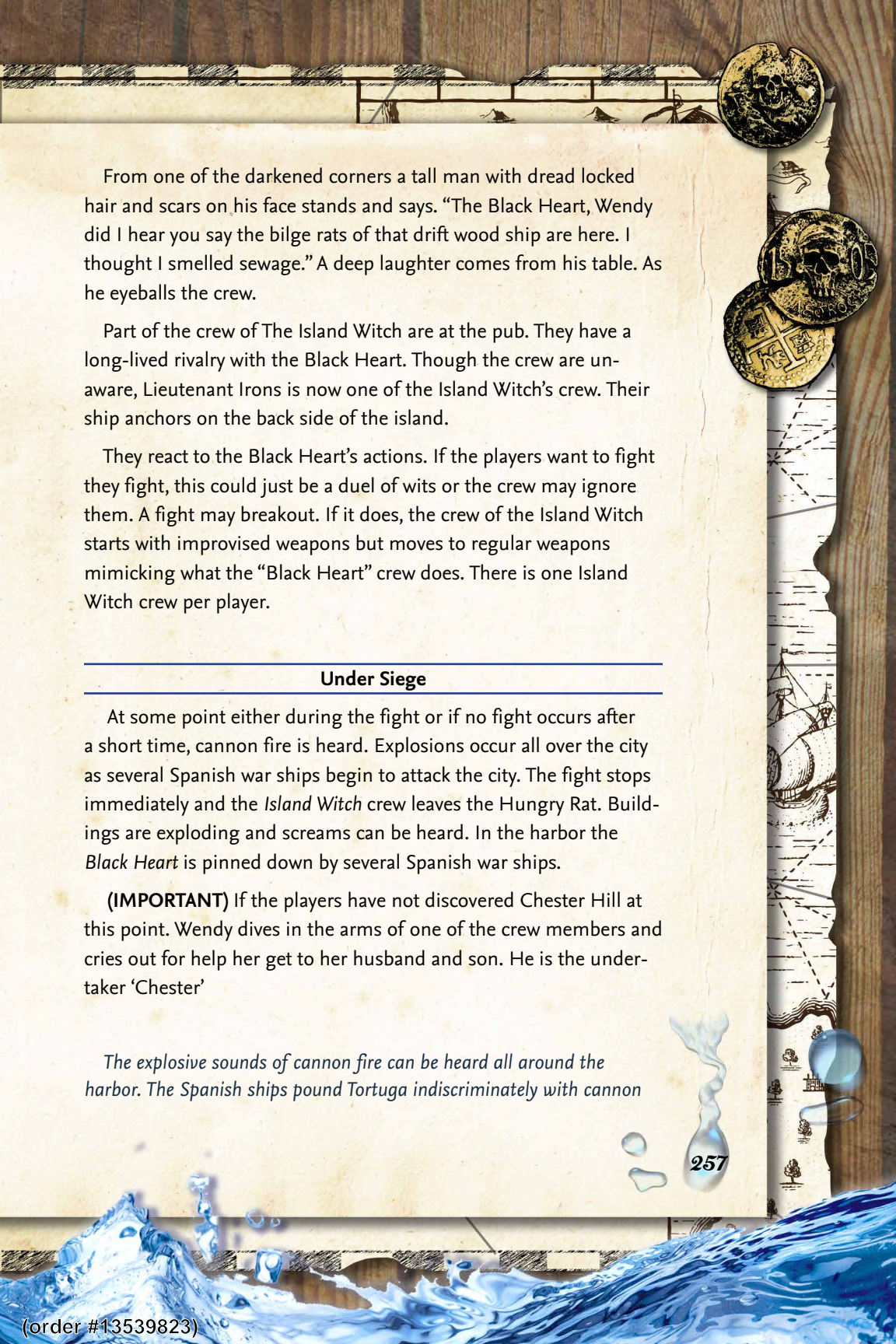
If players ask around, no one has heard of Maggie Shaw. The crew knows where to find the Hungry Rat as well as most businesses near the waterfront.

Streetwise Roll: With a successful roll the crew can learn the undertaker is named Chester Hill. He is married to Wendy Hill the barmaid at the Hungry Rat. His office is currently closed, and no one can tell you where he lives.

The Hungry Rat

The meanest-looking pirates, buccaneers and salt water sailors frequent this place. It is a large building made of stone and wood from dismantled ships. The Rat sits on the hillside and has a large open bay window looking out over the harbor allowing for a warm breeze. It is loud and dark inside and smells of rum and tobacco.

Wendy the barmaid, a tall dark-haired buxom woman, calls out to you after entering. "Look, my favorite Black Hearted Buccaneers. Let's get you our best table. Will Deadeye be joining you?"



From one of the darkened corners a tall man with dread locked hair and scars on his face stands and says. “The Black Heart, Wendy did I hear you say the bilge rats of that drift wood ship are here. I thought I smelled sewage.” A deep laughter comes from his table. As he eyeballs the crew.

Part of the crew of The Island Witch are at the pub. They have a long-lived rivalry with the Black Heart. Though the crew are unaware, Lieutenant Irons is now one of the Island Witch’s crew. Their ship anchors on the back side of the island.

They react to the Black Heart’s actions. If the players want to fight they fight, this could just be a duel of wits or the crew may ignore them. A fight may breakout. If it does, the crew of the Island Witch starts with improvised weapons but moves to regular weapons mimicking what the “Black Heart” crew does. There is one Island Witch crew per player.

Under Siege

At some point either during the fight or if no fight occurs after a short time, cannon fire is heard. Explosions occur all over the city as several Spanish war ships begin to attack the city. The fight stops immediately and the *Island Witch* crew leaves the Hungry Rat. Buildings are exploding and screams can be heard. In the harbor the *Black Heart* is pinned down by several Spanish war ships.

(IMPORTANT) If the players have not discovered Chester Hill at this point. Wendy dives in the arms of one of the crew members and cries out for help her get to her husband and son. He is the undertaker ‘Chester’

The explosive sounds of cannon fire can be heard all around the harbor. The Spanish ships pound Tortuga indiscriminately with cannon

fire. Boats can be seen coming from the ships with an invading force of Spanish soldiers. Soon the city will be swarming with enemy troops.

Chase to Chester's

To get to Chester's house the player's must cut through town in the middle of the fighting and bombing of the city. They may or may not take Wendy with them though she wants to go. Many obstacles are in their way and an extended chase scenario (10 rounds) occurs.

The chase rules for this chase have been modified from the one in the SWD book. A Chaos table has been added to the standard rules. So this works in the following way. One card is drawn at the beginning of each round of the chase, the suit of the card tells you what type of chaos is occurring for all players. Depending of the suit you may or may not deal cards after this point. See below.

Chester Hill

Once the crew has made it to Wendy and Chester's house, Chester's reaction is different depending on if Wendy came with them or not.

If Wendy is with them:

In the corner of the room with blood dripping from his head sits a tall lanky man. All around explosions can be heard as the whole town of Tortuga appears to be on fire. Wendy runs to her husband's side, "Chester, where is our baby, where is Hoister?"

He looks up a little dazed and says "Captain Scab Eye Daniels of the Island Witch took him. They are looking for Maggie Smith. He said if I told him the truth they would let him go when they got what they were after. So I sent them to Green Gables. I hope they find her it is what they deserve."

Chaos Adventure Chaos 1

Suit	Challenge	Challenge Roll	Failure
♣ Club	As you travel the street avoiding the gunfire, an explosion destroys in front of you.	Make a Smarts roll to figure out an alternate route or a Strength roll to slice out a new path.	It is taking a lot of hard work, suffer a level of fatigue.
♦ Diamond	You need to take a shortcut through a building. It is on fire; you need to brave your way through or pass across from upstairs.	Make a Spirit roll to brave your way through or an Agility roll to use the upstairs to go across the fire.	Take 2d6 damage and lose an item to the fire.
♥ Heart	The sound of gunfire comes from the bay. Several Spanish soldiers are trying to pick you off like sitting ducks.	Make a Notice roll to anticipate the shots or make an Agility roll to dodge them.	If hit, they cause 2d8 damage
♠ Spade	Spanish soldiers are raiding from the beach, one steps in front of you and attacks with his bayonet.	A Spanish Soldier engages in one round of combat with you.	The result of one round of combat.
♠ Joker	You reach Chester Hill's home	None	None

If Wendy is not with them:

In the corner of the room with blood dripping from his head sits a tall lanky man. All around explosions can be heard as the whole town of Tortuga appears to be on fire.

"Now what" he shouts. "I already told your Scab Eyed Captain where to find Maggie Smith. He better let my boy go when he finds what he is after!"

He knows all of the following, to be given out at the GM's discretion:

His son is named Hoister

Hoister is being held hostage until the Captain Scab Eye Daniels gets what he wants.

Green Gables is the cemetery and church on the back side of the island.

Maggie Smith was buried 20 years ago, and ever since the cemetery has been haunted.

Captain Deadeye insisted on burying him alone.

Her headstone is in the middle of the cemetery.

A Vodou priest named Papa Dou was with them.

Scene 2 End

An invasion force is beginning to take over the city. A lot of the buildings have been pounded by Spanish fleet in the bay. What if the Island Witch and Lieutenant Irons gets the map before you? They already have a couple hour head start on you. The residents of Tortuga often refer to Green Gables as the haunted cemetery. Chester is too hurt to help you and Wendy needs to take care of him, but before you leave she pleads for you to return her son.

Scene 3: Green Gables

The crew is now safely out of town and travelling west along the old church road. In the distance cannons and occasional gunfire grumble on the air. While up ahead, towards the cemetery, the eerie sound of a horn blasting is heard.

Green Gables church and cemetery sits in the western hills of Tortuga on the opposite side of the island from the city. Lieutenant Irons, is currently making an etching of a map carved in coffin of Maggie Smith. To ward off the ghost within he uses the magic Horn of the Hells given to him by the Vodou priest Papa Dou.

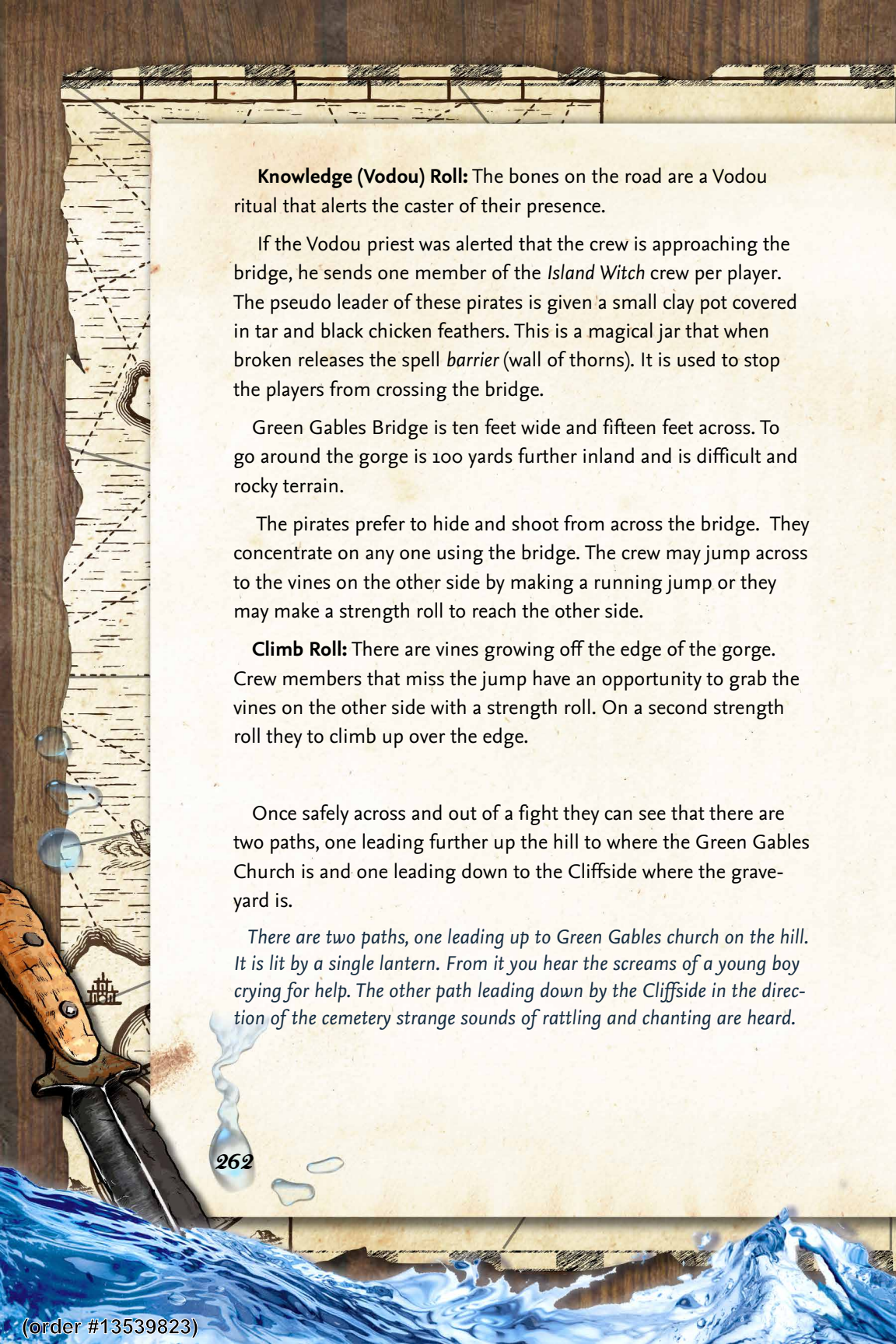
The Horn of Hell's: Was made from a bull's horn that was used during the animal sacrifices at the Vodou awakening. It has evil powers and takes a great toll on its user. The horn summons demonic, unnatural and undead creatures to do the horn blowers bidding. It can also be used to drive away those creatures. The user suffers a -4 to their Spirit for one hour after blowing the horn.

Green Gables Bridge

Green grasses, overgrown vegetation, a few trees and large stones cover the hillsides. A worn cart path makes its way up to Green Gables. At the top of gentle slope several hundred yards ahead is a small wooden bridge it is built over a deep gorge that falls a hundred feet below to the rocks and ocean. The bridge is old but sturdy enough to support a wagon.

The Vodou priest hid chicken bones underneath the dirt on the road. This is a magical alarm to alert him if anyone is coming.

On the road a few hundred yards before the bridge you hear cracking beneath your feet, it is chicken bones that have been hidden under the dirt on the road.



Knowledge (Vodou) Roll: The bones on the road are a Vodou ritual that alerts the caster of their presence.

If the Vodou priest was alerted that the crew is approaching the bridge, he sends one member of the *Island Witch* crew per player. The pseudo leader of these pirates is given a small clay pot covered in tar and black chicken feathers. This is a magical jar that when broken releases the spell *barrier* (wall of thorns). It is used to stop the players from crossing the bridge.

Green Gables Bridge is ten feet wide and fifteen feet across. To go around the gorge is 100 yards further inland and is difficult and rocky terrain.

The pirates prefer to hide and shoot from across the bridge. They concentrate on any one using the bridge. The crew may jump across to the vines on the other side by making a running jump or they may make a strength roll to reach the other side.

Climb Roll: There are vines growing off the edge of the gorge. Crew members that miss the jump have an opportunity to grab the vines on the other side with a strength roll. On a second strength roll they to climb up over the edge.

Once safely across and out of a fight they can see that there are two paths, one leading further up the hill to where the Green Gables Church is and one leading down to the Cliffside where the graveyard is.

There are two paths, one leading up to Green Gables church on the hill. It is lit by a single lantern. From it you hear the screams of a young boy crying for help. The other path leading down by the Cliffside in the direction of the cemetery strange sounds of rattling and chanting are heard.

Green Gables Church

Hoister is being held captive in the church by Captain Scab Eye Daniels of the *Island Witch*. He is scaring the boy for fun. Lieutenant Irons and rest of his crew are rowing out to the ship anchored in the waters nearby with the map. He and what is left of the crew are waiting for Papa Dou to seal the graveyard before leaving.

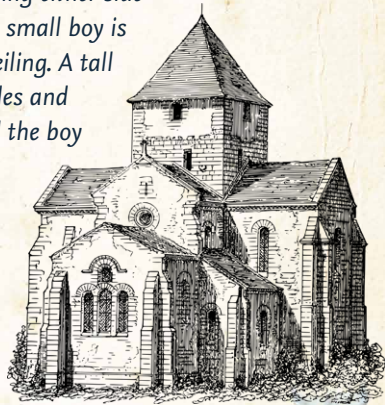
If the crew has already fought the *Island Witch's* crew by the bridge then no one guards the church. If players avoided combat at the bridge then the *Island Witch's* crew guard the outside of the church. Only Captain Scab Eye is inside.

The church is a small wooden building with one lantern lighting it. Vegetation grows wildly around the building and its white paint is chipping off. A couple shuttered and boarded up windows line the side of the church.

The windows are all boarded up from the outside. This building has not been used in a long time. The residents of the island believe this whole area is haunted with evil spirits. There is a back door, but it has been boarded up from the inside.

There are several broken wooden benches lining either side of the main aisle. At the front of the church a small boy is heavily tied up. A rope is dangling from the ceiling. A tall heavy set man with a burnt eye socket, chuckles and shoves the boy causing the rope to swing and the boy to cry out once again for help.

As you enter the man immediately pulls a flintlock pistol from his belt and fires upon the first intruder. You recognize him as the Captain of the *Island Witch*, this is the dread Scab Eye Daniels.



Captain Scab Eye has the drop on the players and they do not surprise him. If he does not survive then Lieutenant Irons becomes Captain of the *Island Witch*.

Green Gables Cemetery

Lieutenant Irons has already been here and has a copy of the map. He is currently rowing back to the Island Witch anchored off shore. Papa Dou is preparing rituals to raise the dead and keep everyone away from the graveyard. He has already raised three zombies.

A light eerie mist covers the ground around the graveyard. In the center of the small fenced in graveyard a man with a top hat and a white painted face is dancing and chanting as he shakes a small burlap bag. You recognize him as the Island Witch's Vodou priest Papa Dou. Behind him there is a coffin with vines wrapped all around it like fingers. It has recently been unearthed. A slight moan to the left of you and then to the right. You see movement as some of the residences of the cemetery are coming to life.

Papa Dou attempts to raise more Zombies to help him using his bag of bones, see his stat block.


Maggie Smith

The spirit of Maggie Smith does not rest-she protects the map of the black hearted carved in her coffin. When the coffin is opened her ghost bursts forth from the coffin and tries to frighten everyone in sight. Any character in the graveyard must make a

Spirit Roll: If they fail the player must leave the graveyard in fear. Their future spirit rolls are made at a -2 for this challenge.

She throws loose stones at them in future rounds causing 1d8 damage. She is incorporeal and the crew cannot fight her with traditional weapons. They need to figure out a different way.

Persuasion Roll: The crew can attempt to persuade her that they are friends of Captain Deadeye, or that they are dedicated members of the ship's crew. This roll is a -2 if they have failed a spirit roll.



Spirit Roll: The crew can attempt to use the cross found in the Captain's cabin to ward her away. This roll is a -2 if they have failed a spirit roll.

Allow player to come up with other reasonable rolls to get past Maggie Smith.

Scene 3 End

Inside of the Coffin is the corpse of a woman in a silk white dress. Etched into the wood on the door of the coffin is a map of El Diablo Isle (The Devil's Island) with a clear path and an X marked in the middle of the island. The crew notices some coal markings signifying someone has already made a rubbing of the map.

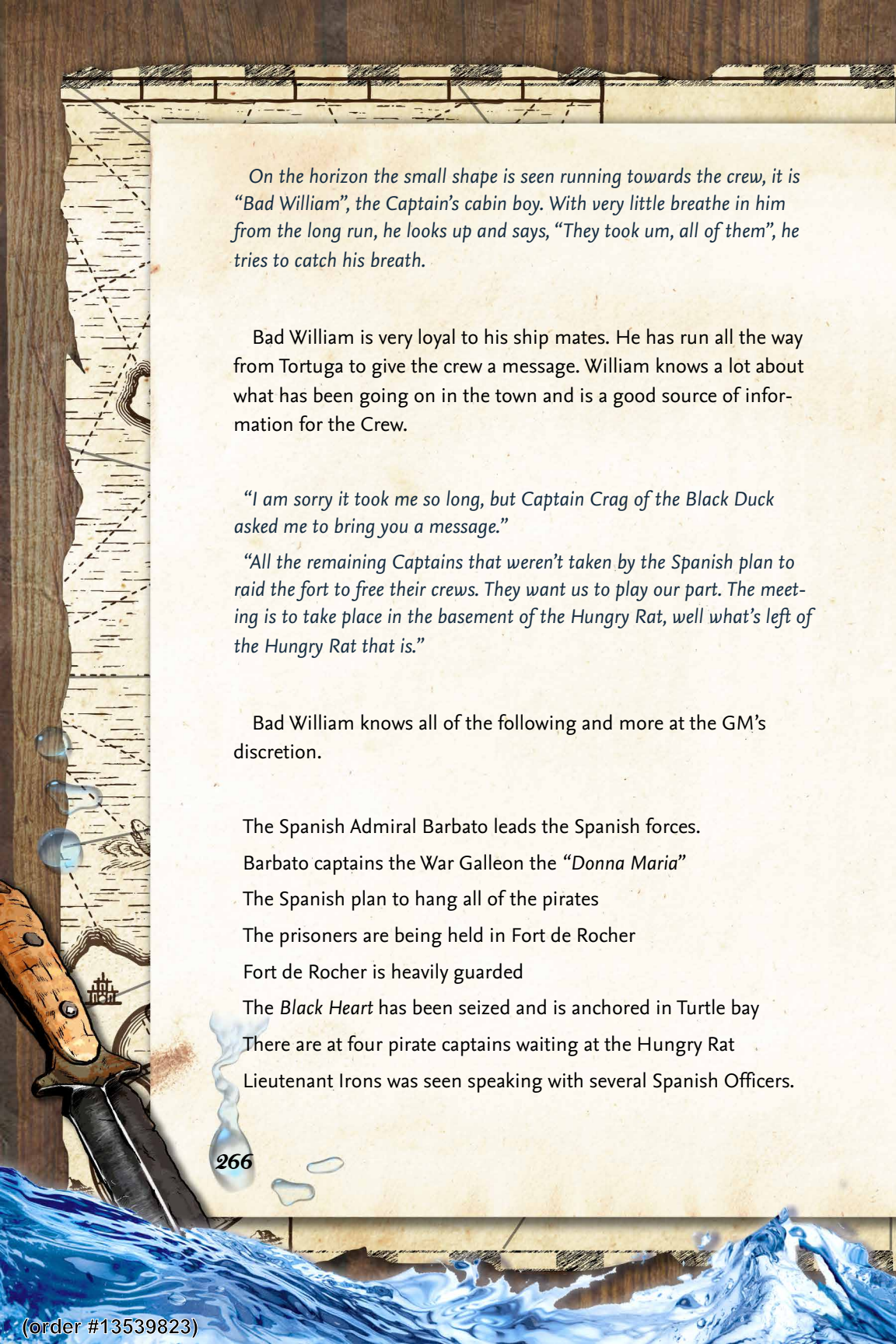
On the waters, anchored off the back side of the island is a large ship can be seen. It bares the flag of the Island Witch. In the waters in front of the ship, several sailors in a rowboat can be seen rowing towards her.

Scene 4: Fort de Rocher

During the night the Spanish took control of Tortuga, Fort de Rocher and Turtle Bay. Many of the ships in the harbor have been sunk or damaged. The skeleton crew that remained on board the *Black Heart* were captured by the Spanish. They along with all of the captured crews are being held in Fort de Rocher. This fort was under pirate control previously. The Spanish intend to hang all of the prisoners for piracy at midday.

It is past midnight on the island of Tortuga. The sounds of cannon fire and gunshots have calmed. Several burning buildings in the town can be seen from Green Gables.

The Black Hearted crew relishes in their accomplishment of finding the map that their beloved Captain Deadeye left for them. It was a simple task to rub a chalk etching onto a new parchment.



On the horizon the small shape is seen running towards the crew, it is "Bad William", the Captain's cabin boy. With very little breathe in him from the long run, he looks up and says, "They took um, all of them", he tries to catch his breath.

Bad William is very loyal to his ship mates. He has run all the way from Tortuga to give the crew a message. William knows a lot about what has been going on in the town and is a good source of information for the Crew.

"I am sorry it took me so long, but Captain Crag of the Black Duck asked me to bring you a message."

"All the remaining Captains that weren't taken by the Spanish plan to raid the fort to free their crews. They want us to play our part. The meeting is to take place in the basement of the Hungry Rat, well what's left of the Hungry Rat that is."

Bad William knows all of the following and more at the GM's discretion.

The Spanish Admiral Barbato leads the Spanish forces.

Barbato captains the War Galleon the "Donna Maria"

The Spanish plan to hang all of the pirates


The prisoners are being held in Fort de Rocher

Fort de Rocher is heavily guarded

The *Black Heart* has been seized and is anchored in Turtle bay

There are at four pirate captains waiting at the Hungry Rat

Lieutenant Irons was seen speaking with several Spanish Officers.



None of the *Island Witch's* crew were taken by the Spanish. Chester Hill has offered his help, if the crew returns his boy.

Into the Shadows

To get to the parlay secretly the crew must attempt a dramatic task. This dramatic task lasts 5 or 6 rounds depending on whether the players choose to return Hoister to his parents. They need to get through the outskirts of town, over Martha's Bridge (the main bridge attached to the town square), across the town square and through the buildings to where the Hungry Rat is. There are six steps to the dramatic task, step one is only used if they return Hoister home.

Step 1: The back way to Hoisters home

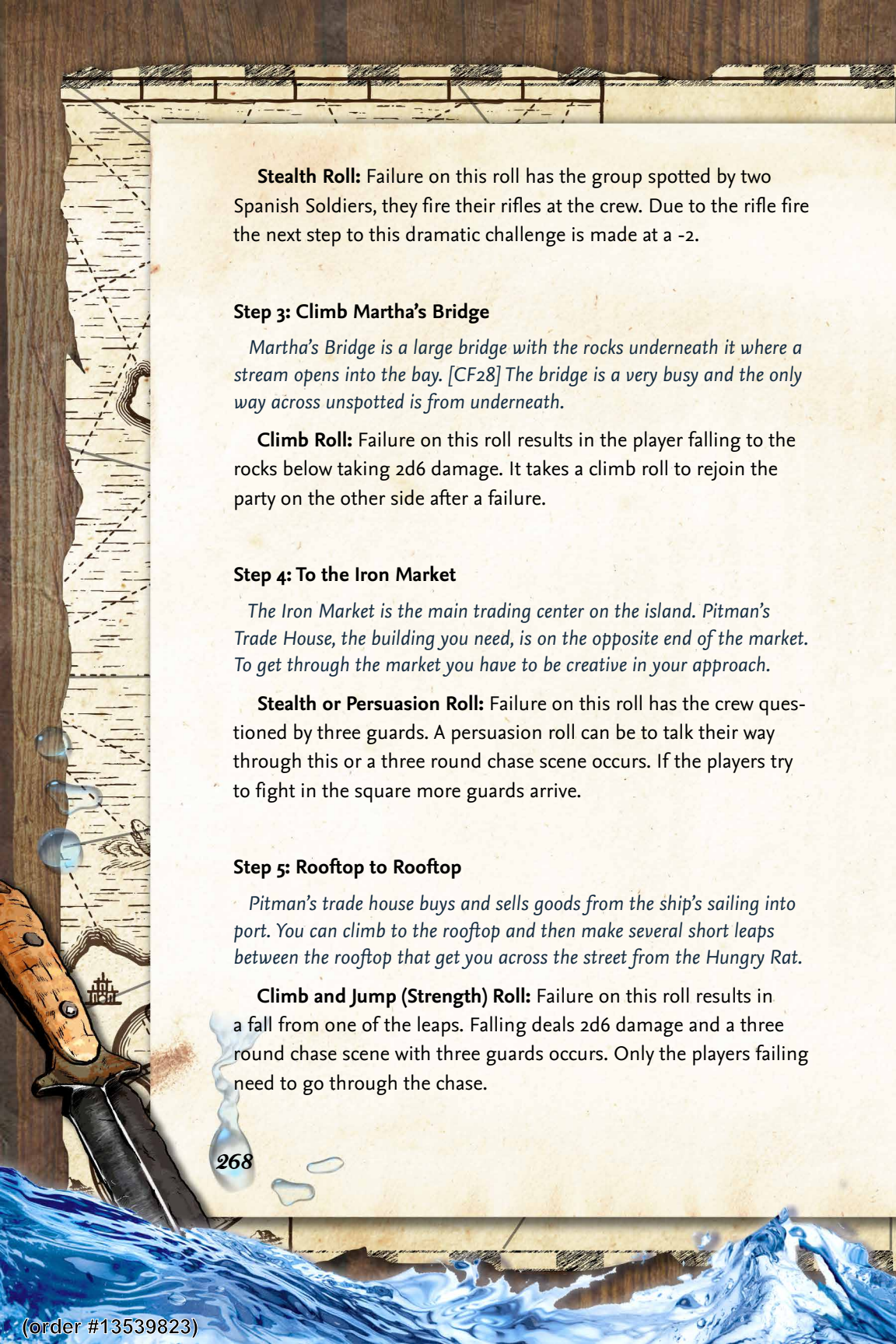
Several buildings lie in front of you and the Hill's home. To get there you need to sneak through the back alleys and climb over a couple of fences. As you are making your way back, you notice Spanish soldiers have been posted at various locations throughout Tortuga.

Stealth or Climb Roll: Failure on this roll has the group spotted by two Spanish Soldiers.

Reward for Hoisters Return: Chester gives the crew valuable information on getting through town. Each crew member receives a benny.

Step 2: Through the Hog Pens

The quickest way to get to Martha's Bridge is to cut through the Hog Pens. Two soldiers with Brown Bess rifles guard this valuable prize.



Stealth Roll: Failure on this roll has the group spotted by two Spanish Soldiers, they fire their rifles at the crew. Due to the rifle fire the next step to this dramatic challenge is made at a -2.

Step 3: Climb Martha's Bridge

Martha's Bridge is a large bridge with the rocks underneath it where a stream opens into the bay. [CF28] The bridge is a very busy and the only way across unspotted is from underneath.

Climb Roll: Failure on this roll results in the player falling to the rocks below taking 2d6 damage. It takes a climb roll to rejoin the party on the other side after a failure.

Step 4: To the Iron Market


The Iron Market is the main trading center on the island. Pitman's Trade House, the building you need, is on the opposite end of the market. To get through the market you have to be creative in your approach.

Stealth or Persuasion Roll: Failure on this roll has the crew questioned by three guards. A persuasion roll can be to talk their way through this or a three round chase scene occurs. If the players try to fight in the square more guards arrive.

Step 5: Rooftop to Rooftop

Pitman's trade house buys and sells goods from the ship's sailing into port. You can climb to the rooftop and then make several short leaps between the rooftop that get you across the street from the Hungry Rat.

Climb and Jump (Strength) Roll: Failure on this roll results in a fall from one of the leaps. Falling deals 2d6 damage and a three round chase scene with three guards occurs. Only the players failing need to go through the chase.



Step 6: To get below the Rat.

It is important that the crew remains unseen, the fate of their pirate allies' is in their hands. A small climb down from the rooftop followed by a quick dash to cross the road is all that is needed.

Climb and Stealth Roll: Failure on this roll results in a three round chase scene with three guards. Any player who fail this step has to redo step 5 and 6. Only the players failing need to go through the chase. Players succeeding make it to the basement of the Hungry Rat.

Parlay

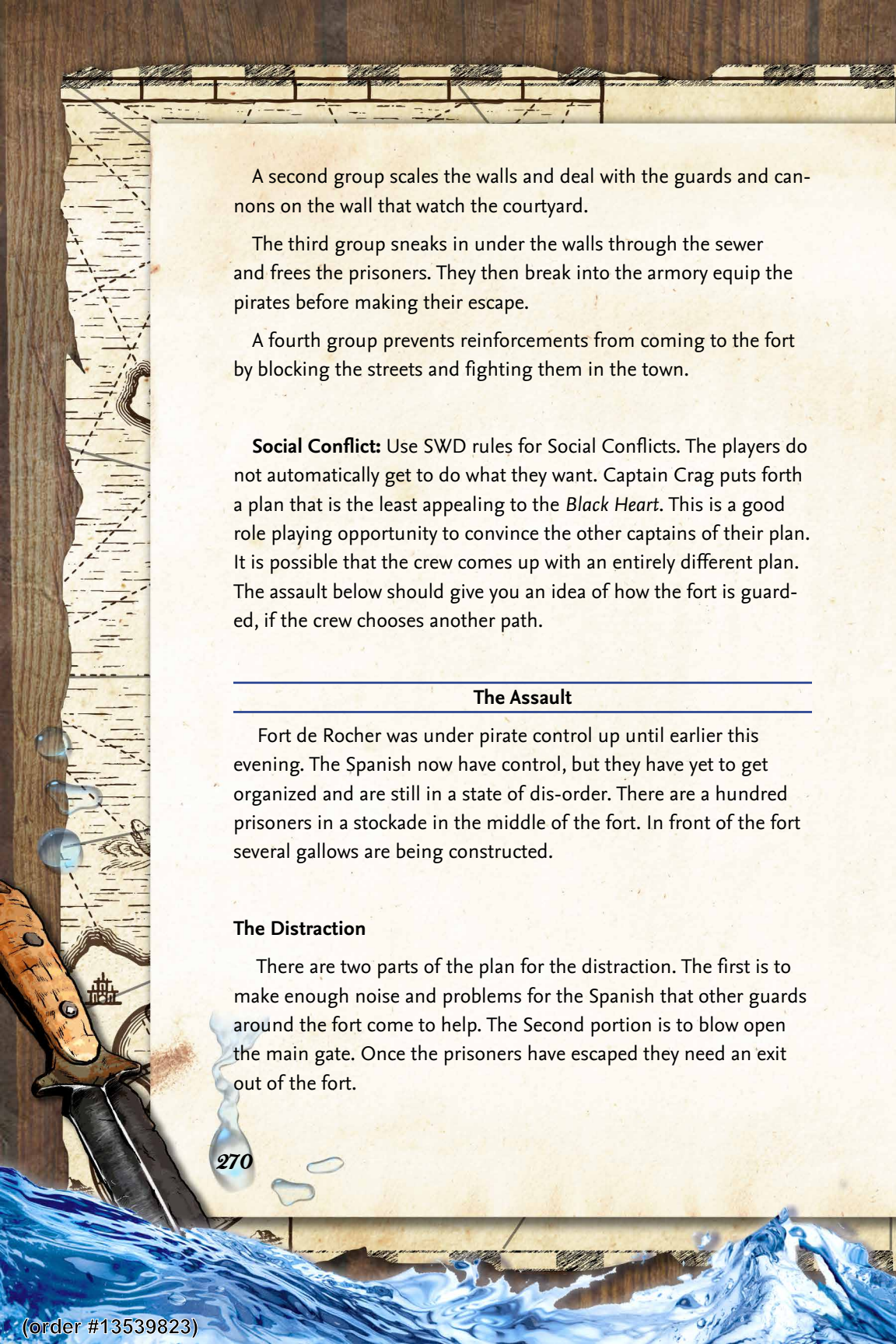
A steep set of stairs leads down to the basement of the Hungry Rat. There are four other pirate captains sitting around a table. Standing along the walls are a few first mates and crew members from other ships. Captain Crag, a tall man with a thin grey beard and a noticeable limp, is clearly in charge.

As you step into the basement dust comes in from the cracks up above, the Hungry Rat is in ruins. A small dimly lit lantern sits in the middle of a table. Around the table sit several captains you recognize. Captain Crag of the Black Duck, Captain Jones of the Murk Water, Captain Free Alice of the Mange, and Captain Mad Pierre of the Desespoir.

Captain Crag stands and says, "It is about time, we almost started this thing without you. None of us are exactly friends but I think we have a common goal tonight."

Captain Crag explains that the plan is to attack the fort in a few hours. The fort is well guarded and all the crews need to work together if they want to have any chance of freeing their crews.

The current plan is for one of the groups to start a diversion at the front gate with cannons and explosives to blow the front gate open.



A second group scales the walls and deal with the guards and cannons on the wall that watch the courtyard.

The third group sneaks in under the walls through the sewer and frees the prisoners. They then break into the armory equip the pirates before making their escape.

A fourth group prevents reinforcements from coming to the fort by blocking the streets and fighting them in the town.


Social Conflict: Use SWD rules for Social Conflicts. The players do not automatically get to do what they want. Captain Crag puts forth a plan that is the least appealing to the *Black Heart*. This is a good role playing opportunity to convince the other captains of their plan. It is possible that the crew comes up with an entirely different plan. The assault below should give you an idea of how the fort is guarded, if the crew chooses another path.

The Assault

Fort de Rocher was under pirate control up until earlier this evening. The Spanish now have control, but they have yet to get organized and are still in a state of dis-order. There are a hundred prisoners in a stockade in the middle of the fort. In front of the fort several gallows are being constructed.

The Distraction

There are two parts of the plan for the distraction. The first is to make enough noise and problems for the Spanish that other guards around the fort come to help. The Second portion is to blow open the main gate. Once the prisoners have escaped they need an exit out of the fort.



There are four guards in front of the gate and two guards on the inside that have the keys and ability to open the gate. There are up to ten more guards on either side of the wall or inside the fort that are prepared to come to the aid of the guards at the front gate.

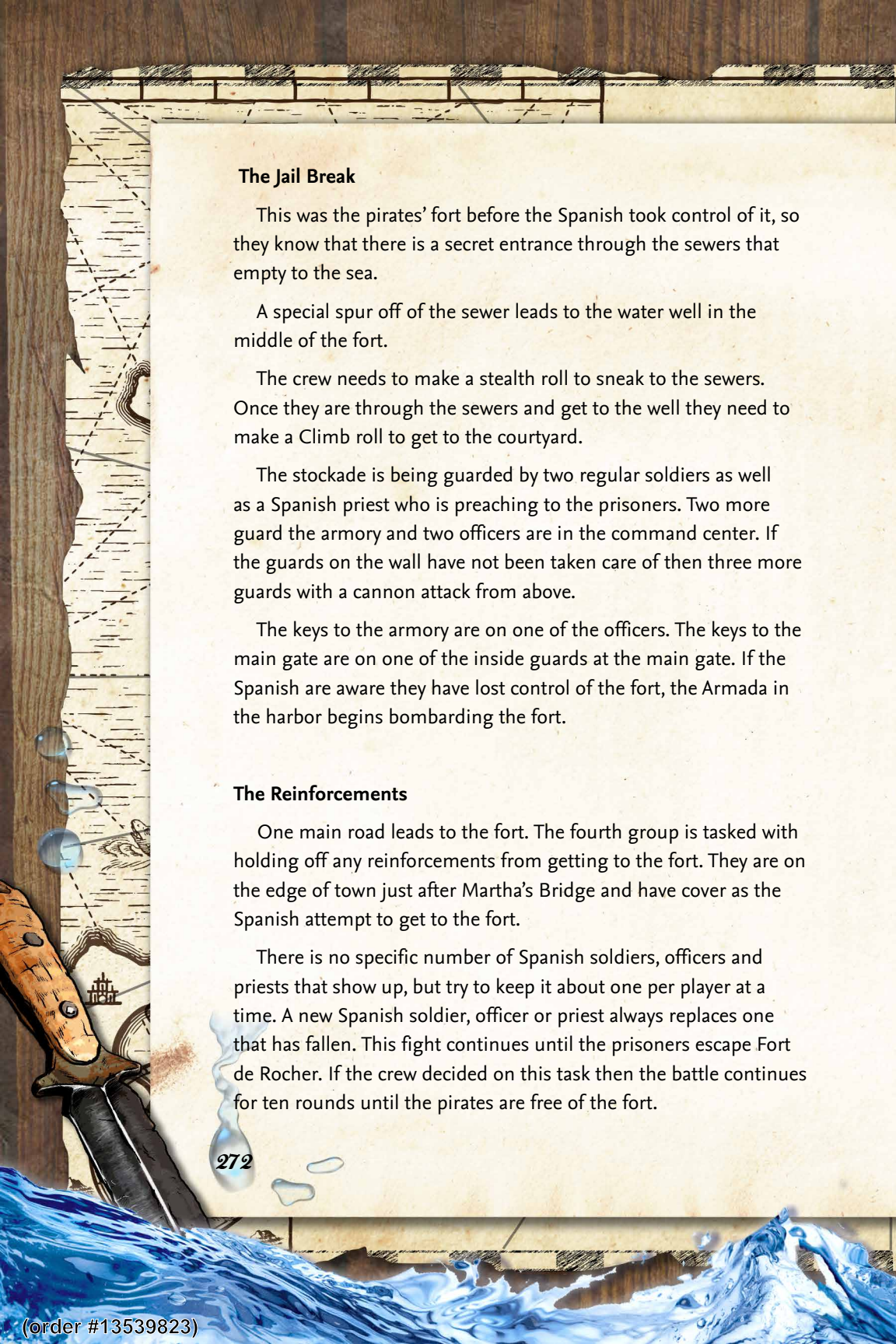
On a hilltop nearby the fort, the pirates have managed to hide a small cannon (2d6+1 damage). There is also three barrels of gunpowder that can be used as a rolling bombs.

Rolling bombs: Highly explosive (5d6) barrels of gunpowder and fuses. Because they rely on an uneven hillside and an inaccurate fuse they are not always reliable. It takes two rounds to roll down the hill to the main gate. Each round the crew make a throwing roll at a -2, as it is an unstable platform. On a failure it goes right or left (random), thus on two failures it could go right and back left again putting it on target. Regardless each round the crew rolls a d6, on a 1, 2 or 3 the barrel blows up. If it blows after the first round no one is harmed. If it takes until round 4 to blow up, the Spanish have rolled it out of harm's way. No matter when it blows it causes a distraction and damage.

The Wall

Three guards have watch over the main courtyard. They have guns and a cannon. They are charged with stopping any prisoner escape.

Once the distraction starts players have three tasks to complete before attacking the guards. The first is to make stealth roll to get up to the wall unseen. The second is to make a throwing roll to attach a grapple hook to the wall. The third is to make a Climb roll to go up the wall. Finally they are to take out the four guards on the wall. If any of the rolls fail they are discovered early by the guards. If they do not get discovered they get the drop on the guards.

The page is framed by a dark wood border. On the left, a map of a fort is visible, showing a stockade with a central well and various buildings. A wooden handle of a knife is visible on the left edge, with a black blade. The page number '272' is written in a small, stylized font near the bottom left. The background of the page is a light, textured paper.

The Jail Break

This was the pirates' fort before the Spanish took control of it, so they know that there is a secret entrance through the sewers that empty to the sea.

A special spur off of the sewer leads to the water well in the middle of the fort.

The crew needs to make a stealth roll to sneak to the sewers. Once they are through the sewers and get to the well they need to make a Climb roll to get to the courtyard.

The stockade is being guarded by two regular soldiers as well as a Spanish priest who is preaching to the prisoners. Two more guard the armory and two officers are in the command center. If the guards on the wall have not been taken care of then three more guards with a cannon attack from above.

The keys to the armory are on one of the officers. The keys to the main gate are on one of the inside guards at the main gate. If the Spanish are aware they have lost control of the fort, the Armada in the harbor begins bombarding the fort.

The Reinforcements

One main road leads to the fort. The fourth group is tasked with holding off any reinforcements from getting to the fort. They are on the edge of town just after Martha's Bridge and have cover as the Spanish attempt to get to the fort.

There is no specific number of Spanish soldiers, officers and priests that show up, but try to keep it about one per player at a time. A new Spanish soldier, officer or priest always replaces one that has fallen. This fight continues until the prisoners escape Fort de Rocher. If the crew decided on this task then the battle continues for ten rounds until the pirates are free of the fort.



Scene 4 End

The crew of the Black Heart has been released and now run free in Tortuga, but the ship itself is still under Spanish control. The ship is surrounded in the bay by several Spanish war ships and has an occupying force in control of her. It takes some doing to regain control and break free of the bay.

Scene 5: Turtle Bay

There is chaos in the streets of Tortuga, Spanish soldiers are fighting pirates all around. The ship is being held in the bay and the crew needs to get to it before they can regain control.

The crews' race free of the fort, but there is a feeling that fighting has only begun. All around you fights between soldiers and buccaneers are occurring in the streets. The pirates are now bringing the fight to the Spanish.

Adventure Chaos 2

Suit	Challenge	Challenge Roll	Failure
Club	Chaos issues from the fort as prisoners make a mad dash from the premiss. What is the shortest route to your ship?	Make a Smarts roll to figure out the best route or a Notice roll to spot the ship.	There is still stress in freedom, suffer a level of fatigue.
Diamond	Sometimes the shortest route is not the safest. You go to the rooftops and jump between buildings.	Make a Agility roll to jump between buildings.	You fall between buildings suffering a 1d8+2 damage.
Heart	From the fort, a few soldiers stay firing at everyone fleeing.	Make a Notice roll to anticipate the shots or make an Agility roll to dodge them.	If hit, they cause 2d8 damage
Spade	From the docks a new wave of soldiers attack your crew.	A Spanish Soldier engages in one round of combat with you.	The result of one round of combat.
Joker	You reach the Beach	None	None



This however, is not the time to run wild as the Spanish still have possession of your most prized jewel and she does not like their company. The Spanish dogs have boarded the Black Heart and you still need to figure out a way to get back on board.

“Bad William” looks to you and says “Rumor has it that Admiral Barbato has given our ship to Don Rafeal and his Witch Hunters, they hate pirates even more than the Admiral”

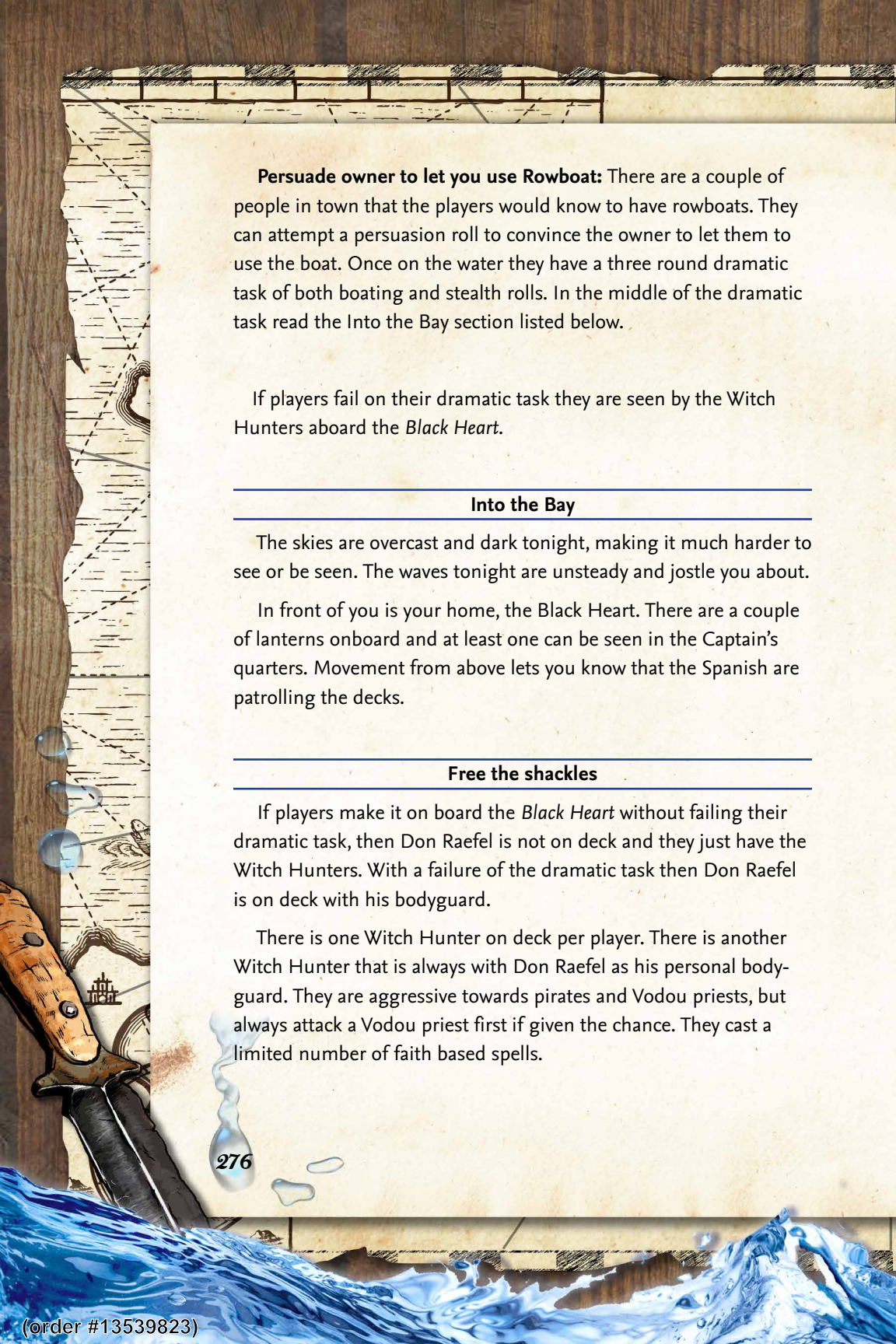
By the Bay

When players are ready to get to their ship they have a few options. You can make the assumption that the rest of the crew follows with the actions of the players and if they make it on board they have a full crew.

Swim for it: This option consists of a three round dramatic task using swim and stealth rolls because the bay is being watched. In the middle of the dramatic task read the Into the Bay section listed below.

Take the Spanish Rowboats: There are several Spanish rowboats on the beach. Several Spanish oarsmen are guarding the rowboats. There is one Spanish oarsman per player. Once in the water players need to do a three round dramatic task of both boating and stealth rolls. In the middle of the dramatic task read the Into the Bay section listed below.

Steal Rowboats from the town: There are a few buildings next to the water that have their own rowboats. Players can attempt a stealth roll to steal one of these boats. Once on the water they have a three round dramatic task of both boating and stealth rolls. In the middle of the dramatic task read the Into the Bay section listed below.



Persuade owner to let you use Rowboat: There are a couple of people in town that the players would know to have rowboats. They can attempt a persuasion roll to convince the owner to let them to use the boat. Once on the water they have a three round dramatic task of both boating and stealth rolls. In the middle of the dramatic task read the Into the Bay section listed below.

If players fail on their dramatic task they are seen by the Witch Hunters aboard the *Black Heart*.

Into the Bay

The skies are overcast and dark tonight, making it much harder to see or be seen. The waves tonight are unsteady and jostle you about.

In front of you is your home, the *Black Heart*. There are a couple of lanterns onboard and at least one can be seen in the Captain's quarters. Movement from above lets you know that the Spanish are patrolling the decks.

Free the shackles

If players make it on board the *Black Heart* without failing their dramatic task, then Don Raefel is not on deck and they just have the Witch Hunters. With a failure of the dramatic task then Don Raefel is on deck with his bodyguard.

There is one Witch Hunter on deck per player. There is another Witch Hunter that is always with Don Raefel as his personal bodyguard. They are aggressive towards pirates and Vodou priests, but always attack a Vodou priest first if given the chance. They cast a limited number of faith based spells.

If the players make it on board unseen:

As you climb up over the sides of the ship, no one has seen you. Several bearded men with leather armor and long shiny halberds guard the deck. Their armor is stamped with the red Spanish cross. All are bare footed and look more like monks than sailors. They each chant softly under their breath.

If the players were spotted:

As you climb up over the sides new occupants are waiting for you to board. Several bearded men stand with large Halberds in their hands. Their armor is stamped with the red Spanish cross. All are bare footed and look more like monks than sailors. A clean shaven man well-dressed man steps in the front of them.

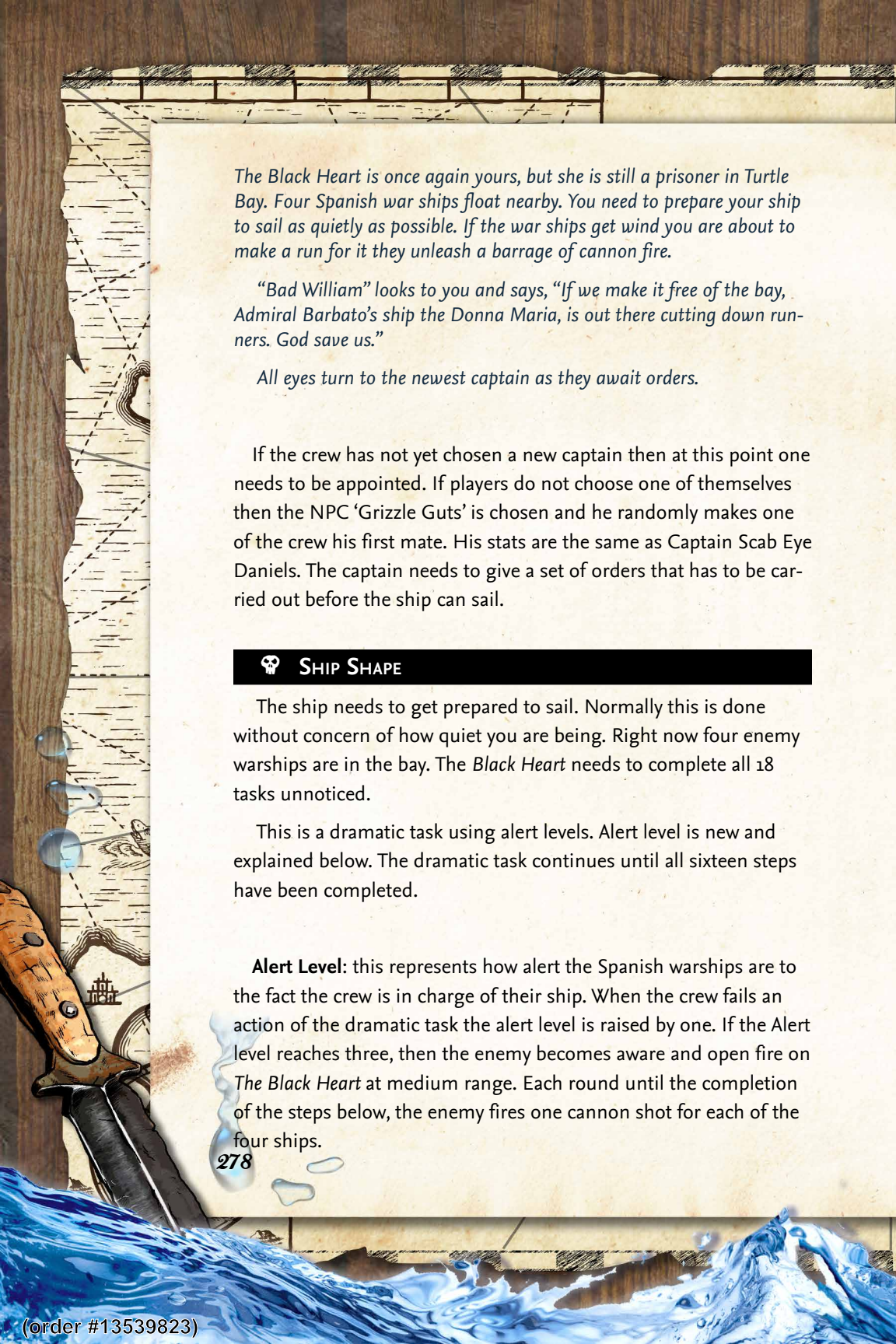
“I am Don Rafael, I thank you for your ship heathens. It is time for my brethren to cleanse her of your souls before we raise the Spanish sail. May god have mercy on your souls” He starts to utter a quick prayer.

Scene 5 End

Chaos still fills the city of Tortuga, but your ship is once again under your control. Unfortunately the bay is filled with Spanish ships, and if they find out the ship is once again yours they would sink her to the bottom of the bay. It is time to prove to the Armada why the Black Heart is the most dangerous ship in the Caribbean.

Scene 6: Dance with Donna Maria

Now that the *Black Heart* is once again under control of her crew, it is time to prepare the ship and make an escape from the bay. Several Spanish war ships are nearby and preparations to set sail need to be done as quietly as possible so as not alert the nearby enemy.



The Black Heart is once again yours, but she is still a prisoner in Turtle Bay. Four Spanish war ships float nearby. You need to prepare your ship to sail as quietly as possible. If the war ships get wind you are about to make a run for it they unleash a barrage of cannon fire.

“Bad William” looks to you and says, “If we make it free of the bay, Admiral Barbato’s ship the Donna Maria, is out there cutting down runners. God save us.”

All eyes turn to the newest captain as they await orders.

If the crew has not yet chosen a new captain then at this point one needs to be appointed. If players do not choose one of themselves then the NPC ‘Grizzle Guts’ is chosen and he randomly makes one of the crew his first mate. His stats are the same as Captain Scab Eye Daniels. The captain needs to give a set of orders that has to be carried out before the ship can sail.

SHIP SHAPE

The ship needs to get prepared to sail. Normally this is done without concern of how quiet you are being. Right now four enemy warships are in the bay. The *Black Heart* needs to complete all 18 tasks unnoticed.

This is a dramatic task using alert levels. Alert level is new and explained below. The dramatic task continues until all sixteen steps have been completed.

Alert Level: this represents how alert the Spanish warships are to the fact the crew is in charge of their ship. When the crew fails an action of the dramatic task the alert level is raised by one. If the Alert level reaches three, then the enemy becomes aware and open fire on *The Black Heart* at medium range. Each round until the completion of the steps below, the enemy fires one cannon shot for each of the four ships.

Several of the steps listed below must be done in order. The crew is good at their jobs and always are assumed to have completed the task even on a failure. The only effect of a failure is that the enemy's alert status is raised. The crew may wish to assist each other with rolls to make them easier. A good captain should be assigning the crew to their tasks. When completing a task for each raise a player gets, they may add a +1 to completion of the next task they do. The tasks are as follows.

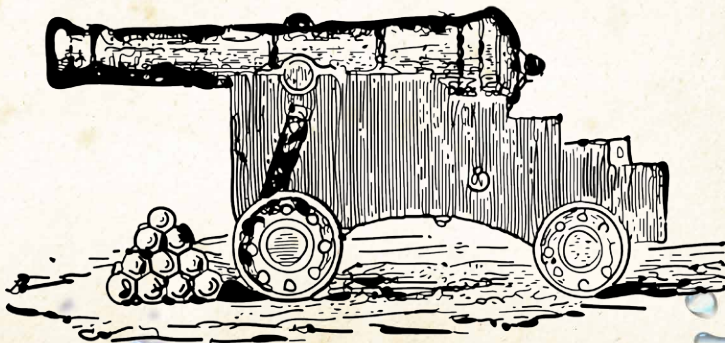
Prepare the Guns

The Ship can begin sailing without having these steps done, but they cannot fire their cannons until these steps are complete. These steps are combined to represent all cannons and not required for each.

Step 1: Unhook the Cannons and prepare the ammunition. A boating, smarts or strength roll may be used. This step is made at a +2 as it is all below decks and unseen to the Spanish

Step 2: Load the cannons and prepare them to fire. A shooting or strength roll may be used.

Step 3: Open the hatches and push the cannons forward using strength roll. This step is made at a -2 because it is very obvious aggressive step.



Hoist the Sails

Hoisting the sails needs done for each of the three main masts. The foremast, mainmast and mizzen mast. A total of 9 rolls.

Step 1: Roll the rigging, ropes and untie sails. A boating or notice roll is used.

Step 2: Prepare to raise the sails by getting in sync with all sailors and getting a good foot hold. Either a boating strength roll is used.

Step 3: Hoist the sails. Either boating or strength roll is used. This step is made at a -2 because it is very obvious the ship plans to sail.

Chart a Course

Step 1: Get maps, sexton, hourglass and charting utensils. This is either a boating or search roll. This step is made at a + 2 as it is below decks.

Step 2: Roll wind speed and direction and chart a course out of the bay. This is either a boating or smarts roll. This step is made at a + 2 as it is unseen to the Spanish

Step 3: Call out orders for the positioning of the sails, set rudders and wheel. This is either a boating or smarts roll. This step is made at a -2 because of the activity to set sail.

Raise Anchor

Step 1: Begin raising the anchor. Either boating or strength roll is used.

Step 2: Continue raising the anchor. Either boating or strength roll is used.

Step 3: Pull the anchor out of the water. Either boating or strength roll. This step is made at a -2 because it is very obvious when the anchor is removed from the water the ship plans to sail.

To Open Waters

The *Black Heart* is on the move. Now the trick is to navigate the waters controlled by the Spanish and break free to the open sea.

Once again the Black Heart is on the move. This is not the first time that the Spanish dogs have tried to pin you down. You are the crew of the Black Heart and if they do not let you free of the bay you blast a hole in them and sail over their sunken wrecks. Man your posts, there are rough waters ahead!

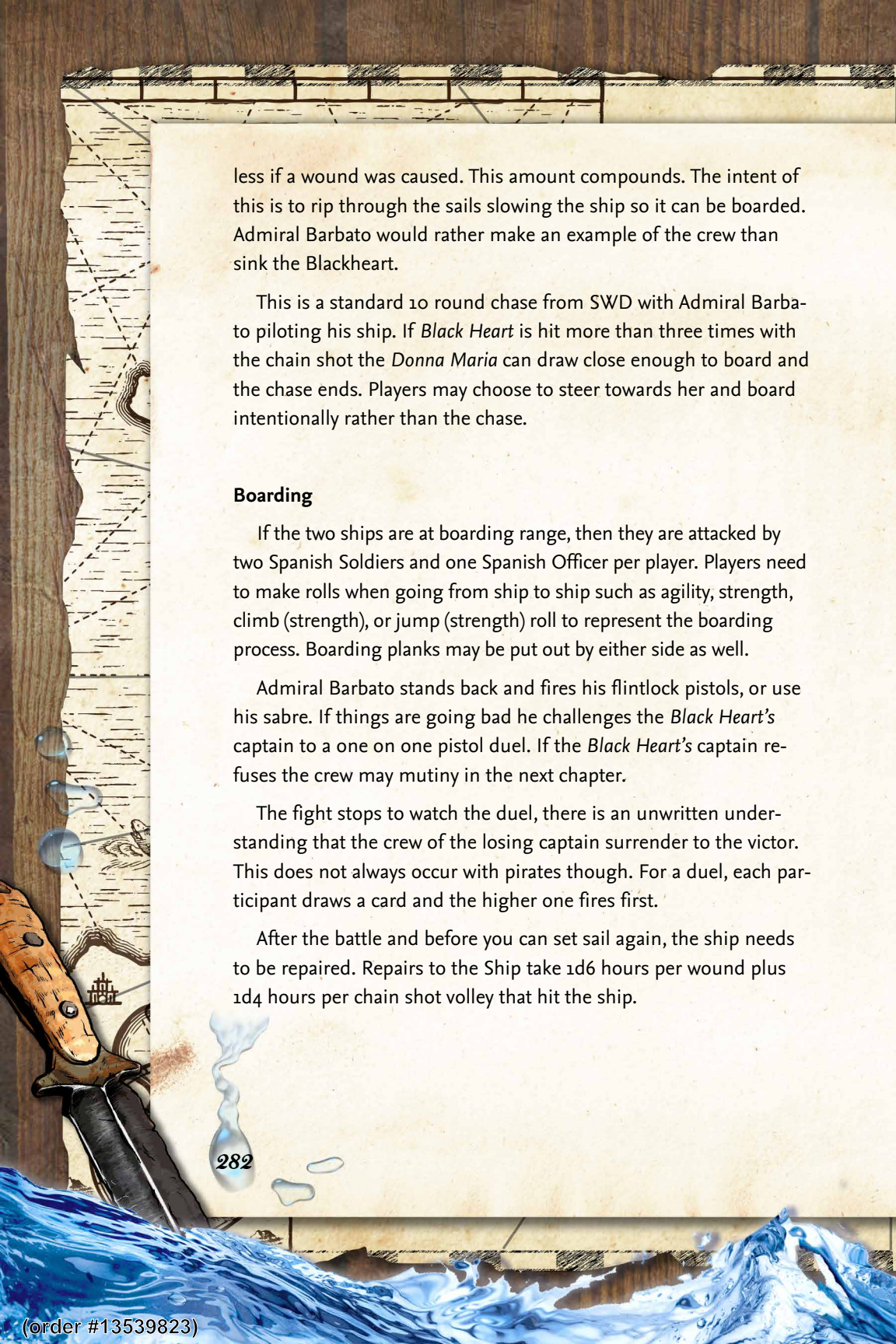
This is a standard 10 round chase from SWD. One player must at the helm making boating rolls for the ship. Players are able to assist in the boating rolls or they may fire the cannons at one of the Spanish war ships. Each of the four Spanish ships takes one shot if given the opportunity to fire. A successful hit damages the *Black Heart* causing 3d6 damage. Also on a successful hit, any player with a lower card than the attacking ship suffers 1d6+1 damage from flying debris.

Admiral Barbato

Once free of the bay only one ship remains, the crown jewel of this fleet the *Donna Maria*. Admiral Barbato's war galleon lies in wait for any escaping ships.

Ship vs. Ship

The *Donna Maria* is heavily armed and fires one cannon shot per player. Her intent is not to sink the *Black Heart*, but rather capture her. For this reason she is firing chain shot. Chain shot is two cannon balls attached to a chain. This does 2d6+1 damage to the ship, but always causes boating rolls to be made at a -2 when hit regard-



less if a wound was caused. This amount compounds. The intent of this is to rip through the sails slowing the ship so it can be boarded. Admiral Barbato would rather make an example of the crew than sink the *Blackheart*.

This is a standard 10 round chase from SWD with Admiral Barbato piloting his ship. If *Black Heart* is hit more than three times with the chain shot the *Donna Maria* can draw close enough to board and the chase ends. Players may choose to steer towards her and board intentionally rather than the chase.

Boarding

If the two ships are at boarding range, then they are attacked by two Spanish Soldiers and one Spanish Officer per player. Players need to make rolls when going from ship to ship such as agility, strength, climb (strength), or jump (strength) roll to represent the boarding process. Boarding planks may be put out by either side as well.

Admiral Barbato stands back and fires his flintlock pistols, or use his sabre. If things are going bad he challenges the *Black Heart's* captain to a one on one pistol duel. If the *Black Heart's* captain refuses the crew may mutiny in the next chapter.

The fight stops to watch the duel, there is an unwritten understanding that the crew of the losing captain surrender to the victor. This does not always occur with pirates though. For a duel, each participant draws a card and the higher one fires first.

After the battle and before you can set sail again, the ship needs to be repaired. Repairs to the Ship take 1d6 hours per wound plus 1d4 hours per chain shot volley that hit the ship.

Scene 6 End

The Black Heart has almost single handedly defeated the Spanish fleet that attacked Tortuga. There is no time to bask in the glory though, the Island Witch and Lieutenant Irons is racing to El Diablo to steal your treasure. If the wind is in your favor you may be able to catch the Island Witch on the 12 day journey to the island. After all the Island Witch doesn't have the best ship in the Caribbean like you do.

Scene 7: In the Depths

The Crew of the *Black Heart* is sailing at top speed to try to get to El Diablo Island before the *Island Witch*. In the process, they have taken several shortcuts and made up a lot of time. They are getting close to catching their rivalries in open water.

The Mutiny occurs if the captain of the *Black Heart* refused the challenge of Admiral Barbato or lost the duel. This may also be used if a lot of turmoil has taken place with the new Captain.

Mutiny (Optional)

There is a lack of trust in the new Captain. Whispers are occurring in the shadows with plans to overtake the ship. One of the ships veterans steps up and says. "I think we got the wrong captain on this boat. I say we put it to a vote. Who's with me?" Some of the men cheer, thinking this might be their chance to make a change.

This is a Social Challenge and players should try to persuade the crew of who the captain should be. This may or may not be the current captain. This would be an opportunity for one of the other players to take the Captain's place.

Krakens Call

The winds are favorable and the Black Heart feels as if it is flying. If the Island Witch gets to El Diablo before you, the treasure of the black hearted may be lost to Lieutenant Irons and his new crew. From above in the crow's nest the shouts of Bad William can be heard. "Ship ahoy, off the starboard side" From a distance on the horizon the sight of a ship can be seen.

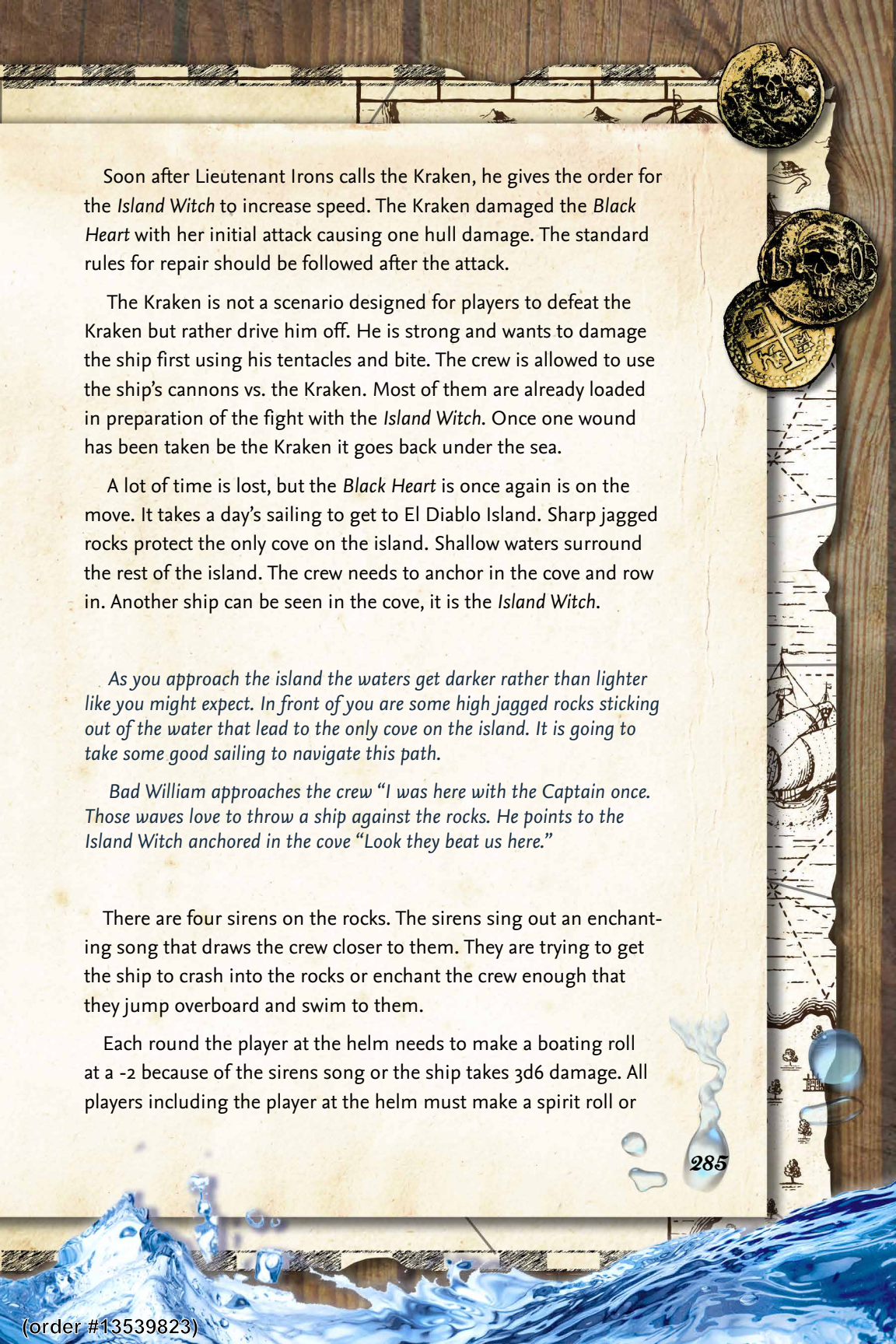
As you draw closer Bad William pulls out the spy glass that Captain Deadeye gave him. He looks through it and then back down to you. "It's the Island Witch!"

It takes a couple of hours for two sailing vessels to get close to each other, but the Island Witch is slowing and wants the Black Heart to catch up to her. Lieutenant Irons plans on using the Horn of Hells against the Black Heart to call forth the Kraken from the waters below.

With the better ship and crew, the Black Heart closes the gap between the two ships to only a few hundred yards. The crew frantically prepares for battle, readying the cannons and preparing to board the Island Witch.

Once closer, the captain looks through his spyglass to see what type of fight to prepare for. At the back of the ship a man in a red coat stands with a spyglass looking back at him. It is Lieutenant Irons. From his side Lieutenant Irons grabs a polished brown horn with small bones and feathers dangling from it. He begins to blow on it, and even from your distance you can hear the blood cur tilling sound as it pierces the winds.

The waters below your ship starts to stir and swirl, as the waves get heavier and higher. From the depths a giant tentacle bursts from the water and wraps itself around the ship cracking the mast.



Soon after Lieutenant Irons calls the Kraken, he gives the order for the *Island Witch* to increase speed. The Kraken damaged the *Black Heart* with her initial attack causing one hull damage. The standard rules for repair should be followed after the attack.

The Kraken is not a scenario designed for players to defeat the Kraken but rather drive him off. He is strong and wants to damage the ship first using his tentacles and bite. The crew is allowed to use the ship's cannons vs. the Kraken. Most of them are already loaded in preparation of the fight with the *Island Witch*. Once one wound has been taken by the Kraken it goes back under the sea.

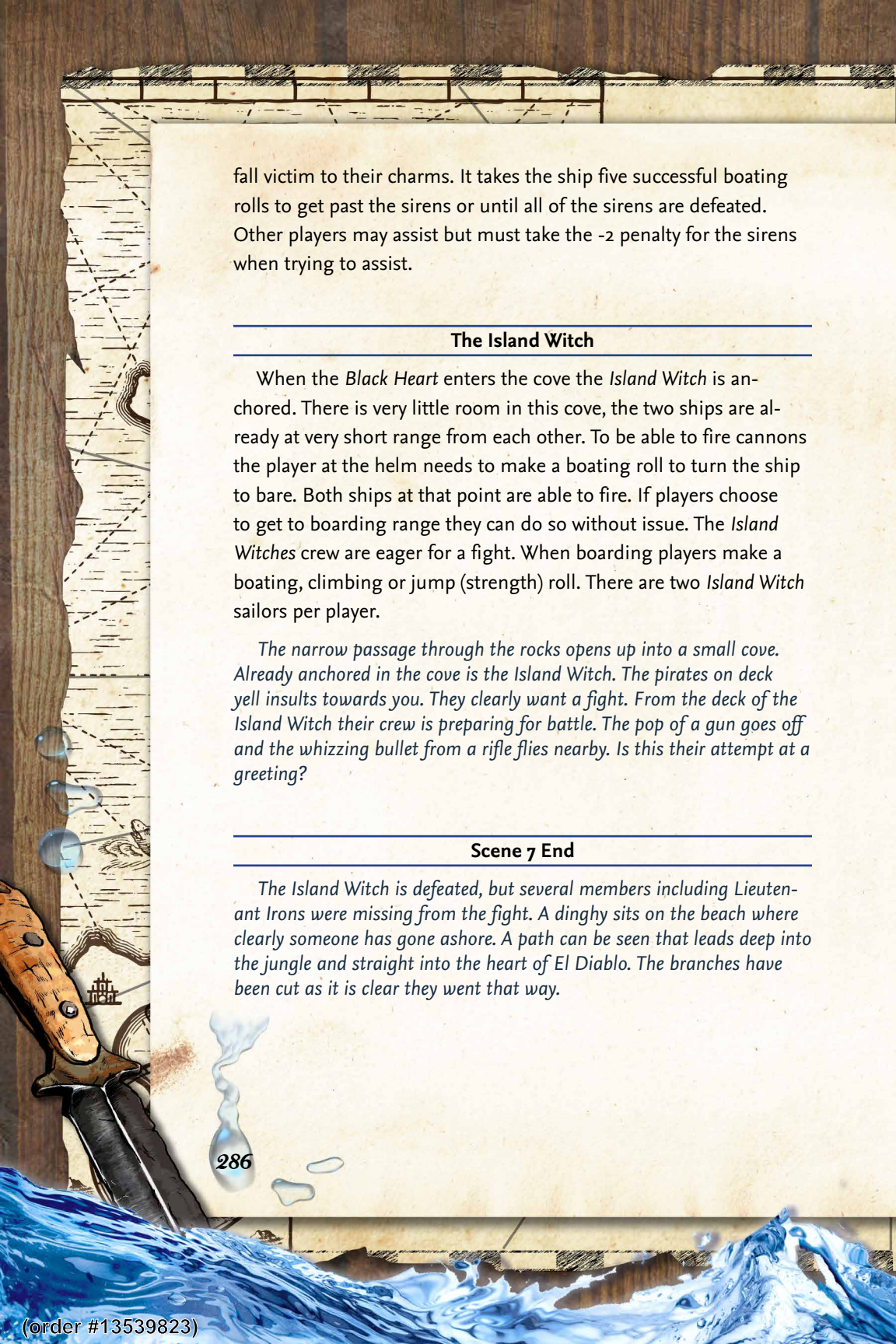
A lot of time is lost, but the *Black Heart* is once again is on the move. It takes a day's sailing to get to El Diablo Island. Sharp jagged rocks protect the only cove on the island. Shallow waters surround the rest of the island. The crew needs to anchor in the cove and row in. Another ship can be seen in the cove, it is the *Island Witch*.

As you approach the island the waters get darker rather than lighter like you might expect. In front of you are some high jagged rocks sticking out of the water that lead to the only cove on the island. It is going to take some good sailing to navigate this path.

Bad William approaches the crew "I was here with the Captain once. Those waves love to throw a ship against the rocks. He points to the Island Witch anchored in the cove "Look they beat us here."

There are four sirens on the rocks. The sirens sing out an enchanting song that draws the crew closer to them. They are trying to get the ship to crash into the rocks or enchant the crew enough that they jump overboard and swim to them.

Each round the player at the helm needs to make a boating roll at a -2 because of the sirens song or the ship takes 3d6 damage. All players including the player at the helm must make a spirit roll or



fall victim to their charms. It takes the ship five successful boating rolls to get past the sirens or until all of the sirens are defeated. Other players may assist but must take the -2 penalty for the sirens when trying to assist.

The Island Witch

When the *Black Heart* enters the cove the *Island Witch* is anchored. There is very little room in this cove, the two ships are already at very short range from each other. To be able to fire cannons the player at the helm needs to make a boating roll to turn the ship to bare. Both ships at that point are able to fire. If players choose to get to boarding range they can do so without issue. The *Island Witches* crew are eager for a fight. When boarding players make a boating, climbing or jump (strength) roll. There are two *Island Witch* sailors per player.

The narrow passage through the rocks opens up into a small cove. Already anchored in the cove is the Island Witch. The pirates on deck yell insults towards you. They clearly want a fight. From the deck of the Island Witch their crew is preparing for battle. The pop of a gun goes off and the whizzing bullet from a rifle flies nearby. Is this their attempt at a greeting?

Scene 7 End

The Island Witch is defeated, but several members including Lieutenant Irons were missing from the fight. A dinghy sits on the beach where clearly someone has gone ashore. A path can be seen that leads deep into the jungle and straight into the heart of El Diablo. The branches have been cut as it is clear they went that way.

Scene 8: El Diablo

A boat sits on the Playa de la Sangre or blood beach, as it is commonly known. Lieutenant Irons and some of the crew have made their way into the jungle. The map reveals that the treasure is located in the center of the island. It is a long trek through the jungle to get to the location. The island is a source of tribal evils and since the Vodou awakening, has taken on a strange life unto itself.

The cove's sandy beach is very wet as the tide rolls in and the waves crash against the shore. A small boat from the Island Witch is pulled up onto the beach and tied to a log. Just out from the beach lies a deep dense jungle. A small opening can be seen, with what looks to be a path leading into it. As the wind blows the faint echo of moaning can be heard through the trees. "This place gave me the shivers last time. Everything out there wants to eat you or rip you apart." Bad William says.

Players can question Bad William about the island and what dangers might lay ahead. He gives the crew some or all of the information at the Game Master's discretion. Bad William does not want to go with them. He goes if they insist, but he has a deep fear of this island.

Bad William knows all of the following

Some of the plant life has a mind of its own and can be very dangerous.

There is quicksand on the island it can swallow a man whole.

The creatures on the island grow larger than normal.

There are cannibals on the island

The treasure is in a cave at the top of a cliff.

The cave mouth glows a faint red at times.

The island is cut in two by a giant gorge.

Things don't tend to stay dead on the island.

Thorny Depths

It takes a good sharp blade to cut the leaves and vines that are overgrowing the path. You can see that it hasn't been more than a day that someone else had chopped their way through here. The path winds its way through the forest. At a small clearing a small wooden sign is hammered into onto a tree. It reads 'Danger'. While standing there in front of the sign, you hear movement in the jungle.

The movement is poisonous vines that grow out of a quick sand pit. If players choose not to stay on the path they find the jungle is very thick and challenging. If they choose a different path you can give them an encounter from section 8.4.

The poison vines find the players in the jungle and drag them to the quicksand. The quicksand then slowly pulls them under.

Quicksand: When a player is pulled into the quicksand they must make a swim roll to keep their head above the sand. If they fail the swim roll they are pulled under. This causes an immediate level of fatigue. Once incapacitated the player is permanently pulled under. If a player makes a swim roll with a raise they may attempt a climb roll at a -2 to pull themselves out of the quicksand. Other players may try to assist a player in quicksand. If they attempt to pull them out by hand they make a strength roll at a -2, if they roll a one on the trait roll regardless of the die, they are pulled in as well. If they use an object the roll is still a -2 but they are not pulled in on a failure.

The poison vines continue to pull players into Quicksand but do not attack those in the Quicksand. There are two vines per player.

Crocodile Bait

Past the jungle while still in the lowlands of the island the crew runs across a swamp. This swamp is inhabited by creatures of enormous size. Most of the terrain is considered difficult. It consists of mud, water and reeds. If players step into watery areas they must make a strength roll to move or get stuck in the mud and end their movement.

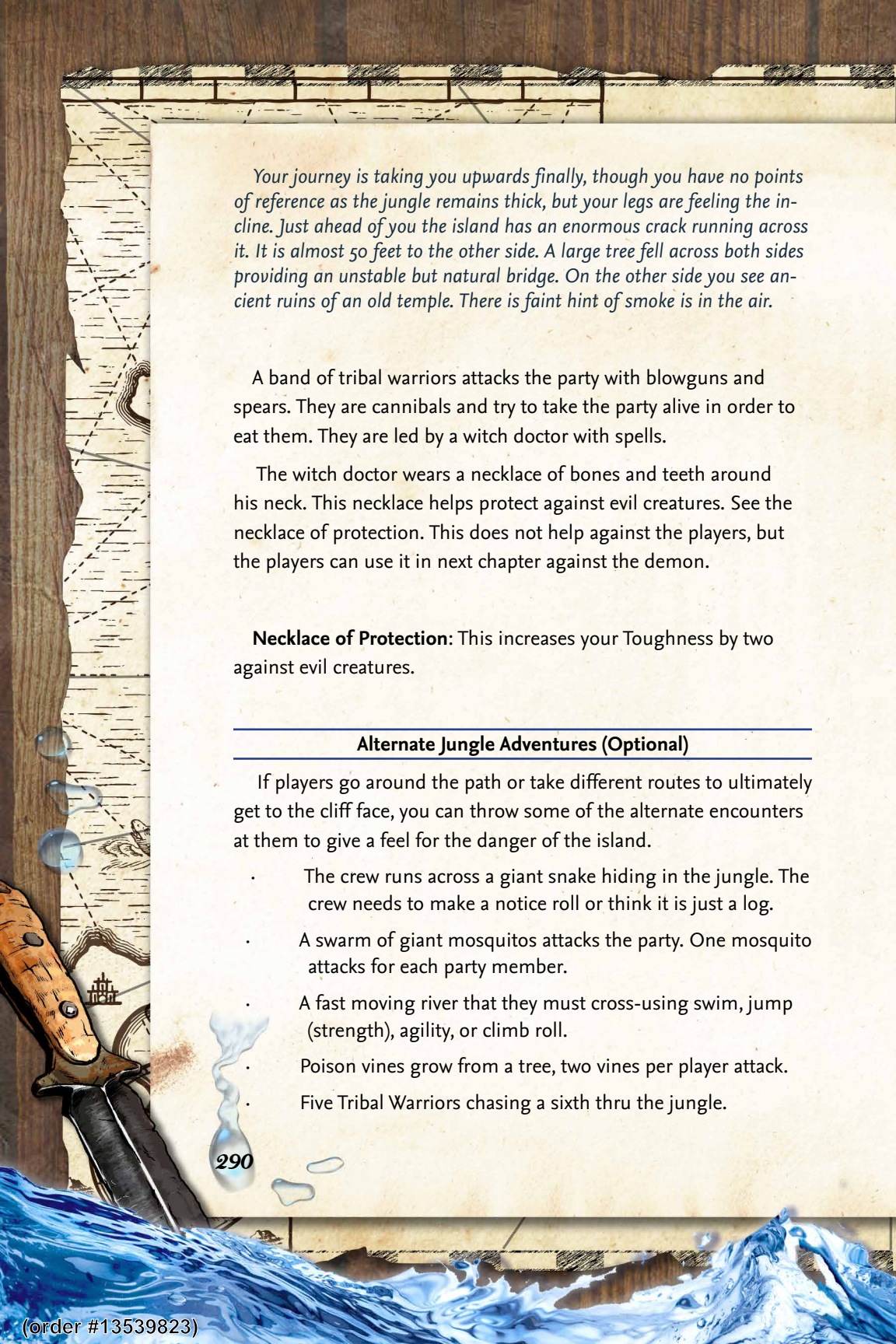
If it is possible the island is getting hotter and muggier as you approach the swamp lands. The closer you get sounds and smells from the swamp become more apparent. A narrow single file path leads in two different directions. After a brief rest, a large mosquito the size of your hand flies past you. This isn't a good place to rest and you should continue on.

Two giant Crocodiles lurk just under the water. They cannot be seen by the crew as the waters are too murky. They attack suddenly trying to grab and pull their opponent into the water to perform a rollover. There is one crocodile near each path. The paths separate but come back together after a short distance.

As a source of irritation to the crew you may add a couple of the giant Mosquitoes that attack during the fight.

Divided Sides

The path leads out of the swamps and begins to climb up a hill. At the peak of the hill a large gorge splits the island. The gorge is 50 feet across. An ancient temple with several eroded columns sits on the other side. A large tree bridges the gap across the expanse, but looks like it may not very be sturdy. On the other side of the divide hidden in the ruins are several tribal warriors. They plan to ambush the party using their poison blow guns.



Your journey is taking you upwards finally, though you have no points of reference as the jungle remains thick, but your legs are feeling the incline. Just ahead of you the island has an enormous crack running across it. It is almost 50 feet to the other side. A large tree fell across both sides providing an unstable but natural bridge. On the other side you see ancient ruins of an old temple. There is faint hint of smoke in the air.

A band of tribal warriors attacks the party with blowguns and spears. They are cannibals and try to take the party alive in order to eat them. They are led by a witch doctor with spells.

The witch doctor wears a necklace of bones and teeth around his neck. This necklace helps protect against evil creatures. See the necklace of protection. This does not help against the players, but the players can use it in next chapter against the demon.

Necklace of Protection: This increases your Toughness by two against evil creatures.

Alternate Jungle Adventures (Optional)

If players go around the path or take different routes to ultimately get to the cliff face, you can throw some of the alternate encounters at them to give a feel for the danger of the island.

- The crew runs across a giant snake hiding in the jungle. The crew needs to make a notice roll or think it is just a log.
- A swarm of giant mosquitos attacks the party. One mosquito attacks for each party member.
- A fast moving river that they must cross-using swim, jump (strength), agility, or climb roll.
- Poison vines grow from a tree, two vines per player attack.
- Five Tribal Warriors chasing a sixth thru the jungle.

Scene 8 End

It has been long, hot and dangerous journey through the jungle. The dense vegetation has opened itself up to a large cliff side. At the top of the cliff several caves resemble a skull with a mouth large enough to walk in. A faint red light emanates from its mouth.

Scene 9: Irons in the Fir

It has been a long hot trek through the jungle and the crew of the *Black Heart* has one enormous task left before them. They need to climb up El Diablo Mountain and enter the mouth of the skull called the Devil's throat. Vegetation and vines cover the mountain face, giving plenty of grips for the climb. The cliff is not a sheer surface and there are many small plateaus and ledges along the way. At the top several caves that give the impression of a face. The mouth is large enough for a man to walk into and emanates a faint red glow.

Once through the dense jungle, a mountain peak rises 100 feet straight up. Towards the top several caves make what appear to be a moaning face. From the mouth, a faint red glow can be seen. Thick vines and bushes cover the cliff side.

The jungle is thick around you and there is a slight bit of water trickling off the mountainside. Just peeking out of the dense underbrush is the bottom of a brown leather of a boot.

The boot is attached to one of the *Island Witches'* crew that fell from the cliff. He has a terrified look on his face as he lies in his final resting state. This is to remind the party of what dangers await them.



The Devils Climb

The devil's climb is a very dangerous task. The mountain seems to have a mind of its own. The crew need five successful climb roll to make it up the mountain. Each representing 20 feet. The mountain sabotages the climb when a club (aka complication) is drawn. When a complication is drawn the climb roll is made at a -2. This comes in the form of ropes or vines snapping mysteriously, rocks loosening and falling, water leaking from the side causing the player to lose their grip or some form of equipment failure. The results of a failure are listed below for both a regular failure and one with a complication.

Failures

Two: The player falls the level to which they climbed and take damage for that height (1d6+1 per 10ft). Twenty feet for each successful climb roll on prior turns plus ten feet for failed roll. Example: if a player has already made three climb rolls and fails the fourth they fall sixty feet plus ten feet for a total of seventy feet. This is a damage roll at 7d6+7.

Complication: In addition to the above. The mountain drops a boulder on the player causing an extra 2d6 damage.

3-10: The player falls ten feet for each successful climb roll made prior to this turn plus ten feet for this turn. If they are not at the bottom of the mountain they land on a ledge or rocks on the side of the hill.

Complication: In addition to the above. The mountain snaps the player's ropes, or breaks their gear. Something bad should happen to them or their equipment that causes future climb roll to be made at a -2.



Jack-Queen: The player loses footing or is hit by a falling rock. They stay in the same location but must take a level of fatigue due to bumps and bruises.

Complication: In addition to the above. The player loosens a rock causing anyone lower than them to take a -2 on their next climb roll due to falling rocks.

Joker: The player's muscles need rest and they stay in the same location as before gaining no ground.

You should take note of where each player is in the climb. Time is not of the essence but knowing where they are helps gameplay. The mountain is mysterious and sometimes causes mischief even when all seems well, such as snapping perfectly good ropes.

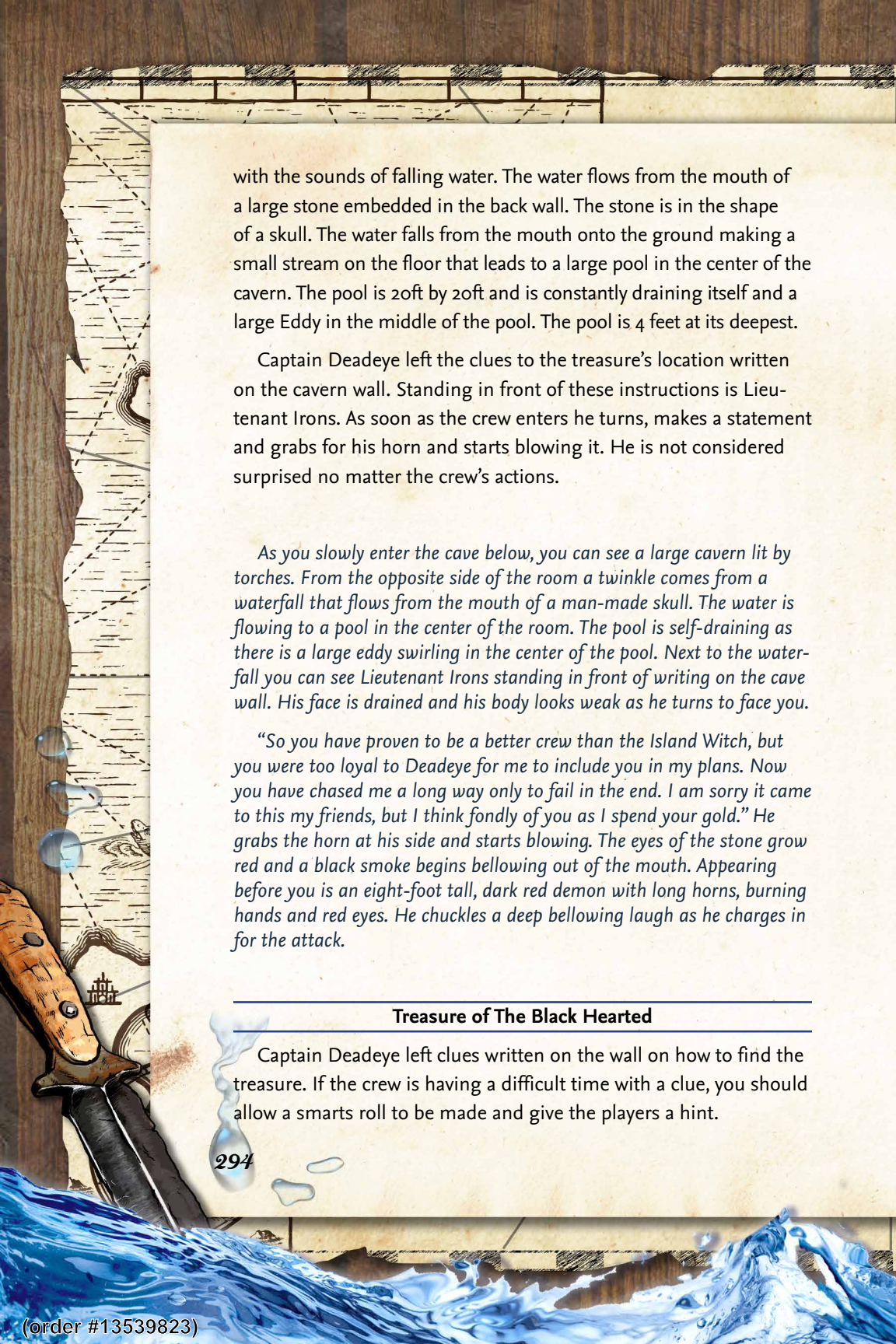
Into the Throat

Once inside the devil's throat players can see it slopes downward deeper into the mountain. There is a faint red glow coming from deep within. One member of the *Island Witch* crew per player guards the wide open cavern with the glowing red gem stuck in the ceiling of the cavern. Another white glow comes from behind them where another passage leads deeper in and downward. If any of the guards are defeated they reanimate into a zombie the next round. The ruby is stuck in the ceiling and worth 500 doubloons.

Lieutenant Irons

Just past the opening that the *Island Witches* crew was guarding, a small cavern leads downward. Man-made steps make a steep descent into the cavern below. It opens up into a very large cavern





with the sounds of falling water. The water flows from the mouth of a large stone embedded in the back wall. The stone is in the shape of a skull. The water falls from the mouth onto the ground making a small stream on the floor that leads to a large pool in the center of the cavern. The pool is 20ft by 20ft and is constantly draining itself and a large Eddy in the middle of the pool. The pool is 4 feet at its deepest.

Captain Deadeye left the clues to the treasure's location written on the cavern wall. Standing in front of these instructions is Lieutenant Irons. As soon as the crew enters he turns, makes a statement and grabs for his horn and starts blowing it. He is not considered surprised no matter the crew's actions.

As you slowly enter the cave below, you can see a large cavern lit by torches. From the opposite side of the room a twinkle comes from a waterfall that flows from the mouth of a man-made skull. The water is flowing to a pool in the center of the room. The pool is self-draining as there is a large eddy swirling in the center of the pool. Next to the waterfall you can see Lieutenant Irons standing in front of writing on the cave wall. His face is drained and his body looks weak as he turns to face you.

"So you have proven to be a better crew than the Island Witch, but you were too loyal to Deadeye for me to include you in my plans. Now you have chased me a long way only to fail in the end. I am sorry it came to this my friends, but I think fondly of you as I spend your gold." He grabs the horn at his side and starts blowing. The eyes of the stone grow red and a black smoke begins bellowing out of the mouth. Appearing before you is an eight-foot tall, dark red demon with long horns, burning hands and red eyes. He chuckles a deep bellowing laugh as he charges in for the attack.

Treasure of The Black Hearted

Captain Deadeye left clues written on the wall on how to find the treasure. If the crew is having a difficult time with a clue, you should allow a smarts roll to be made and give the players a hint.

"He who seeks the Treasure needs to find the glimmer in a dead man's eye."

Answer: There is a key hidden in the eyeball of the skull.

"What runs and has no feet, roars but has no mouth?"

Answer: Water, referring to the pool

"I am sorry, but I have already given the treasure to my short friend Edward E"

Answer: Eddy, referring to the eddy in the center of the pool

The treasure is buried in a giant chest in the pool under the swirling eddy. It takes three strength rolls to pull the chest out of the mud. It is extremely large and heavy. It takes the key to open it. Inside the chest lies 12,000 doubloons, silver cups, gold necklaces, and various other treasures. A note from Captain Deadeye rests on top of the treasure.

"This treasure belongs to the hearty souls of the Black Heart. If you not be one of us, bury the box and your soul shan't be cursed for eternity. I entrust this treasure to those that would keep the Black Heart afloat. I leave my ship in good hands."

"My greatest treasure was not contained within and I beg of you to please seek out my daughter Iris and give her a share or I shall seek you out from beyond"

"Now drink up mates, you can find some of the finest rum in the bottom of the box. Have a drink and toast the Black Hearted!"

Scene 9 End

The treasure is yours and Lieutenant Irons defeated, only the strongest of crews could have completed this mission. Your story is legend as the new captain and glorious crew complete the first Tale of the Black Hearted.

Thank You

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