

BLOOD TIDE

Black Sails and Dark Rituals

Tales From Dead Men

KENNETH SPENCER



Tales From Dead Men

*a Scenario for
Basic Roleplaying's
Blood Tide Setting*

Dedicated to my son, Kenji



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INTRODUCTION

The Island of Castonegro is part of a chain of uncharted islands called the Devil's Hammer. Many pirates escape to this island when evading the Spanish fleet because it has a hidden cove, called the Bed of the Black Cat. This is where pirates can rest and resupply their ships for future conquests. A pirate's haven of sorts, but it comes with a price. Every now and then there are tales of ships that stray from the normal safe sea lanes within the island chain and encounter things worse than the Spanish fleet. Those ships are never seen again. But then how can those tales be true if there are never any survivors and, as we know, *dead men tell no tales*.

Character Creation

Tales From Dead Men is for beginners. The scenario provides pre-generated characters at the back for ease of play, though the players may wish to create their own characters and ship, especially if they have a copy of *Blood Tide*. If players choose to create their own characters then have them pick their roles on the ship and let them know the player characters are part of a crew that has been together for some time. Also, they will need to select the type of pirate ship they will be using. The players have a crew of 250 NPCs to fill in the rest of the positions not taken by their own characters. Make sure that the ship they choose fits the amount of crew members 250 + the PCs. For NPCs use the generic Experienced Sailor statistic. The sample ship sheet at the end of this book is a good reference to organize the characters.

A Typical Able Seaman

Experienced Sailor

STR 14 CON 15 SIZ 13 INT 11
POW 10 DEX 14 APP 13 EDU 7

Move: 10

Hit Points: 14

Damage Bonus: +1D6

Armor: none

Attacks: Pistol 50%, 1D6+1) (impaling)
Musket 40%, 1D6+4 (impaling)
Grenadoe 50%, 2D6/4 meters (knockback)
Boarding Pike 55%, 1D8+1+db (impaling)
Knife 45%, 1D6+2+db (impaling)
Cutlass 55%, 1D8+1+db (bleeding)
Fist 50%, 1D6+sb (crushing)

Skills: Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Caribbean) 40%, Language (Native) 50%, Language (Other) 40%, Listen 45%, Navigate 50%, Perform (Sea Shanties) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Equipment: All are armed with a knife and a cutlass. Some have muskets, braces of pistol, boarding pikes or grenadoes.

Players' Information

Your ship has evaded the Spanish armada, but you know there are still a few ships pursuing your vessel. There is a chain of islands called the Devil's Hammer, about a day or two away, that can provide you shelter from the pursuing Spanish fleet. The Spanish avoid the islands because the treacherous water is known to ground ships unwary of



Duels are common in life at sea

the sudden changes of depths along the seafaring lanes. Your crew calls these islands home and everyone on the ship knows the routes that avoid ripping your hull on the jagged rocks lying a few feet under the surface of the water. The one island your crew calls home is the Island of Castonegro. There, on the south side of the island, in the Bed of the Black Cat cove, is a small town waiting for your return.

The sea is open, but do you head to the Devil's Hammer, or keep going till you cross a shipping lane to find ships to plunder for gold? The crew's choice will guide the ship and the ensuing adventure. The only thing the crew knows for sure is that there are still a couple ships from the Spanish navy still giving you chase and letting them catch up is foolhardy.

Gamemaster's Background

The scenario starts off as a series of events, and the choice the players to make, create the flow for their adventure. The first is the sighting of a ship along their path, the *Xandra*, whether they choose to go towards the Devil's Hammer or find a shipping lane to pirate. The ship is readily identified as part of the Dutch merchant line and is the

first encounter for the PCs. The second event is the sighting of the smoking ruins of another ship from the same Dutch merchant company, the *Oceaan van Geluk*.

The story revolves around a mermaid who has fallen in love with a handsome Dutch sailor named Espen Ring and who boarded one of the ships disguised as a crew member to be with him. This mermaid is a rebel against her queen, and is part of the Ondine, who actively seek to fall in love and bear children, thereby becoming mortal humans. Her true nature is unknown to Espen and the crew. The Dutch ships were forced off course along the Devil's Hammer shipping lanes by a storm caused by the Queen of the Mermaids, Queen Nari'th, angry at her favored mermaid for falling in love with a mortal. A ship of corrupt pirates loyal to Queen Nari'th intercepted the Dutch merchant ships and chased them down one by one. The pirates killed everyone on the two ships they caught, except two sailors they captured. One is Espen Ring, whom the Ondine has fallen in love with, and another which they intend to use as a decoy (they unintentionally left one more clinging to life on his scuttled ship). The one ship that escaped the catastrophe holds the Ondine. Now the corrupt pirates of Queen Nari'th wait for the Ondine to return for her captured love. As an Ondine, she is bound by her love and must return to save him or forsake her love only to return back to the sea as a traitor, under threat of death.

The *Xandra*

The Xandra is a Dutch Treasure Galleon that was returning back from the Americas with two other ships when it was blown off course by terrible winds and then attacked by the Pirate Captain 'Wild Anne' Blanchard. The *Xandra* was the only ship to escape the ravages of Wild Anne's pirate ship to open sea. The ship's crew has been through a lot and is wary of more trouble. The captain of *The Xandra* is a seasoned old sailor, named Captain Smid Blood, and he is trying to protect the ship and its cargo. The players spot the ship on the horizon moving at half speed and as they approach they see that one of the masts has been shattered and a few of the sails are torn. Captain Blood will take defensive measures and have his cannons fire once a ship has gotten too close for his comfort, even if the other ship flies a flag that denotes no threat.

THE XANDRA- DUTCH TREASURE GALLEON

Daft:	16'
Beam:	20'
Length:	40yds
Tonnage:	1,000 tons
Cargo:	550 tons of tobacco
Crew:	90 (treat as rabble with 1 wound; morale 40%)
Hull Points:	25
Rigging Points:	30
Flotation Points:	35
Base Speed:	3 knots
Bow:	1
Bow Quarter:	1
Amidships:	2
Aft Quarter:	3
Aft:	3
Armament:	16x18pdrs canons in two broadsides (Gun Deck), 12x10pdrs in two broadsides (Main Deck), 6x6pdrs in two broadsides (Quarter Deck), 1x14pdrs Stern chasers, 6x3pdrs Swivel guns. The listed composition of armaments includes only those that are functioning and not lost in the previous battles.

Hit Locations

1-3 AFT RIGGING	4-7 MID RIGGING	8-10 FORE RIGGING
1-5 Rigging Points	1-5 Rigging Points	1-5 Rigging Points
6-9 Rigging Section	6-9 Rigging Section	6-9 Rigging Section
10 Damage Control Section	10 Damage Control Section	10 Damage Control Section
1-3 AFT HULL	4-7 MID HULL	8-10 FORE HULL
1-3 hull Points	1-3 Hull Points	1-5 Hull Points
4-8 Quarterdeck	4-6 Gun Deck	6-10 Hold
9 Damage Control Section	7-8 Main Deck	
10 Hold	9 Damage Control Section	
	10 Hold	

CAPTAIN SMID BLOOD

Captain Blood is a tall man with corn pipe protruding from his mouth. As a result of recent events, he appears haggard and rough around the edges but is otherwise a formally dressed officer of the Dutch shipping company. He is NOT aware that one of his crew members is a mermaid disguised as a man, or that the recent attack on his three ships was a vengeful act of her fellow mermaids who disapproved of her falling in love. He is a bit paranoid about the other vessels in the sea as a result of his encounter with Captain Wild Anne and will not trust the player characters if they are able to parlay their way on board. Captain Blood knows he cannot outrun another ship and will order his cannons to fire on any ship that approaches. If a battle ensues then he will fight to the ship's best capability, but if the morale of his crew becomes too low and the fight seems against him, he will try to save his crew and offer to surrender his cargo.

Captain Blood's story: He lead his three ships down the Devil's Hammer because of stormy weather, but the waters became too treacherous to travel so they anchored in a bay (the Wolves' Pivot) to wait out the storm. While some of the crew were ashore looking for supplies, a pirate ship came into the bay and captured one of the ships. The *Xandra* and the *Oceaan van Geluk* escaped out of the bay. Captain Blood was able to disable the captured ship, the *Koning van de Zee*, as he was exiting the bay. While he out numbered Captain Wild Anne's pirate ship, two to one, he was fearful of a sea monster under her control. "A large monstrous beast that pulled my men to a watery death with long horrible tentacles.

Tales From Dead Men

I was fear struck...and so were my men. We did not know what to do against such hellspawn. We had to flee!"

As he guided his two ships through a watery passage between two tall sheer cliffs (Banshee Point) the pirate ship caught up to the the *Ocean van Geluk* and destroyed it with cannon fire. Captain Blood escaped onto the *Xandra* and led her into open water, eventually, meeting the player characters.

STR 12 CON 10 SIZ 17 INT 14
POW 12 DEX 15 APP13 EDU 12

Move: 10

Hit Points: 14

SAN: 48 (He witnessed Wild Anne's sea monster)

Reputation: 50%

Damage Bonus: +1D4

Armor: none

Attacks: Pistol 55%, 1D6+1 (impaling), Small Sword 75%, 1D6+1+db (impaling), Pocket Pistol 55%, 1D4+2 (impaling).

Skills: Bargain 40%, Command 50%, Dodge 30%, Etiquette (Cultured) 35%, Fast Talk 45%, Gaming 35%, Hide 55%, Language (English) 55%, Language (Dutch) 89%, Language (Spanish) 35%, Pilot (Ship) 43%, Spot 50%, Status 46%, Strategy 35%.

POWERS:

Stunts: Brilliant Plan, Lucky Jack, Pistol Proof, Stop Hit

Equipment: Merchant officer's (captain) uniform, small sword, and a concealed pocket pistol.

Wealth: Affluent.

The Rabble

There are 90 men on the ship performing various duties, and they are treated as rabble during combat with only 1 wound capacity. Their current morale is 40%.

STR 14 CON 11 SIZ 12 INT 11
POW 10 DEX 12 APP13 EDU 7

Move: 10

Hit Points: 12

SAN: 50

Damage Bonus: +1D4

Armor: none

Attacks: Musket 45%, 1D10+4,
Grenadoe 55%, Boarding
Pike 30%, 1D10+1
Boarding Axe 35%, 1D8+2



Joos

Skills: Artillery 35%, Brawl 35%, Climb 50%, Craft (Carpentry) 50%, Dodge 50%, Fine Manipulation 50%, Grapple 50%, Jump 50%, Knowledge (Dutch Mercantile) 50%, Language (Creole) 31%, Language (Dutch) 67%, Sense 55%, Spot 55%, Swim 50%, Throw 50%.

Joos (The Ondine)

Dressed in young man's clothes, this Ondine pretends to be a young servant boy and the ship's musician. Some of the rabble on the ship suspect he is a girl, but not one of them truly knows she is a mermaid. Joos, as she is called by the crew, had met Espen off the shores of America and joined the crew, in disguise, to be with him when the fleet landed in Holland. She has not consummated her love for him, and she is fighting off the hunger for human flesh. Joos is being pursued by her sister mermaids and they have used the corrupt pirates

of Queen Nari'th to capture her love, Espen. The mermaids know that she needs to save him or return back to the sea in despair, likely after killing and devouring the crew on her ship. Joos has been trying to convince Captain Blood to go back to rescue the other ships, but without luck. Maybe the PCs would be willing to aid Joos if they are able to take over the ship or come in contact with her (she may abandon the ship). She will tell them of the gold and priceless treasure on the *Koning van de Zee*. A **Spot Hidden** roll gives clues to her feminine nature and a **Psychology** Roll suggests she is hiding another motive. If the PCs figure out her true nature as a woman then they can press her to explain her true intent to rescue her love. Joos will give clues to her Ondine identity by explaining too much about the lusca, facts mortal men would never know, and that her love, Espen, had enraged the supernatural world of the sea by some act he had committed (fall in love with her).

STR 10 CON 10 SIZ 9 INT 15
POW 15 DEX 13 APP 18 EDU 7

Move: 10, Swim 10 (15 in mermaid form)

Hit Points: 10

SAN: 75

Damage Bonus: none

Armor: none (2 in mermaid form)

Attacks: Small Sword 75%, 1D6+1+db (impaling).

Mermaid form:

Claw 75%, 1D6 (bleeding),

Bite 85%; 1D4 (bleeding)

Skills: Art (Scrimshaw) 55%, Bargain 40%, Disguise 57%, Dodge 60%, Etiquette (Cultured) 45%, Fast Talk 45%, Fine Manipulation 32%, Hide 55%, Language (Creole) 75%, Language (Dutch) 69%, Language (Spanish) 55%, Language (English) 50%, Listen 43%, Perform (Fiddle) 62%, Seamanship 17%, Spot 40%, Status 46%, Stealth 65%

POWERS:

Stunts: Florentine, Handsomely Now!, I Had that Right Here, Living Hercules, Ratline Runner

Aquatic: natural swim and breathe water.

Mermaid Transformation: An Ondine can spend 1PP to turn into a mermaid feeding form. While in this form she grows claws and fangs, and a thick scaly skin. For an additional 1 PP she grows a long fish-like tail, granting her Swim 15. Witnessing this transformation causes 1D6 SAN loss to mortals. In this form she gains Armor 2 to all locations and the following attacks: Claw 1D6 (bleeding) and Bite 1D4 (bleeding).



Siren's Song: The Ondine can spend 3PP, and target one male creature within hearing distance, engaging in a POW vs. POW contest. If the target fails, then he is Enchanted by the Ondine. Enchanted targets try to reach the Ondine, diving into the water and fighting friends if necessary. Once in the Ondine's presence the enchanted victim serves the Ondine as he would his best friend or true love. The enchanted victim can make a POW vs. POW roll if the Ondine attacks him or assumes her mermaid form in his presence, and every full dawn following his enchantment.

Equipment: Young sailors clothes. She is armed with a small sword tucked under her waist sash.

THE CRUX OF THE ADVENTURE:

The encounter with the Xandra hopefully leads to the player characters meeting Joos, the Ondine. If the PCs decide not to engage the ship and make their way down the shipping lane or to the island of Castonegro to the Bed of the Black Cat, then Joos will steal a dinghy boat or swim—but using this won't reveal her nature. In order to meet up with the ship in hopes she can convince the player characters to go against the corrupt pirates and save her love, Espen Ring. If for some reason the players move away from Devil's Hammer, then their path will be intercepted by the Spanish Fleet Ship of the Line, 3rd Rate, called the *Maribel del Mar*. This is one of the ships from the Spanish fleet hunting the PCs' pirate ship. If the PCs are not deterred by the encounter after a few rounds of engagement, then have two more Spanish ships with the same stats appear on the horizon. Obviously this is a deus ex machina for the gamemater to corral the PCs into the area around Devil's Hammer.

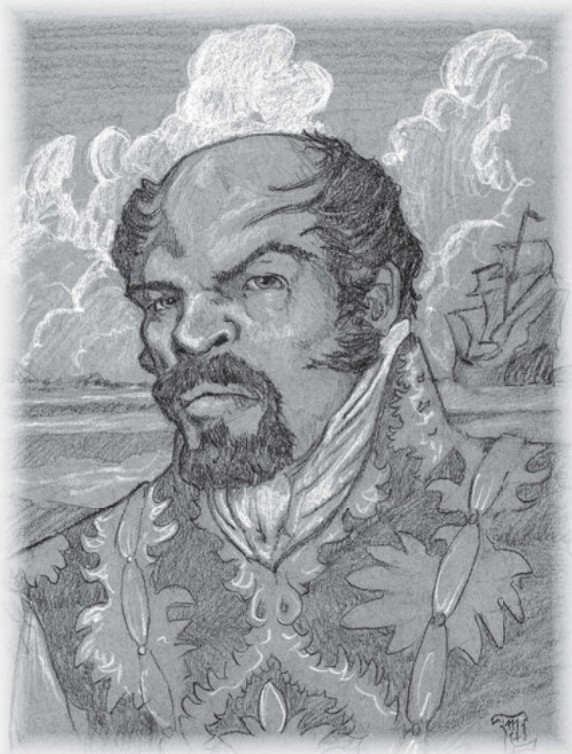
Tales From Dead Men

Maribel del Mar

Ship of the Line, 3rd Rate

Daft: 18'
 Beam: 47'
 Length: 57yds
 Tonnage: 1,632 tons
 Cargo: 285 tons
 Crew: 550 (treat as rabble with 1 wound; morale 80%)

Hull Points: 200
 Rigging Points 130
 Flotation Points: 200
 Base Speed: 6 knots
 Bow: 3
 Bow Quarter: 4
 Amidships: 4
 Aft Quarter: 6
 Aft: 5
 Armament: 28x32pdrs in two broadsides (Lower Gun Deck), 28x24pdrs in two broadsides (Upper Gun Deck), 14 x 9pdrs in two broadsides (Quarter Deck), 4x9pdrs (Bow Chasers).



Captain Octavio Rios

HIT LOCATIONS

1-3 AFT RIGGING	4-7 MID RIGGING	8-10 FORE RIGGING
1-5 Rigging Points	1-5 Rigging Points	1-5 Rigging Points
6-8 Rigging Section	6-8 Rigging Section	6-8 Rigging Section
9 Boarding section	9 Boarding section	9 Boarding section
10 Damage Control Section	10 Damage Control Section	10 Damage Control Section
1-3 AFT HULL	4-7 MID HULL	8-10 FORE HULL
1-3 Hull Points	1-3 Hull Points	1-3 Hull Points
4 Quarter deck gun section	4 Upper Deck Gun Section	4 Upper Deck Section
5 Quarter deck gun section	5 Middle deck gun section	5 Middle deck gun section
6 Middle deck gun section	6 Lower deck gun section	6 Lower deck gun section
7 Lower deck gun section	7-8 Boarders Section	7 Bow chaser section
8 Stern Chaser Section	9 Damage Control Section	8 Boarders section
9 Boarders section	10 Hold	9 Damage Control Section
10 Quarterdeck		10 Hold
11 Damage Control Section		
12 Hold		

Captain Octavio Rios

STR 12 CON 12 SIZ 14 INT 14
 POW 12 DEX 13 APP15 EDU 13

Move: 10

Hit Points: 13

SAN: 60

Reputation: 70%

Damage Bonus: +1D4

Armor: 6 Cuirass (chest, abdomen), 6 Metal Helmet (head).

Attacks: Pistol 63%, 1D6+1 (impaling), Small Sword 85%, 1D6+1+db (impaling)

Skills: Bargain 40%, Command 70%, Dodge 40%, Etiquette (Cultured) 35%, Fast Talk 45%, Hide 55%, Language (English) 55%, Language (Spanish) 85%, Language (Creole) 34%, Pilot (Ship) 63%, Spot 50%, Status 66%, Strategy 55%.

POWERS:

Stunts: Countenance like the Devil, Florentine, Initial Carving, Pistol Proof, Taunt, Unquenchable Thirst.

Equipment: Naval Officer's (captain) uniform, cuirass, helmet and small sword.

Spanish Fleet Rabble

The rabble are Spanish navel soldiers and take 2 wound to bring down. Dex 12. They are armed with Boarding Axe 25%, 1D8+2 and pistol flint-lock 30%, 1D6+1

STR 14 CON 15 SIZ 13 INT 11
POW 10 DEX 12 APP 13 EDU 7

Move: 10

Hit Points: 14

SAN: 50

Damage Bonus: +1D4

Armor: none

Attacks: Musket 45%, 1D10+4,
Grenadoe 55%,
Boarding Pike 30%, 1D10+1
Boarding Axe 35%, 1D8+2

Skills: Artillery 80%, Brawl 40%, Climb 50%, Craft (Carpentry) 50%, Dodge 40%, Fine Manipulation 50%, Grapple 50%, Jump 50%, Knowledge (Spanish Naval Rules and Regulation) 50%, Language (Creole) 50%, Language (Spanish) 80%, Sense 50%, Spot 50%, Swim 50%, Throw 65%.

Devil's Hammer

The Devil's Hammer is a small chain of islands and active volcanoes that, on a map, have some resemblance to a hammer. The area is fictional and the actual location is left open to allow gamemasters to place it anywhere they may wish for their own purposes. Also the name and mysterious location allude to its association with the world of the unseen.

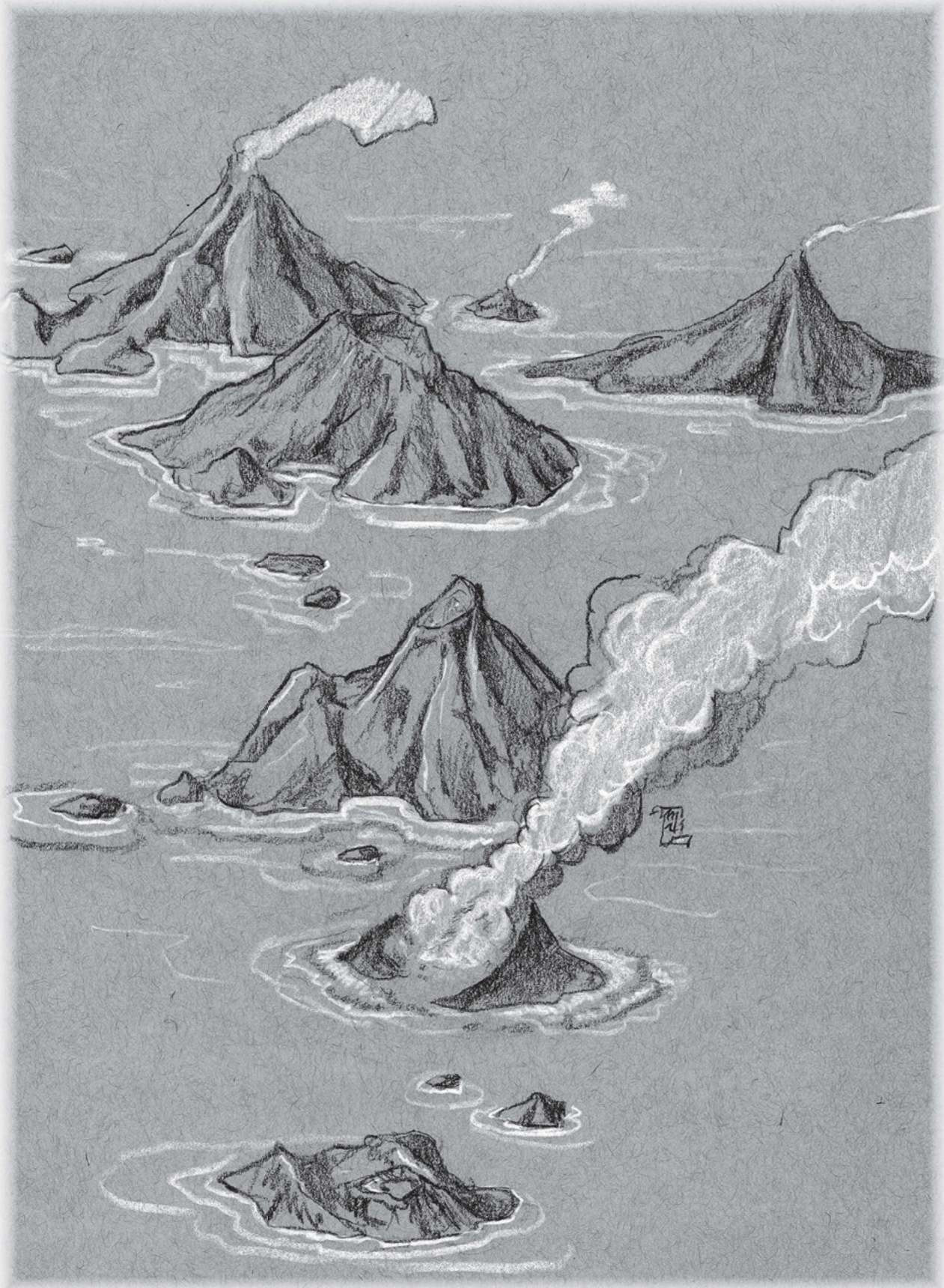
The Devil's Hammer is very treacherous to approach if the PCs are unaware of where the ocean bottom rises to the surface. A **Pilot** (Ship) roll is required to negotiate the waters between the islands every half hour. Failure results in temporarily beaching the ship for 1D10 rounds with 1D10 points of damage to the hull of the ship. Critical failure will cause 5D50 points of damage to the hull as the bottom of the ship cuts across sharp coral and jagged rocks. Characters with **Knowledge** (Region: Devil's Hammer) can roll and add +25% to their **Pilot** rolls.

Island of Castonegro

An active volcano spews lava on the far side of the island, with a lush green tropical forest blanketing the rest of the island. The hidden cove, called the Bed of the Black Cat, sits near the base of the volcano with lava streaming close to the ridge of the area. Cascading cliffs surround the bay and a small ship dock juts from one of the cliff faces. There is currently a ship docked here called *the Harbinger*. The captain is Jackson Picus. Most of his men are in the local village on the shores of the bay enjoying common pirate revelry and debauchery. Captain Picus and his men are open to helping the PCs if they are willing to give them equal share of the loot described by Joos. This can also be a place where PCs meet Joos if they have avoided both her ship and her attempts to contact them. She might be in the process of trying to convince Captain Picus, but the story of Captain Wild Anne and the corrupted pirates is giving him pause since he has heard of her merciless ways and knows she does not abide to the brotherhood of pirates.

The Harbinger- East Indiaman

Daft: 20'
Beam: 43'
Length: 59yds
Tonnage: 1,400 tons
Cargo: 1000 tons
Crew: 150 (treat as rabble with 1 wound; morale 70%)
Hull Points: 150
Rigging Points 100
Flotation Points: 115
Base Speed: 6 knots
Bow: 3
Bow Quarter: 4
Amidships: 4
Aft Quarter: 6
Aft: 5
Armament: 52x12pdrs in two broadsides.



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Map of Devil's Hammer

A Scenario for BRP's *Blood Tide Setting*

HIT LOCATIONS

1-3 AFT RIGGING	4-7 MID RIGGING	8-10 FORE RIGGING
1-5 Rigging Points	1-5 Rigging Points	1-5 Rigging Points
6-9 Rigging Section	6-9 Rigging Section	6-9 Rigging Section
10 Damage Control Section	10 Damage Control Section	10 Damage Control Section
1-3 AFT HULL	4-7 MID HULL	8-10 FORE HULL
1-3 hull Points	1-3 Hull Points	1-5 Hull Points
4-8 Quarterdeck	4-5 Gun Deck	
9 Damage Control Section	6-8 Main Deck	6-10 Hold
10 Hold	9 Damage Control Section	
	10 Hold	

Captain Jackson Picus

Captain Picus appears as a man in his late 30's, wearing a long red aristocrat coat and flamboyant buccaneer hat. A large cutlass almost drags on the floor as it hangs from his waist. Dark long curly hair and a robust beard drape over his chest. He is a gregarious and gay man with an eye for excitement.



Captain Jackson Picus

If there is a weakness about him it would be his taste for gambling. If PCs gamble with him they might be able to win his help through a simple game of chance (PCs' choice). Captain Picus and his crew are familiar with the Devil's Hammer and do not have to roll Piloting (Ship) when navigating the waters.

STR 11 CON 16 SIZ 14 INT 15
POW 14 DEX 12 APP 16 EDU 12

Move: 10

Hit Points: 15

SAN: 70

Reputation: 71%

Damage Bonus: +1D4

Armor: none

Attacks: Boarding pistol 47%, 1D8+1 (impaling), Cutlass 75%, 1D8+1+db (bleeding).

Skills: Bargain 40%, Command 50%, Dodge 30%, Etiquette (Cultured) 35%, Fast Talk 45%, Gambling 52%, Hide 55%, Knowledge (Region: Devil's Hammer) 86%, Language (English) 55%, Language (Creole) 89%, Language (Spanish) 33%, Pilot (Ship) 53%, Spot 50%, Status 52%, Stealth 67%, Strategy 44%.

POWERS:

Stunts: Deadly Aim, Follow Me Lads!, Keep Going, Natural Athlete, Sail Riding.

Equipment: Aristocrat coat, cutlass, and a boarding pistol.

The Rabble

There are 150 men on the ship performing various duties, and they are treated as rabble during combat with only 1 wound capacity. Their current morale is 70%. Dex 14. Armed with Boarding Pike 20%, 1D10+1 or Boarding Axe 35%, 1D8+2.

STR 14 CON 15 SIZ 13 INT 11
POW 10 DEX 14 APP 13 EDU 7

Move: 10

Hit Points: 14

SAN: 50

Damage Bonus: +1D4

Armor: none

Attacks: Musket 65%, 1D10+4, Grenadoe 75%, Boarding Pike 40%, 1D10+1 Boarding Axe 55%, 1D8+2

Skills: Artillery 75%, Brawl 45%, Climb 60%, Craft (Carpentry) 45%, Dodge 65%, Fine Manipulation 50%, Grapple 55%, Jump 60%, Knowledge (Region: Devil's Hammer) 55%, Language (Creole) 70%, Sense 60%, Spot 60%, Swim 55%, Throw 60%.

Bed of the Black Cat

There is only one tavern in the village and it is named the Bed of the Black Cat. There are rooms above the tavern but most of those are used by the female and male prostitutes that service the secret cove. The locals in the village are a motley collection of retired pirates and indigenous people from the nearby islands. The tavern and some of the nearby village homes are made from the hull of an unlucky merchant ship called the Sun Lion. Some pieces of wood and brass fittings have the markings of the Sun Lion still on them as old reminders of whence they came. The captain of the ill-fated ship, Jacques Lehman, owns the tavern and named it the Bed of the Black Cat because the Sun Lion was unlucky and laid to rest here.

Jacques has become very comfortable here in the Bed of the Black Cat, despite his initial yearning to get off the island, and has no desire to leave. He has come to appreciate the simple life and feels a bit of shame for crashing his ship into the rocks of the Devil's Hammer. After a decade of living on the island he has come to know the waters around the chain of islands like the back of his hand and will be open to helping inexperienced pirates learn the best path through the waters. If he gets information from Joos about the attack on the Dutch merchant ships he can pretty much guess that the attack took place at Banshee Point, and that the pirates would hide out at the Wolves' Pivot. He won't go with player characters to the area, but he will give directions to the locations and helpful advice to negotiate the waters, giving a +20 to any **Pilot** (Ship) rolls.

Jacques Lehman- Bed of the Black Cat owner

STR 15 CON 12 SIZ 11 INT 15
POW 13 DEX 13 APP13 EDU 14

Move: 10

Hit Points: 12

SAN: 65

Reputation: 64%

Damage Bonus: +1D4

Armor: none

Attacks: Boarding pistol 47%, 1D8+1 (impaling).

Skills: Bargain 40%, Craft (Beer, Ale, Grog and Wine) 63%, Command 37%, Dodge 43%, Etiquette (Pirate) 55%, Fast Talk 65%, Gambling 67%, Hide 35%, Language (English) 55%, Language (Creole)

89%, Language (French) 33%, Pilot (Ship) 50%, Spot 62%, Status 55%, Strategy 34%.

POWERS:

Stunts: Charmed, I'm sure, Friends in High Places and Low, I Had That Right Here, I'm Not Here, Unquenchable Thirst.

Equipment: Day clothes, carafe of grog and a boarding pistol.

The Village People

The village people consist of a mix of pirates and islanders that have come to appreciate the cove's simple life of constant debauchery. Some of the villagers are part of Jacques Lehman's original crew and consider themselves the founding members of the villagers. If there is a fight for some reason, then consider the villagers as rabble, needing 2 wounds to drop them, and armed with knives or makeshift clubs: 30%, 1D3+1 or 1D3 respectively. Dex12.

STR 10 CON 12 SIZ 12 INT 11
POW 10 DEX 12 APP13 EDU 7

Move: 10

Hit Points: 12

SAN: 50

Damage Bonus: 0

Armor: none

Attacks: knives or makeshift clubs, 30%, 1D3+1 or 1D3 respectively

Skills: Artillery 30%, Brawl 56%, Climb 65%, Craft (Carpentry) 50%, Dodge 50%, Fine Manipulation 45%, Grapple 60%, Jump 50%, Language (Creole) 65%.

Banshee Point

The ocean water cuts through two islands creating a treacherous waterway. On both sides of the passage are 400-foot-high cliff faces. Banshee Point gets its name from the acoustics of the cliffs. The wind in this area howls and echoes in a deafening tone as it passes through. In the middle of the waterway is the port bow of the second Dutch ship, *The Oceaan van Geluk*, protruding above the water surface. There are several dead bodies drifting through the water and against the rocky cliffs. A man resting on the port bow can be heard moaning. His left leg is hanging by a tether of flesh from his thigh. **SAN** Roll for 0/1 for viewing the

A Scenario for BRP's *Blood Tide* Setting

wreckage and devastation. Also a **Spot Hidden** roll notices a shark fin in the water and that some of the drifting corpses are getting pulled under the water in a jerky fashion. The corpses are the remnants of the Dutch sailors and the man on the port bow is Adlar, the coxswain. Adlar is too weak to move himself and requires PCs to physically pull him into the boat from the port bow. Adlar regains his senses once players try to pick him up or are in touching distance. He softly informs characters that the pirate Wild Anne killed everyone and took the gold from the cargo hold. He will then correct himself and say she kept one of the Dutch sailors alive and tied to her mast pole. He believes it was a sailor named Espen from the *Koning van de Zee* (the third ship). Adlar then looks past the PCs and at the water saying, "Hurry, hurry! It's coming!"

At that moment a Lusca, left behind (by Wild Anne) to feed on the corpses of the sailors, will come out of the water and attack Adlar ONLY. After Adlar is taken the Lusca will attack the characters that were trying to save Adlar. The Lusca has the front body of a shark and the bottom half of a giant octopus. The water level is uneven in the area and the Lusca will not be able to use its whirlpool power.

Lusca

STR 65 CON 35 SIZ 55 INT 4
POW 10 DEX 14 APP- EDU -

Move: swim at 30

Hit Points: 45

Damage Bonus: +6D6

Armor: 3 points of scaly hide

Attacks: Tentacle 65%, 1D6 + db

Skills: Dodge 25%, Grapple 75%, Sense 65%, Spot 55%.

POWERS:

Whirlpool: creates a whirlpool of STR 24 and 15 yards in diameter. Any caught in the pool must contest their STR vs. the whirlpool's STR. Those who fail are sucked under and begin drowning as per page 218 of the BRP core book, and can be attacked by the Lusca's bite.

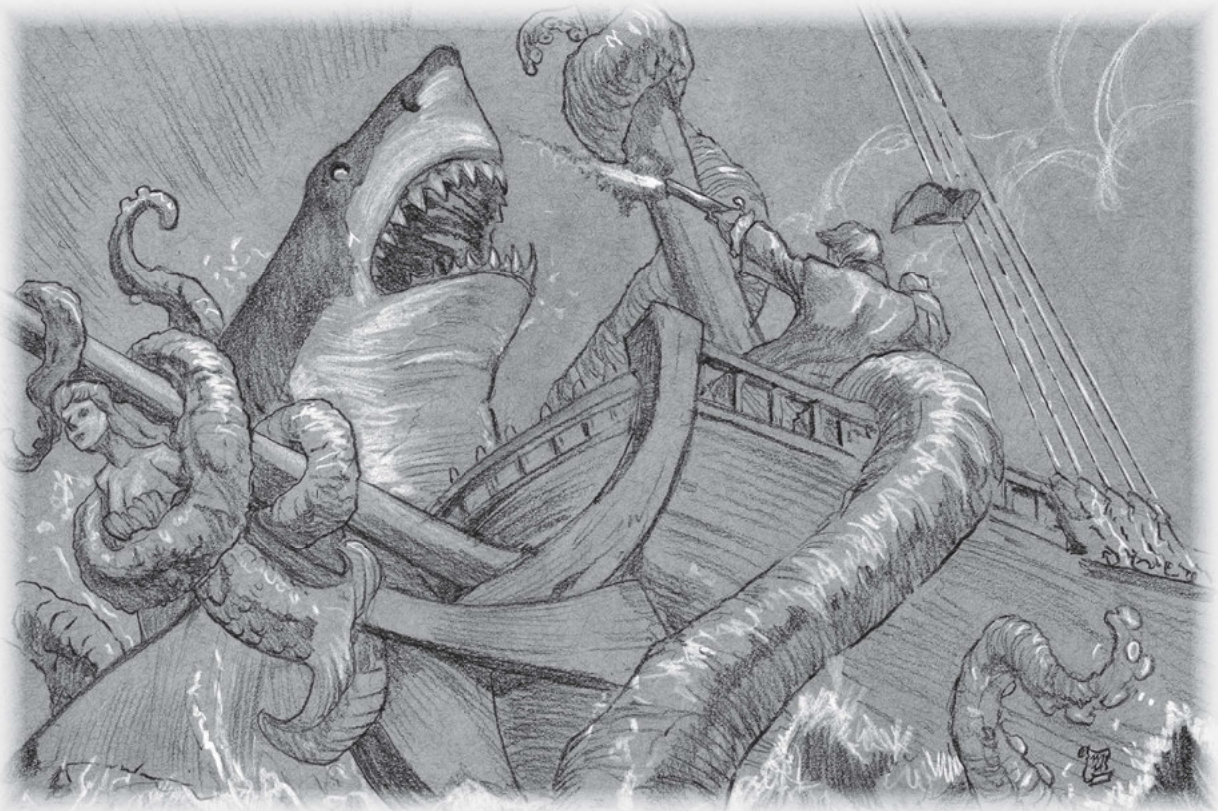
SAN Loss: 1D4/1D6.

Ship Damage from Attacks:

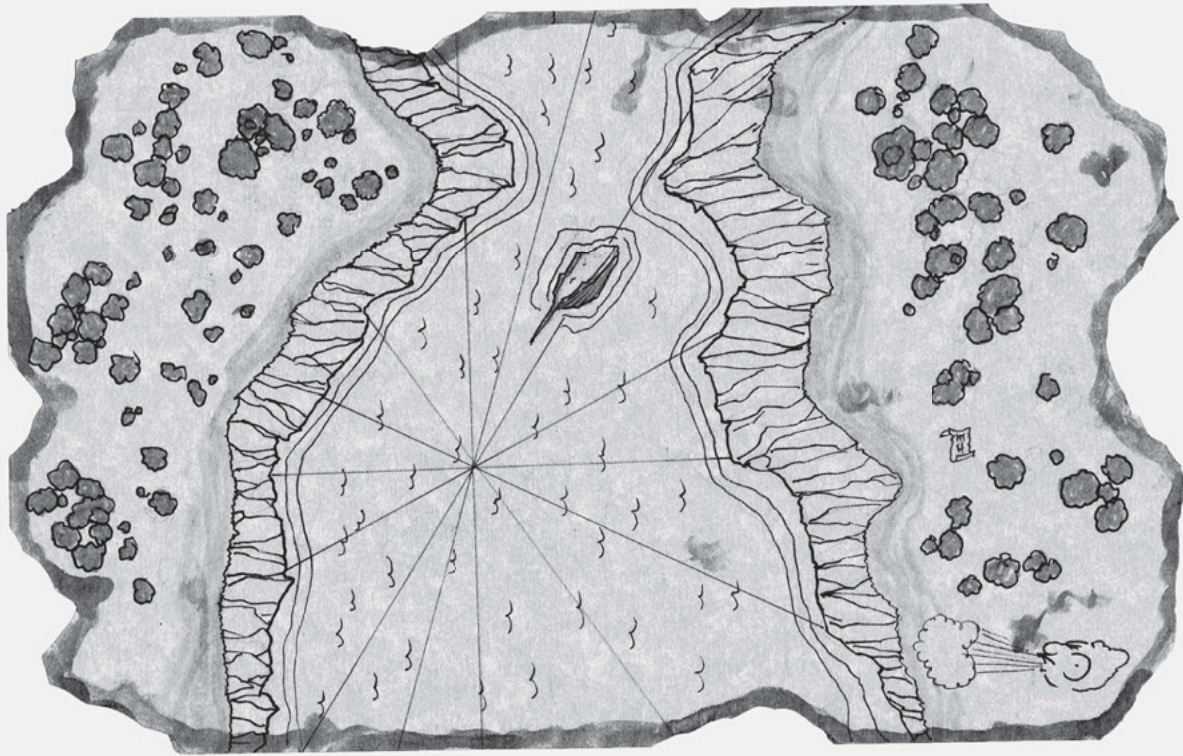
Tentacles 1D6 (may only attack crew or rigging)

Bite 4D6 (may only attack hull).

Speed Factor: 2/6/9.



The lusca attacks!



Banshee Point

The Wolves' Pivot

The Wolves' Pivot is the bay area at the rim of El Lobo Ciego Island. A **Knowledge** (Pirate Lore or anything similar) roll reveals that El Lobo Ciego Island is believed to be haunted and pirates that go there never return (Jacques Lehman is aware of this tale). There are two ships in the bay. One of the ships is the badly damaged Dutch merchant ship, the *Koning van de Zee*, and the other is *Hell's Trident*, Wild Anne's pirate ship.

Wild Anne fires a warning shot as the PCs' ship approaches the bay. She is willing to negotiate on the *Koning van de Zee* only to see if Joos is on board and then will attempt to capture or kill her. She will keep the *Hell's Trident* close to the *Koning van de Zee*, as it provides cover since it is immobile yet has working cannons. If the PCs have help such as the *Harbinger* or the *Xandra*, then she will try to maneuver to have one ship block the other ship's firing arc while keeping the opponent's ship in range of the *Koning van de Zee*.

A man with a burlap sack over his head is bound to the mast of *Koning van de Zee*. He is dressed in the same attire that Espen Ring, Joos's true love, was wearing before he was captured. The man tied to the mast is actually another Dutch sailor, Ambrosius, who is meant to look like Espen. The burlap bag is required to hide his

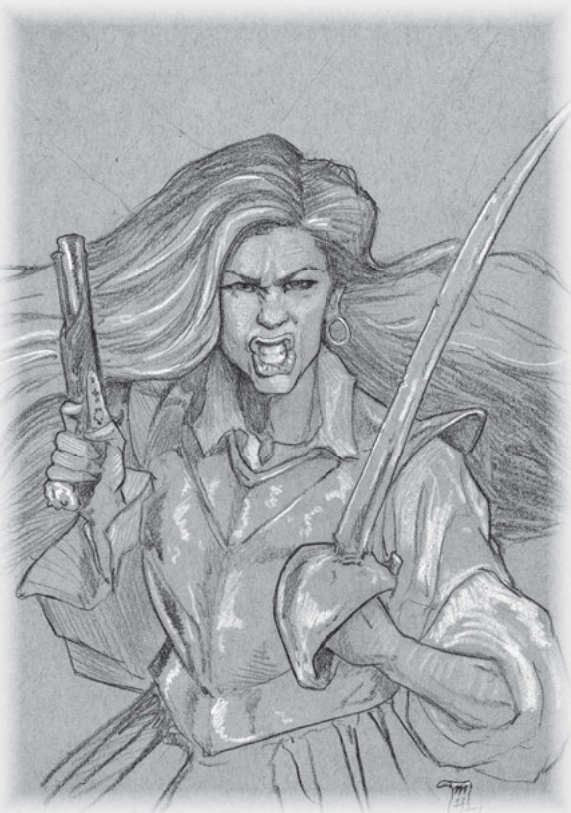
identity, because Ambrosius's hair is blond and Espen's is jet black (aside from obvious differences in facial features). A map to find Espen and the Dutch gold treasure has been imprinted as a tattoo on Ambrosius's back. Wild Anne is using Ambrosius as a decoy to get Joos to come to the ship. Once Joos sees the man tied to the mast, she does anything to save him, telling the PCs that he is the man who knows where the gold is hidden (despite the fact she doesn't really know. She is only saying it to get the PCs to save him, at all cost).

Wild Anne's first mate, Blue Thomas, is on the *Koning van de Zee* to direct the rabble to capture Joos, and to handle any combat directions when Wild Anne is not around. Blue Thomas is instructed to kill Ambrosius on the mast before Joos can reach him (conveniently leaving the body for the PCs to find the clue on his back no matter the possible outcome). Blue Thomas and the rabble are under the spell of the Queen Nari'th to follow Wild Anne's direction.

If Wild Anne captures Joos and any of the PCs, she takes them to the mermaid Aeoa (aye-oh-ahh), who is hiding in an old temple ruin within a watery cavern on El Lobo Ciego Island.



What be th' fate o' this pirate?



Wild Anne

Koning van de Zee Dutch Treasure Galleon

Draught: 16'
 Beam: 20'
 Length: 40yds
 Tonnage: 1,000 tons
 Cargo: 550 tons of tobacco
 Crew: 110 (treat as rabble with 1 wound; morale 80%)
 Hull Points: 32
 Rigging Points: 41
 Flotation Points: 15
 Base Speed: 0 knots
 Bow: 0
 Bow Quarter: 0
 Amidships: 0
 Aft Quarter: 0
 Aft: 0
 Armament: 10x18pdrs in two broadsides (Gun Deck), 9x10pdrs in two broadsides (Main Deck), 6 x 6pdrs in two broadsides (Quarter Deck), 1x14pdrs Stern chasers, 6x3pdrs Swivel guns. The listed composition of armaments is for those that are functioning and not lost in the previous battles.

*Ship is stranded on rocks and cannot move.

HIT LOCATIONS

1-3 AFT RIGGING	4-7 MID RIGGING	8-10 FORE RIGGING
1-5 Rigging Points	1-5 Rigging Points	1-5 Rigging Points
6-9 Rigging Section	6-9 Rigging Section	6-9 Rigging Section
10 Damage Control Section	10 Damage Control Section	10 Damage Control Section
1-3 AFT HULL	4-7 MID HULL	8-10 FORE HULL
1-3 hull Points	1-3 Hull Points	1-5 Hull Points
4-8 Quarterdeck	4-6 Gun Deck 7-8 Main Deck	6-10 Hold
9 Damage Control Section	9 Damage Control Section	
10 Hold	10 Hold	

Wolves' Pivot



Hell's Trident

Ship of the Line, 2nd Rate

Daft: 20'
 Beam: 50'
 Length: 59yds
 Tonnage: 1,930 tons
 Cargo: 315 tons
 Crew: 250 (treat as rabble with 1 wound; morale 80%)
 Hull Points: 180
 Rigging Points: 110
 Flotation Points: 170
 Base Speed: 6 knots
 Bow: 3
 Bow Quarter: 4
 Amidships: 4
 Aft Quarter: 6
 Aft: 5
 Armament: 28x32pdrs in two broadsides (Lower Gun Deck), 30x12pdrs in two broadsides (Upper Gun Deck), 30 x 9pdrs in two broadsides (Middle Gun Deck), 2x6pdrs (Bow Chasers).

HIT LOCATIONS

1-3 AFT RIGGING	4-7 MID RIGGING	8-10 FORE RIGGING
1-5 Rigging Points	1-5 Rigging Points	1-5 Rigging Points
6-8 Rigging Section	6-8 Rigging Section	6-8 Rigging Section
9 Boarding section	9 Boarding section	9 Boarding section
10 Damage Control Section	10 Damage Control Section	10 Damage Control Section
1-3 Aft Hull	4-7 Mid Hull	8-10 Fore Hull
1-3 HULL POINTS	1-3 HULL POINTS	1-3 HULL POINTS
4 Quarter deck gun section	4 Upper Deck Gun Section	4 Upper Deck Section
5 Quarter deck gun section	5 Middle deck gun section	5 Middle deck gun section
6 Middle deck gun section	6 Lower deck gun section	6 Lower deck gun section
7 Lower deck gun section	7-8 Boarders Section	7 Bow chaser section
8 Stern Chaser Section	9 Damage Control Section	8 Boarders section
9 Boarders section	10 Hold	9 Damage Control Section
10 Quarterdeck		10 Hold
11 Damage Control Section		

Pirate Captain "Wild Anne" Blanchard

"Blue, bring her to me and kill the rest...no...except that one over there. I wish to eat the flesh off that one, alive, and drown my thoughts in blood. Oh, imagine the scream in falsetto to an anguishing libretto."

She is a bold woman in a suit of armor that gives her a larger than life appearance, with her blonde-green hair draped over her like a regal coat. She serves Queen Nari'th, but unlike her men who have become beguiled, corrupted minions, she is free thinking and immune to the queen's charms. Instead Wild Anne does the queen's bidding because she believes she will be granted the immortal life of a mermaid if she does enough favors. She has started to kill and feed on men, like the mermaids do. As a token, to string Anne along, Queen Nari'th has granted her powers to breathe underwater and summon a pet Lusca, but has no intentions of making her a mermaid. After all, humans are disgusting.

STR 16 CON 15 SIZ 11 INT 16
POW 14 DEX 10 APP15 EDU 13

Move: 10

Hit Points: 13

SAN: 70

Reputation: 78%

Damage Bonus: +1D4

Armor: 8 Lobster Suit

Attacks: x2 Boarding Pistols 63%, 1D8+1 (impaling), Cutlass 75%, 1D8+1+db (impaling).

Skills: Bargain 50%, Brawl 62%, Command 85%, Dodge 50%, Etiquette (Pirate) 58%, Hide 55%, Knowledge (Region:Devil's Hammer), Language (Creole) 55%, Language (English) 85%, Language (French) 34%, Navigate 59%, Pilot (Ship) 63%, Seamanship 75%, Spot 50%, Status 66%, Strategy 55%.

POWERS:

Stunts: Countenance like the Devil, Fleche, Hardy, Pistol Proof, Riposte, With a Pistol in Each Hand.

Summon Lusca: Once a day she may call for her pet Lusca if the PCs have not killed it at Banshee Point.

Breathe Underwater: She has the ability to breathe water like it was air.

Equipment: Lobster Suit armor uniform, leather bandolier across chest to hold pistols and a cutlass.

Blue Thomas- Beguiled First Mate of Hell's Trident

"As you wish."

Blue—like the rest of the crew—is beguiled to follow Wild Anne's orders to the letter as the result of meeting Queen Na'rith.

STR 12 CON 15 SIZ 15 INT 11
POW 10 DEX 14 APP16 EDU 11

Move: 10

Hit Points: 15

SAN: 37 (He has met the mermaids, the Lusca, and Queen Nari'th)

Reputation: 31%

Damage Bonus: +1D4

Armor: none

Attacks: Boarding Pistol 47%, 1D8+1 (impaling), Cutlass 75%, 1D8+1+db (bleeding).

Skills: Bargain 40%, Command 30%, Dodge 30%, Etiquette (Pirate) 35%, Fast Talk 45%, Hide 65%, Language (Creole) 89%, Language (Spanish) 33%, Pilot (Ship) 42%, Spot 40%, Status 22%, Stealth 60%, Strategy 24%.

POWERS:

Stunts: Deadly Aim, Follow Me Lads!, Keep Going, Natural Athlete, Sail Riding.

Equipment: Flashy black outfit, cutlass, and a boarding pistol.

The Wild Anne's Rabble (on Hell's Trident and Koning van de Zee)

There are 150 men on each ship performing various duties and they are treated as rabble during combat with only 1 wound capacity. Their current morale is 70%.

STR 14 CON 15 SIZ 13 INT 11
POW 10 DEX 12 APP13 EDU 7

Move: 10

Hit Points: 14

SAN: 30

Damage Bonus: +1D4

Armor: none

Attacks: Musket 45%, 1D10+4, Grenadoe 55%, Boarding Pike 30%, 1D10+1 Boarding Axe 35%, 1D8+2



Unfortunate meeting with a chupacabra

Skills: Artillery 40%, Brawl 50%, Climb, Craft (Carpentry) 50%, Dodge 50%, Fine Manipulation 35%, Grapple 50%, Jump 50%, Knowledge (Region: Devil's Hammer) 50%, Language (Creole) 50%, Sense 50%, Spot 50%, Swim 50%, Throw 50%.

AMBROSIUS- MAN TIED TO THE MAST

STR 14 CON 11 SIZ 12 INT 11
POW 10 DEX 12 APP 13 EDU 7

Move: 10

Hit Points: 12

SAN: 50

Damage Bonus: +1D4

Armor: none

Attacks: Musket 45%, 1D10+4,
Grenadoe 55%,
Boarding Pike 30%, 1D10+1,
Boarding Axe 35%, 1D8+2

Skills: Artillery 35%, Brawl 35%, Climb 50%, Craft (Carpentry) 50%, Dodge 50%, Fine Manipulation 50%, Grapple 50%, Jump 50%, Knowledge (Dutch Mercantile) 50%, Language (Creole) 31% (Dutch) 67%, Sense 55%, Spot 55%, Swim 50%, Throw 50%.

El Lobo Ciego Island

The island is fairly rocky with a forest cover. A dormant volcano sits on the far horizon. There is

a path through the forest but there are creatures that lurk in the dark waiting to pick off stragglers in the group: the Chupacabra. The Chupacabra will look for individuals alone or in the back of a group to pick off. There are three of them and they are hungry. They are one of the reasons for the stories about the island being haunted.

CHUPACABRA

STR 15 CON 14 SIZ 5 INT 6
POW 10 DEX 16 APP - EDU -

Move: 12

Hit Points: 10

Damage Bonus: none

Armor: 2-point scaly hide

Attacks: Claw 40%, 1D6 +1, Bite 45%, 1D6+1+blood drain (see below)

Skills: Climb 65%, Dodge 45%, Hide 65%, Jump 75%, Listen 75%, Sense 65%, Sleight of Hand 55%, Spot 90%, Stealth 55%, Swim 45%, Track 80%.

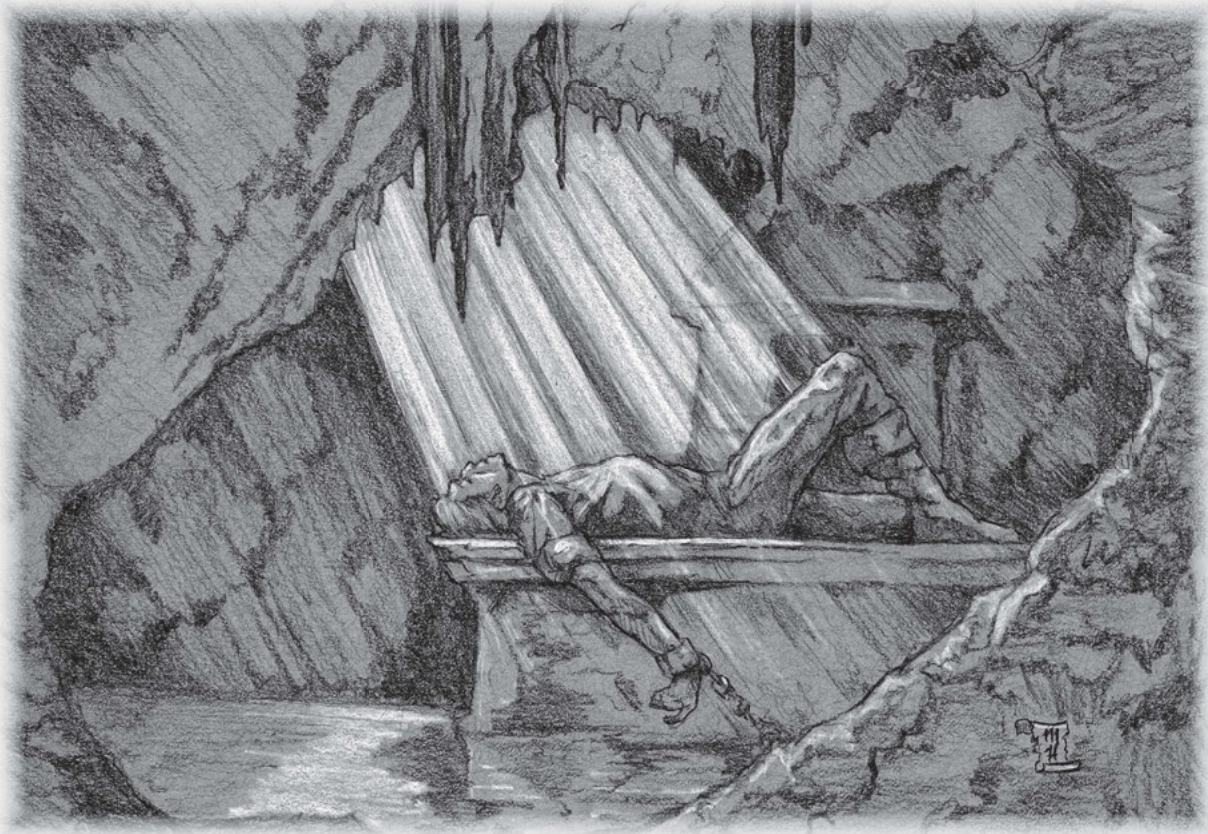
POWERS:

Blood Drain: If a Chupacabra gets a Special success on its bite attack, it drains blood from the target. The target loses an additional 1D6 HP and 1D6 CON. Wounds seep blood at a rate of 1 HP per round.

SAN Loss: 1/1D4.

Temple of the Mermaid Queen

Deep in the forest is a cave that leads into a cavern of ocean water coming from old volcanic lava tube vents. At the center, where the water meets the cavernous floor, is a stone temple altar. This is the Temple of the Mermaid Queen. Espen Ring lies, bound prone by chains. On the water side is the mermaid Aea, waiting for Joos to arrive. If given a chance she will offer Joos the choice to return to the mermaid fold as a shamed disobedient child or have her love drowned. To return to the watery world, Joos needs to kill a mortal by drowning him in the water and then eat him. If she rebukes the offer—or if a PC intercedes before the offer—then Aea will command a Giant Crab to attack. The crab is fairly instinct-driven and will chase after characters if they run. Aea will start to sing and lure men to die to protect her. The Giant Crab will recoil and retreat if it suffers more than 25 hit points of damage. At the bottom of the cavern



Espen Ring, captive of the mermaids

pool is the gold treasure from the Dutch Ships. About 23,000 pieces of gold in 5 wooden chests.

GIANT CRAB

STR 25 CON 20 SIZ 50 INT 1
POW 10 DEX 10 APP - EDU -

Move: swim at 8, crawl at 4

Hit Points: 35

Damage Bonus: +4D6

Armor: 15-point Hard Shell

Attacks: Claw 55%, 1D8 + db (crushing)

Skills: Dodge 25%, Listen 25%, Sense 65%, Spot 55%.

SAN Loss: 1/1D4

Ship Damage from attacks: Claw 2D6 (may attack hull, rigging or crew)

Speed Factor: 1/4/8.

AEOA- MERMAID

STR 12 CON 12 SIZ 12 INT 15
POW 15 DEX 14 APP 18 EDU 6

Move: swim at 15

Hit Points: 12

Damage Bonus: none

Armor: 1-point scaly-skinned abdomen and tail

Attacks: Fist 45%, 1D3 + db (crushing)

Skills: Bargain 45%, Brawl 45%, Dodge 55%, Fast Talk 65%, Grapple 65%, Insight 45%, Knowledge (Region: Devil's Hammer) 55%, Knowledge (Occult) 35%, Language (Any Human) 55%, Listen 65%, Navigate 55%, Perform (Song) 65%, Persuade 65%, Sense 35%, Spot 55%, Status 45%, Stealth 45%.

POWERS:

Call Lusca: AeoA cannot use this power in the cavern because the vent tunnel is too small. The Giant Crab made its way to this location by land.

Feed: A mermaid in feeding form can grapple a target. Once the target is restrained, the mermaid begins eating the target's flesh. In addition to normal damage from the mermaid's bite, the target temporarily loses 1D6 CON and 1D6 PP. The mermaid adds the CON and PP of her victim to her own. A mermaid whose CON or PP is increased beyond normal level by feeding loses the excess at a rate of one point from each per moonrise, until they return to their normal maximums. Mermaids may recover spent PP by feeding in this way.

Siren's Song: A mermaid can spend 3 PP to force all males within hearing to contest POW vs. POW. If the mermaid wins, the target is Enchanted by the mermaid. Enchanted targets try to reach the mermaid, diving into the water and fighting friends

Tales From Dead Men

if necessary. Once in the mermaid's clutches, the enchanted victim serves the mermaid as he would his best friend or true love. The enchanted victim may make another POW vs. POW roll if the mermaid attacks him or assumes her feeding form in his presence, or every full moon following this enchantment.

Sorcery: This mermaid does not know any spells.

Transform (Feeding Form): The mermaid spends 1 PP to switch from her normal form to her feeding form. In her feeding form her skin becomes tougher and scallier, her hair shortens and stiffens into spines running from her forehead down her back, and she grows sharp talons and long fangs. These changes give the mermaid 2 points of armor to all locations and the following attacks: Claw 55%, 1D6 (bleeding) and Bite 45%, 1D4 (bleeding). She is unable to perform a Siren's Call, or Call Lusca. Her APP drops to 7.

Transform (Haunt Form): A few (25%) mermaids are capable of changing into a spectral human female. In this form, their lower body splits into two legs, allowing them to walk on land. The mermaid is insubstantial in this form (though she might appear solid in poor lighting) and can pass through solid objects. A mermaid in haunt form feeds by invading the dreams of sleeping men. With a successful POW vs. POW contest, the mermaid drains 1D6 CON and 1D6 PP from the victim. A victim is paralyzed

while being fed upon, and wakes up with unexplained claw and bite marks (and the memory of a very seductive dream). A mermaid whose CON or PP total is increased beyond their normal level by feeding loses the excess at a rate of one point from each per moonrise, until they return to their normal maximums. Mermaids can recover spent PP by feeding in this form.

Transform (Human Form): A small percentage of mermaids (less than 25%) can spend 1 PP to alter their lower body into that of a human female. In appearance and beauty, the lower body matches the upper. To assume the feeding form, the mermaid must first transform into her normal half-fish form, costing an additional PP. Some rare mermaids who can assume human form can also assume Haunt form.

SAN Loss: 0/1D2 in normal form, 1D4/1D6 in feeding form.

Equipment: none, though some have been known to fancy trinkets and jewelry.

ESPEN RING- BOUND DUTCH SAILOR

STR 14 CON 11 SIZ 12 INT 11
POW 10 DEX 12 APP18 EDU 7

Move: 10

Hit Points: 12

SAN: 50

Damage Bonus: +1D4



It be a dangerous life at sea

Armor: none

Attacks: Musket 45%, 1D10+4,
Grenadoe 55%,
Boarding Pike 30%, 1D10+1,
Boarding Axe 35%, 1D8+2

Skills: Artillery 35%, Brawl 35%, Climb 50%, Craft (Carpentry) 50%, Dodge 50%, Fine Manipulation 50%, Grapple 50%, Jump 50%, Knowledge (Dutch Mercantile) 50%, Language (Creole) 31%, Language (Dutch) 67%, Sense 55%, Spot 55%, Swim 50%, Throw 50%.

If the PCs get the upper hand in the situation then Aeo will flee down through the cavern vent and into the ocean. She is a servant of Queen Nari'th and will return to her with the bad news. Players can be rewarded with 2D4 SAN for collecting the gold and saving Espen. .

Pre-Generated Characters

The Exquisite Entropy - Ship of the Line, 2rd Rate

Daft	20'
Beam:	50'
Length	59yds
Tonnage	1,930 tons
Cargo:	315 tons
Crew	250 (treat as rabble with 2 wounds; morale 90%)
Hull Points	180
Rigging Points	110
Flotation Points	170
Base Speed	6 knots
Bow	3
Bow Quarter	4
Amidships	4
Aft Quarter	6
Aft	5
Armament	28x32pdrs in two broadsides (Lower Gun Deck), 30x12pdrs in two broadsides (Upper Gun Deck), 30 x 12pdrs in two broadsides (Middle Gun Deck), 2x6pdrs (Bow Chasers).

HIT LOCATIONS

1-3 AFT RIGGING	4-7 MID RIGGING	8-10 FORE RIGGING
1-5 Rigging Points	1-5 Rigging Points	1-5 Rigging Points
6-8 Rigging Section	6-8 Rigging Section	6-8 Rigging Section
9 Boarding section	9 Boarding section	9 Boarding section
10 Damage Control Section	10 Damage Control Section	10 Damage Control Section
1-3 AFT HULL	4-7 MID HULL	8-10 FORE HULL
1-3 hull Points	1-3 Hull Points	1-3 Hull Points
4 Quarter deck gun section	4 Upper Deck Gun Section	4 Upper Deck Section
5 Quarter deck gun section	5 Middle deck gun section	5 Middle deck gun section
6 Middle deck gun section	6 Lower deck gun section	6 Lower deck gun section
7 Lower deck gun section	7-8 Boarders Section	7 Bow chaser section
8 Stern Chaser Section	9 Damage Control Section	8 Boarders section
9 Boarders section	10 Hold	9 Damage Control Section
10 Quarterdeck		10 Hold
11 Damage Control Section		

The Exquisite Entropy

Originally an English warship built twenty years ago for service with the royal navy. A notorious history of poor leadership led the crew to mutiny and became pirates. The captain of the Exquisite Entropy is named Captain Ophelia Lorry. She is commonly referred to as the Dread Captain O by those who know her exploits. Captain O keeps the ship in good working order and has proven the ship to be potent enough to take on any vessel or town for plunder. At the start of the adventure the Exquisite Entropy looted a small Spanish colony in South America and is being chased by the Spanish fleet. The ship holds 250 of the best sailors to have ever sailed the seven seas.

Tales From Dead Men

PIRATES OF THE EXQUISITE ENTROPY - ELITE PIRATES

STR 14 CON 14 SIZ 13 INT 11
POW 12 DEX 12 APP12 EDU 9

Move: 10

Hit Points: 14

SAN: 60

Damage Bonus: +1D4

Armor: none

Attacks: Musket 75%, 1D10+4,
Grenadoe 75%,
Boarding Pike 50%, 1D10+1
Boarding Axe 75%, 1D8+2;
Cutlass 75%, 1D8+1+db (impaling)

Skills: Artillery 65%, Brawl 35%, Climb 50%, Craft (Carpentry) 70%, Dodge 50%, Fine Manipulation 50%, Grapple 50%, Jump 50%, Knowledge (British Navy) 60%, Knowledge (Region: Devil's Hammer) 55%, Language (Creole) 41%, Language (English) 74%, Sense 55%, Spot 55%, Swim 50%, Throw 50%.

Captain Ophelia Lorry

Years ago she was the first mate on the pirate ship, *The Exquisite Entropy*, when it was captured and destroyed by the British fleet. While she was onboard one of the naval vessels there was a mutiny. The sailors that took over the ship were

Captain Ophelia Lorry



now renegades from the British Empire and those that chose sides with the captain were stranded on an island. The ship was left to drift, aimless, across the sea because none of the sailors knew of friendly ports that would take them. It was during this time that Ophelia began to gain the trust of the crew and guided them to the Bed of the Black Cat. She taught the sailors how to pirate the open waters and the rules of the Brethren of the Coast.

When the ship reorganized and elected positions for the ship it was only natural that Ophelia Lorry take the post of captain. From then on she was known as Captain O. As tribute to her old ship, and the chaos that came from the mutiny, the ship was renamed *The Exquisite Entropy*.

CAPTAIN OPHELIA LORRY (CAPTAIN 'O') - CAPTAIN OF THE EXQUISITE ENTROPY

*"Arrgh, this ain't a moral issue. It's our life.
A wicked life of gold, grog and guns."*

STR 14 CON 16 SIZ 15 INT 18
POW 14 DEX 11 APP13 EDU 11

Move: 10

Hit Points: 16

SAN: 70

Reputation: 70%

Damage Bonus: +1D4

Armor: none

Attacks: Pistol 70%, 1D6+1 (impaling),
Musket 75%, 1D10+4,
Grenadoe 75%,
Boarding Pike 50%, 1D10+1,
Boarding Axe 55%, 1D8+2;
Cutlass 80%, 1D8+1+db (impaling)

Skills: Artillery 45%, Brawl 45%, Climb 77%, Craft (Carpentry) 70%, Dodge 63%, Etiquette (Pirate) 58%, Fine Manipulation 52%, Gaming 56%, Grapple 50%, Jump 50%, Knowledge (Region: Caribbean) 52%, Knowledge (Region: Devil's Hammer) 90%, Knowledge (Pirate Lore) 35%, Language (Creole) 71%, Language (English) 44%, Listen 45%, Navigate 74%, Pilot (Ship) 55%, Seamanship 90%, Sense 35%, Sleight of Hand 30%, Spot 55%, Strategy 63%.

POWERS:

Stunts: Brilliant Plan, Deadly Duelist, Follow Me Lads!, For the Ship, It's Just a Flesh Wound, That Wasn't So Bad.

Equipment: Fancy sailor's clothes, cutlass, brace of pistols, and a human skull dangling from her belt.

Wealth: Affluent.



Barnaby Ellis

Barnaby Ellis- English Quartermaster

*"Honor is a word spoken with conviction
and defined by action."*

Barnaby appears as a short squat-looking man with a keen sense of duty to the ship and to the crew of *The Exquisite Entropy*. He comes from a long line of officers who served the British Navy. Growing up he understood the meaning of being an officer and the honor that follows serving King and Country. He was emotionally broken by the unsavory disrespect that the previous captain had for all the things he cared about. He joined the mutiny to bring a reckoning to the Captain. Now as a pirate he still believes he serves the British Empire by attacking and looting those that would oppose the commonwealth, such as Spain.

BARNABY ELLIS

STR 13 CON 16 SIZ 10 INT 12
POW 15 DEX 15 APP 10 EDU 15

Move: 10

Hit Points: 13

SAN: 75

Reputation: 55%

Damage Bonus: 0

Armor: 6 Cuirass (Chest, Abdomen), 6 Helmet (head only).

Attacks: Pistol 55%, 1D6+1 (impaling);
Cutlass 60%, 1D8+1+db (impaling)

Skills: Climb 75%, Command 40%, Etiquette (Pirate) 58%, Etiquette (Cultured) 55%, Knowledge (Region: Devil's Hammer) 40%, Language (Creole) 36%, Language (English) 64%, Listen 55%, Navigate 85%, Perform (Sea Shanties) 35%, Pilot (Ship) 65%, Seamanship 90%, Spot 95%, Status 25%.

POWERS:

Stunts: Corps a Corps, Flashing Blades, Florentine, Riposte, With a Pistol in Each Hand.

Equipment: Fancy sailor's clothes covered by a cuirass and metal helmet, cutlass, brace of pistols, and a parrot.

Wealth: Average.

Helen Borden-

The Exquisite Entropy Resident Bokor

"Constant Vigilance!"

Helen is a woman with sharp facial features and long flowing black hair. She dresses in a nun's black habit but is far from being celibate. She stares into unseen worlds with devilish blue eyes and drags a cutlass underneath her robe. She was



Helen Borden

Tales From Dead Men

originally from America but was washed ashore to the Devil's Hammer by a horrible storm that cap-sized her ship. She lived a mysterious life on the islands of the Devil's Hammer before walking into the Bed of the Black Cat covered in an arrangement of flowers. Some say she is crazy. Some say she communes with the island gods to stay alive. Some say she is a ghost. If you ask her she will say it is all true and then laugh, snorting loudly through her nose.

Helen rides with *The Exquisite Entropy* because her seashell conch had told her the path to adventure was to be found there. Most of the crew try to ignore her because she is very creepy to be around but they cannot deny the luck she brings to the ship. She remembers growing up in New Orleans but cannot remember her time stranded on the Devil's Hammer islands. She recalls being taught rituals by the trees and crabs on the beach to survive but that just seems like a blurry dream.

HELEN BORDEN

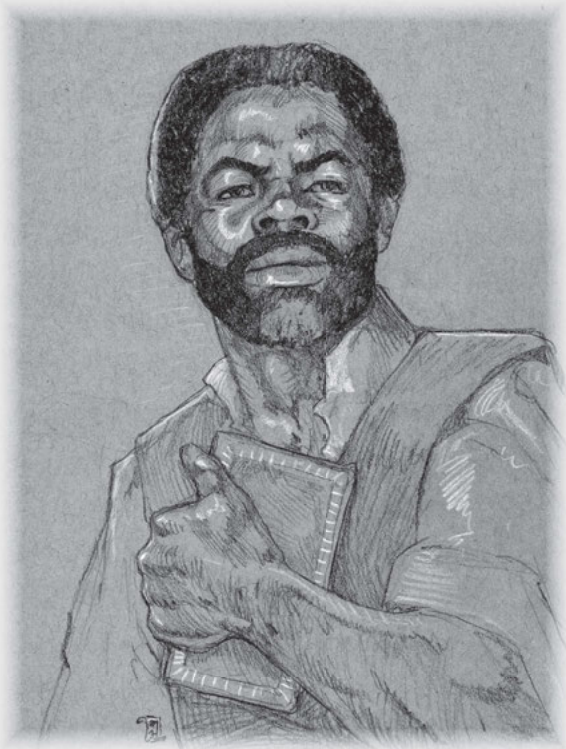
STR 11 CON 10 SIZ 9 INT 15
POW 17 DEX 16 APP 12 EDU 13

Move: 10

Hit Points: 10

SAN: 85

Reputation: 15%



Gilbert Goody

Damage Bonus: 0

Armor: none

Attacks: Cutlass 53%, 1D8+1+db (impaling)

Skills: Dodge 50%, Etiquette (Pirate) 40%, Etiquette (Cultured) 35%, Knowledge (Region: Devil's Hammer) 80%, Knowledge (Pirate Lore) 45%, Language (Creole) 46%, Language (English) 64%, Listen 45%, Perform (Agwe) 66%, Perform (Carrefour) 80%, Persuade 55%, Seamanship 70%, Spot 55%, Status 25%, Swim 70%, Sword 53%.

Powers: Can perform spells associated with Agwe and Carrefour. Such as Call Fish to Net, Cast of Dice, Curse of Misfortune, Fair or Foul Winds and Frog Lungs.

Equipment: nun's habit, cutlass, ritual tools, an assortment of chicken bones and other strange things (including a fried monkey's paw), and a seashell conch

Wealth: Poor.

Gilbert Goody- Coxswain

"Aye we may be pirates but I have faith that this is the right path for me. The ship will guide me through the dark and into the light. I know Captain O is the Lord's angel sent to us from high above."

A devout religious sailor who had his understanding of faith rewritten by the events that resulted in the mutiny. He sees the military structure of the navy cultivating the evil in men who hold power and sees the brotherhood of the pirates as a kinship towards bringing that evil to a reckoning. The debauchery, looting, and drinking that the pirates do are minor evil to the abuses of power he witnessed done by his previous captain and others in the military. He believes any military or large corporate/mercantile organizations are corrupt and need to be humbled.

He lives by an oath of poverty and chastity. He encourages others to read the Bible and pray but is not overwhelming in his apostatizing.

GILBERT GOODY

STR 11 CON 13 SIZ 14 INT 11
POW 13 DEX 15 APP 16 EDU 14

Move: 10

Hit Points: 14

SAN: 65

Reputation: 30%

Damage Bonus: +1D4

Armor: 0 none

Attacks: Pistol 75%, 1D6+1 (impaling);
Cutlass 50%, 1D8+1+db (impaling)

Skills: Dodge 50%, Etiquette (Pirate) 32%, Etiquette (Cultured) 65%, Knowledge (Region: Devil's Hammer) 45%, Language (Creole) 46%, Language (English) 70%, Listen 55%, Navigate 25%, Pilot (Small Boat) 56%, Spot 65%, Status 15%, Stealth 65%, Throw 70%, Track 35%.

POWERS:

Stunts: Deadly Aim, I'm Not Here, Pistol Proof, Ratline Runner, Sail Riding, Shoulder to Shoulder, Back to Back.

Equipment: Worn sailor's clothes, cutlass, brace of pistols, Bible and cross necklace.

Wealth: Poor.

Sophia "Soaps" Reynolds- Master Gunner

"Fire on my count you scallywags! You are no good to me if you jump the count."

She is a big muscular woman with a scar over where her left eye used to be. She used to sail with Ophelia back when they were very young but got pregnant and had to raise her son on her own.



“Soaps”

Nineteen years later she was recruited by Captain Ophelia to be a pirate once again.

Sophia is the Captain's most trusted confidant and is the master gunner on the ship because, unlike the seasoned navy crew, she knows more about how to disable a ship with her shots than trying to sink one. She is very protective of her son Enoch.

SOPHIA “SOAPS” REYNOLDS

STR 18 CON 16 SIZ 18 INT 12
POW 10 DEX 10 APP10 EDU 11

Move: 10

Hit Points: 17

SAN: 50

Reputation: 50%

Damage Bonus: +1D6

Armor: none

Attacks: Rifle 85%, 1D10+4 (impaling);
Cutlass 60%, 1D8+1+db (impaling)

Skills: Artillery (Naval) 86%, Artillery (Swivel Gun) 65%, Brawl 60%, Command 30%, Craft (Blacksmith) 60%, Dodge 42%, Etiquette (Pirate) 50%, Knowledge (Region: Devil's Hammer) 60%, Knowledge (Pirate Lore) 63%, Language (Creole) 52%, Language (English) 44%, Language (Dutch) 27%, Listen 35%, Repair (Artillery) 60%, Seamanship 50%, Spot 75%, Status 12%.

POWERS:

Stunts: Deadly Aim, Keep Going, Fist like Hams, I Left Part O' Me in Porto Bello, Living Hercules, Mighty Blow.

Equipment: Fancy sailor's clothes, dashing bandana, jewelry, and cutlass.

Wealth: Average.

Enoch Reynolds- Master Carpenter

"She is a good ship. The body bends but never breaks. It sings in the west wind when I treat her right...listen carefully, you can hear her now."

The precocious son of Sophia "Soaps" Reynolds has the gift of fixing ships. He grew up in Bed of the Black Cat repairing the ships that came into the dock and learning from other master carpenters. Having limited resources to work with on the island he became creative with what he had and developed a keen insight into finding novel ways to fix a problem.

Tales From Dead Men

Being the son of Sophia Reynolds has never been easy for Enoch. She can be overprotective and smothering. Enoch wants to be his own man and prove to his mom that he can stand on his own. He never had a father figure in his life and looks to the former British naval officers as role models, especially Barnaby Ellis.

ENOCH REYNOLDS

STR 13 CON 15 SIZ 16 INT 16
POW 14 DEX 13 APP14 EDU 9

Move: 10

Hit Points: 16

SAN: 60

Reputation: 30%

Damage Bonus: +1D4

Armor: none

Attacks: Pistol 55%, 1D6+1 (impaling);
Cutlass 60%, 1D8+1+db (impaling),
Musket 40%, 1D10+4 (impaling)

Skills: Artillery (Naval) 11%, Artillery (Swivel Gun),
Brawl 30%, Craft (Blacksmith) 70%, Craft (Car-
pentry) 80%, Dodge 37%, Etiquette (Pirate) 48%,
Knowledge (Region: Devil's Hammer) 35%, Knowl-
edge (Pirate Lore) 78%, Language (Creole)56%,
Language (English) 34%, Listen 25%, Literacy
(English) 20%, Pilot (Small Boat) 35%, Repair (Na-
val) 90%, Seamanship 60%, Spot 65%, Status 10%,
Swim 40%.

POWERS:

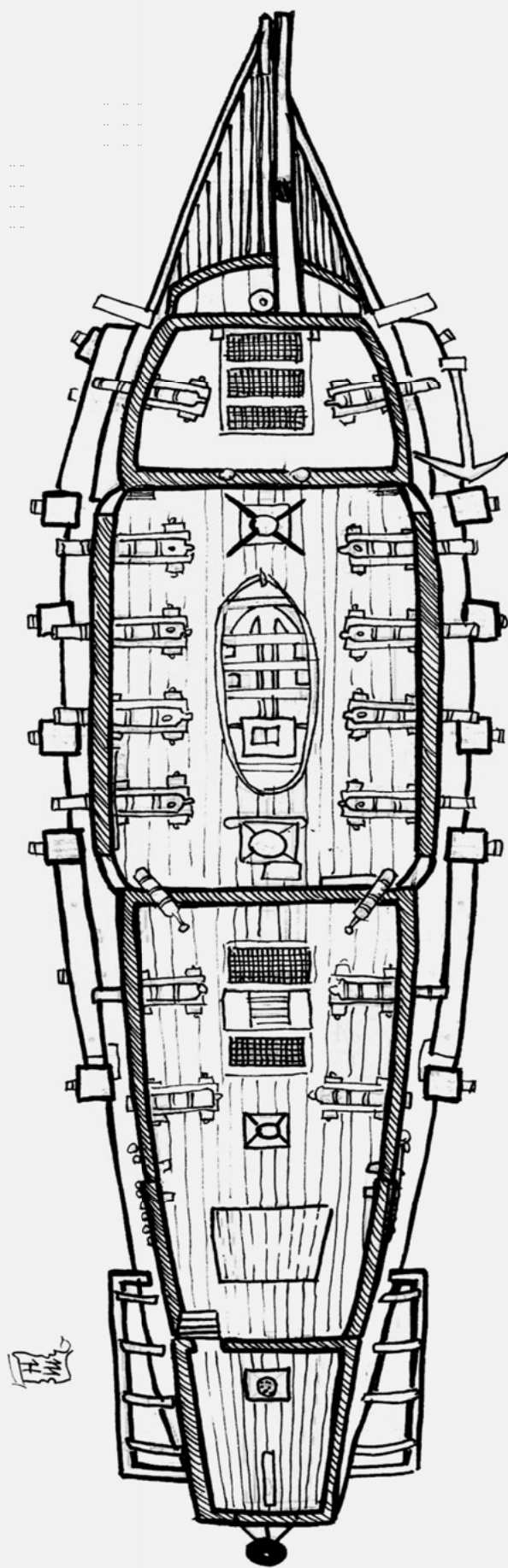
Stunts: Handsomely Now!, I Had that Right Here, Keep
Going, Living Hercules, That Wasn't So Bad.

Equipment: Average sailor's clothes, carpentry tools,
notebook of repairs and modifications, cutlass,
brace of pistols, and a musket.

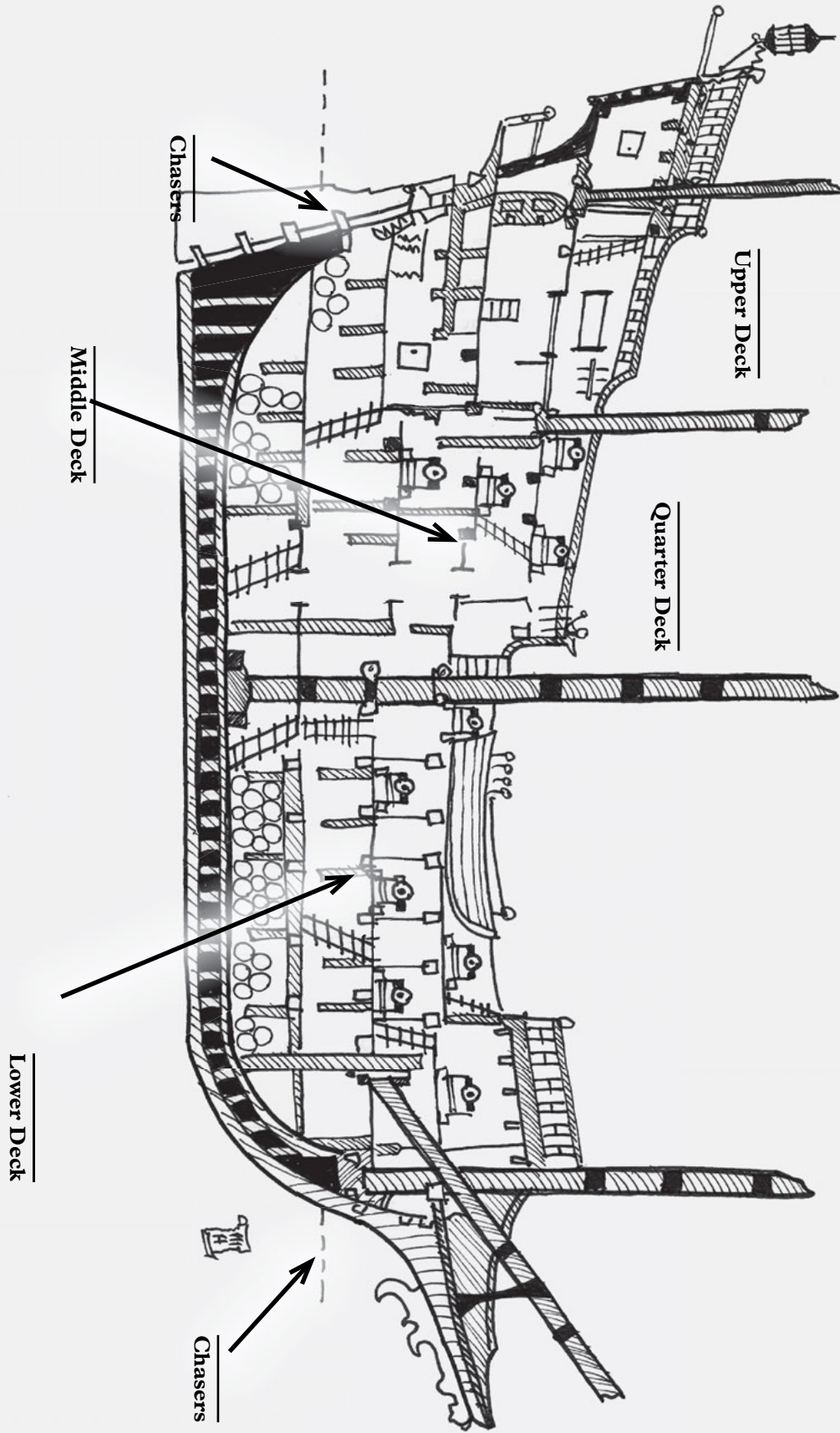
Wealth: Average.

Enoch Reynolds





Handwritten signature or initials.



A Scenario for BRP's *Blood Tide* Setting

Sample Ship Sheet

Armament

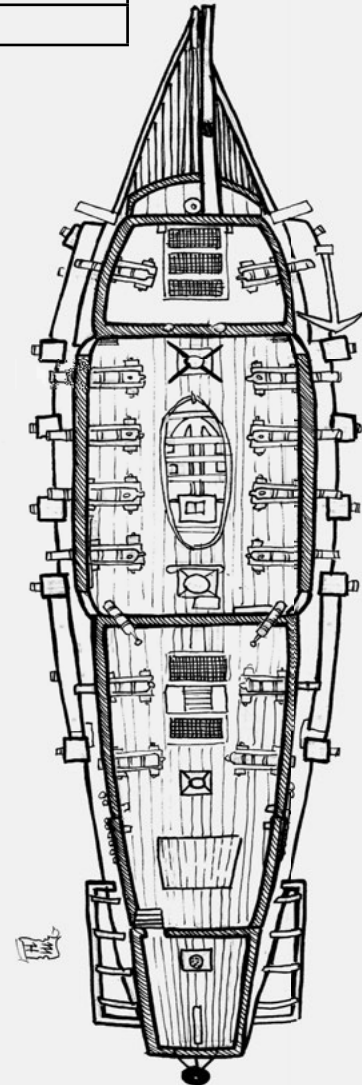
	Fore			Mid			Aft		
	Damage C/H/R	Crew per Broadside	Crew per Gun	C/H/R	Crew per Broadside	Crew per Gun	Damage C/H/R	Crew per Broadside	Crew per Gun
Quarterdeck									
Upper Deck									
Middle Deck									
Lower Deck									
Chasers									

Speed

	Wind Direction				
	Bow	Bow Quarter	Amidships	Aft Quarter	Aft
	Knots/yds.	Knots/yds.	Knots/yds.	Knots/yds.	Knots/yds.
Light					
Normal					
Full					
Reckless					

Hit Locations

1-3 Aft Rigging	4-7 Mid Rigging	8-10 Fore Rigging
1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section	1-5 Rigging Points 6-8 Rigging Section 9 Boarding Section 10 Damage Control Section
1-3 Aft Hull	4-7 Mid Hull	8-10 Fore Hull
1-3 Hull Points 4 Quarter Deck Gun Section 5 Upper Deck Gun Section 6 Middle Deck Gun Section 7 Lower Deck Gun Section 8 Stern Chasers Section 9 Boarders Section 10 Quarterdeck Section 11 Damage Control Section 12 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7-8 Boarders Section 9 Damage Control Section 10 Hold	1-3 Hull Points 4 Upper Deck Gun Section 5 Middle Deck Gun Section 6 Lower Deck Gun Section 7 Bow Chasers Section 8 Boarders Section 9 Damage Control Section 10 Hold



Tales From Dead Men

Ship Modifications

Mod.	Value	PoE	Effect
Add Stern or Bow Chasers	Expensive	500 + the cost of the guns	Add one or two guns at the stern or bow, -5% handling penalty.
More Canvas	Expensive	600	Increase speed by one knot, -5% handling.
Strip for Speed	Expensive	35	Reduce hull points by 5, increase speed by 1 knot.
Reinforced Hull	Expensive	1000	Increase hull points by 10, reduce speed by 1 knot.
Copper Bottoms	Expensive	2000	Increase hull speed by 1 knot, reduce careening.
Smuggler's space	Expensive	300	Gain a hidden section of the hold.

Crew Section

Section	Number Total/25%/50%/75%	Skills	Morale	Officer	Skills