

BLOODY SUNDAY



Does the party need a ship? Gold? Favor with the governor? One Sunday, the party will be blessed, for all of these will be offered to the brave...

PREPARING TO PLAY: When all are gathered to play, and the Players are prepared, begin the adventure by following the steps given below.

Background: The Adventure will begin with your reading the following narrative, thus setting the stage for the adventure that is to follow.

This lovely, seaside village is like a ghost town. The wharf is a tangled forest of masts woven with webs of rigging and reefed sails—no ships sail in, and none are allowed to leave.

The town is being held to ransom by the infamous pirate captain, Duke Norman DeFoe of France. His ship, the Bloody Sunday, is anchored at the harbor-mouth, just floating there like a fortress among a flotsam of smoldering ships, daring other fools to come and challenge him.

Tonight, while the lanterns are dowsed, secret messengers are posting proclamations from the governor himself all through the streets. Written entirely in Latin, they remain a mystery until the dawn's first light paints the streets with renewed color. As Sunday indeed begins, priests read the postings aloud for all who happen by—a bounty of five thousand gold to whoever sneaks out to DeFoe's ship and brings back his head.

Stories of a ship and a sinner: A pirate as famous as DeFoe always has a ship that is equally known and feared, if not more so. By asking around town about their foe, the party can learn by whatever means enough to constitute 3 rolls on the chart below. Re-roll any and all duplicate results.

Legends

Roll	Legend of the Bloody Sunday
10-12	DeFoe keeps treasure hidden from all his men in his private cabin
6-9	DeFoe's crew wearies of this town, and if he is killed, they might very well leave
3-5	DeFoe has very strict articles that forbid every pleasure and vice known to sailors
1-2	DeFoe's prisoners are all given a trial

ASSAULTING THE SHIP: There are countless ways the party may approach or attack the ship, so the following Encounters are provided to detail the more noteworthy areas on the vessel, however they may come into play. Use them when applicable.

The Sunday's strength: The ship of Duke DeFoe is a galleon, crewed by 90 1st Level, 80 2nd Level, 40 5th Level and 20 6th Level men. They run 30 guns, have 80 salvos ready, and under DeFoe's command a +4 bonus to aim them. The ship still has 350 of its 400 Hull Points, and all its men are armed.

The Sunday's captain: The man of Duke DeFoe is a French Pirate Captain of Level 5, who keeps on him at all times a spare longsword and 4 pistols total, so he is a very formidable foe indeed. He is a merciless foe and will never surrender nor ever divulge any information or any confession through being tortured, no matter how badly he is beaten or made to suffer.

1) Sides of the ship

The armored sides of the galleon are stained red with rust and the blood of countless sailors. Like a rampart they are, rising twenty feet out of the water to a crenellated railing. Indeed, it is more like a fortress than a sailing vessel.

The sides of the ship are indeed 20' high, and there is always a lookout with an 8 Intuition. If a raiding party climbs either the anchor-chain or the sterncastle, they will penalize the lookout's Check to spot them by -3, but will themselves have to all make Climbing Checks—climbing the sides of the ship is easy enough and thus requires no roll.

2) Main deck

The cluttered main deck is a picture of organized chaos. There is rigging that makes no sense and serves no function. Then again, on a ship so vast as this, who knows what additional sails are the norm? And large it is, as not one of the crew sleep here, so they must all have quarters below, a blessing for sailors on either side of the law.

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The deck is booby-trapped, so that everyone walking about has a cumulative chance in 12 each Round of springing it—1 in the first Round, 3 the second, 6 the third, and maximizing at 10 every Round thereafter. Once tripped, netting will grab that individual and everyone else who cannot make an Agility Check at a -4 penalty to escape. Once the trap is sprung, 30 Crewmen will arrive after 2 Rounds. If not fought, the Quartermaster, a Creole giant with no teeth and a nose-ring like an ox will hold trial for the captives. Each captive must make a Charisma Check at a -2 penalty to be marooned once they leave the harbor, 8 days from now, that is if they don't starve first in the oubliette-brig, a place where they will receive no water or food of any kind. Those who fail the trial will just be shot where they stand, an automatic hit, and if they are able to actually survive it, **then** they will be cast into the oubliette-brig for the same punishment as those who are 'innocent'.

3) Below decks

The spacious areas below decks are like the dim, smoky common-rooms of countless taverns. Old, stained-glass lanterns hang from the thick beams, swaying slowly with the rocking of the ship. In the midst of piles of sleeping crewmen, a dozen or more are engaged in a game of cards. Their backs are to you. In fact, they seem oblivious to your presence in every way, engaged in cheating each other in every way possible.

These 10 Crewmen are actually feigning to be playing cards (gambling is forbidden in the articles aboard most pirate vessels), so they can use their 'cheating' techniques such as palm-mirrors and just patient guile to wait for the party to do whatever it is they will do, believing themselves sneaky. In the end, unless the party in turn assumes this is an ambush, these men will gain a surprise attack, and thus will gain a free Round on all who fail with an Intuition Check. This skirmish will awaken the rest of the crew after 3 Rounds. Those who are able to avoid this ambush will gain a +4 to their Attack Rolls during the first 1-3 Rounds they fight (rolled individually for each Character), as none of DeFoe's crew will be expecting to be outsmarted.

4) Oubliette-brig

Finding this area of the ship requires a Searching Check, given a bonus by the maximum Shipwright Skill Level one has. Likewise, finding one's way out from this area requires a similar Check. Failure in either case results in running into 1-6 Crewmen.

The oubliette-brig lies deep within a virtual maze of tight, dark passages made by stacks of cargo, rotting netting, and makeshift support beams from repairs of long ago.

Lockpicking Checks suffer a -2 penalty here, due to the complex nature of the oubliette's locks. Those who have been locked in the small brig will have a penalty to all rolls equal to the number of days that they have been cramped in down here, to a maximum of penalty -4.

5) Captain's cabin

Doubledoors open to reveal the spacious cabin of the infamous Duke Norman DeFoe. He is there before you—dead, a skeleton long dried yet still becoming of fear, seated at his table piled with treasure. His cadaverous grin seems to be smiling at you, as if congratulating a raid well done.

The skeleton is a trick meant to distract the party. Everyone who does not immediately avert their gaze will have to make an Intuition Check at a -4 penalty. Those who fail will be ambushed by the 6 Crewmen hiding in secret compartments, who will thus gain a free Round to assail the unaware. If DeFoe himself has not yet been revealed for any reason, he will join the battle as well. Hidden in the skeleton's skull is a cache of 12 jewels.

FINISHING THE ADVENTURE: Bringing back the head or some other proof of DeFoe's death to the governor of the town will earn the promised reward of 5000 in that country's best currency, to be split amongst all who took part in the raid. All found on the ship is for the party to keep. For as their leader is gone, DeFoe's crew will just elect a new commander, who will sail away at once, not having ever liked the idea of the blockade anyway.