

# SIX FINGERED JACK

Should the party be seeking so 'easy' money, in a quiet, seaside town, there is a local legend, a tale of a thief, his ghost, and his treasure . . .

**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.

“Dead men tell no tales . . . but Six Fingered Jack does!” The grizzled old sailor goes on with his fanciful tale about the legendary pirate, buried he says, in the local cemetery. “Wellll . . . what **was** the cemetery. When the rollickin’ wrath o’ the All Too Mighty shook the island, the cemetery, it be drowned. But Heaven don’t care to look upon or count ghosts, ‘specially not them what were no-good pirates in life . . .”

The storyteller has quite a crowd gathered, a throng that would follow him and his every word even as much as they would a prophet of the ‘All Too Mighty’. The sun is shining on the tall palms around you, and blistering on your neck. You decide it’s time to move down the wharf to take care of business.

“ . . . but not before gold is given,” you hear the storyteller continue, “for surely as the graves are still there, just beneath the waves, so too is the treasure buried with old Jack!”

**Legends:** The sunken cemetery has many old tales circulating through the seaside taverns and houses of the elderly. The party can get one roll on the following chart for each Searching Check they can make. Once a Check fails, they can learn no more. Do not re-roll duplicate results, as it reasons that some tales are told more oft than others.

## Legends

Roll	Legend of Six Fingered Jack
10-12	He fancied playing games with his mates
4-9	He was buried in an unmarked grave, one seen only by the light of the rising moon
1-3	He wasn’t named because of his skill as a thief, but he actually had a hand of six

**EXPLORING A WATERY GRAVE:** There are a few different ways the party may try to go about reaching Jack’s grave or recovering his legendary treasure. Use the following Encounters whenever they are applicable.

### 1) Searching town records

If the party seeks records anywhere in town . . .

Several guards approach you, stern looks chiseled into their weathered faces. In short order do they proclaim that they know your business, and that there is a tax on town records—thirty percent of any treasure found by using them. “We will be watching you” they say, and then turn to leave.

If the party disagrees with the guards, they’ll be ordered to leave, and thereafter no town records will be available, as the locals will be too fearful of defying the guards. However, if the terms are accepted, the party will gain +2 on all rolls made for Legends (both the Searching Checks to find the stories and the actual Legends rolls themselves). If it comes to a fight, there are 5 guards issuing this order, and 4 more that will come to back them up after the battle has carried on for 2 Rounds.

### 2) Diving for the dead

If the party dives at the sunken cemetery . . .

The old cemetery lies in only ten feet of crystal clear water off the old docks. Emerald and azure hues glimmer upon the surface. Among the sandy bottom are lumps you know are headstones.

A Searching Check can be (re)made every 1-3 hours, but for no Experience. Each successful roll will find a headstone whose epitaph is still legible. However, only once such a roll is a natural ‘12’ will they find the one reading ‘*Six Fingered Jack*’. Its coffin contains a skeleton, but no treasure. The skeleton has no extra fingers, either. A closer look will find a ring on one finger, with an inscription; ‘*Lucia Tomworthy*’. If the party makes inquiry at the Tomworthy house in town, the master will turn out to be Lucia’s grandson, and will say that their

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family legend beholds that Lucia was in love with Jack and took his grave to prevent defiling of his body. Yet, he clearly knows more. For 10% of the treasure they can make a Charisma Check to learn it, this roll gaining a +1 bonus for every additional 5% they add to the offer, and each increase thus allowing the roll to be re-made. Once successful, he will reveal to them “The rising light of the sun of the pirate-ghost shows the way to his grave...”

### 3) Secrets of the moon

If the party is at the sunken cemetery at dusk...

Floating on the dark water, you ponder the long drowned dead naught but ten feet beneath you. This is an accursed place. The dark, dense palms hiss and sway in the ocean breeze as if they are alive. Soon, the water glimmers silver with the rising moonlight. Climbing out of the sea upon a crag of headland, the pale sun of the spirit-world lingers to watch you through a natural hole.

If the party follows the moonlight on land, it will shine on Jack’s otherwise unfindable grave. It is a collection of stones making a cross, halfway buried in the sands and driftwood. If dug up, the coffin will be filled with 5 treasures; 2 rolls for ‘coins’, 2 for ‘jewels’ and 1 for ‘special treasures’. However, taking any of it causes the ghost of Six Fingered Jack to arise, a Captain who cannot be killed, but will not attack unless a thief flees with his treasure—being a ghost, he can chase in all directions at once. Yet if the party waits, the ghost will ask for “The one treasure” in return, but not saying what it is. He will hold out his six-fingered hand for it. If given the ring of Lucia Tomworthy, he will yield his treasure. If given anything else, he will attack the one who insulted him. Solving this puzzle is worth 35 Experience Points.

**CIRCLE OF BLOOD:** Once the party has gained Jack’s treasure by one means or another, pirates of lesser heart who have been watching from a safe distance will move in to take the booty from the living and killable rather than the dead. Use the following Encounters one and all and in the order that they are presented.

### 4) Pirate ambush

Run this Encounter when the party first leaves the burial site of Six Fingered Jack.

Several men step out of the shadows, as ragged as the dead, but clearly breathing with greed, and with fear. In the pale moonlight, their only color is the unmistakable gleam of gold in their eyes.

These are pirate Crewmen, outnumbering the party by 2, along with their Captain. They will be generous—the party gives over all of the booty of Six Fingered Jack and they are allowed to live. These men were watching from the palm trees and know everything the party took from that grave.

### 5) Taxes of tyranny

Run this Encounter if the party was informed of a ‘tax’ by the guards and tries to leave town without first paying 30% to the governor.

“Halt!” Freshly attired guards approach, thirty in all. “A man for each percentage you owe to His Excellency the Governor” their captain proclaims.

The guards do not expect a fight. If paid the 30% they demand, they will leave. If attacked, all but 10 of them will immediately turn tail and run.

### 6) Return of Six Fingered Jack

Many nights later, you awaken to find a skeletal hand of six fingers in the midst of your clothing.

If carried, when one dies, he will survive, and one skeletal finger will turn to dust. Once all 6 are gone, all who were given life by the hand will grow a sixth finger, and their Luck Score will be reduced to ‘1’...until they lose that cursed hand.

**FINISHING THE ADVENTURE:** Keeping all the treasure of Six Fingered Jack will give 6 Notoriety Points to each Character who helped find it, the minimum increase to one’s Notoriety Score being 2 regardless of his current Level.