

PIRATES ADVENTURE PACK

Version: 3

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Pirates Adventure Pack

Setting Information

- The world is ruled by tide and cannon — a storm-wracked sea of blood, gold, and betrayal where every ship sails on superstition as much as sailcloth.
- The age is the twilight of empire — the late 1600s to early 1700s — when crowns send fleets they cannot control and laws are more rumor than rule.
- The setting is the Caribbean, where jungle-choked islands rise from sapphire waters, forts crumble under the sun, and every cove might hide a rogue fleet or buried sin.
- Power is fractured and volatile — Spanish galleons patrol the trade lanes, English governors whisper to smugglers, and pirate captains carve empires from coral and gunpowder.
- Justice is a matter of aim and timing — courts are bought, navies are stretched thin, and gallows swing heavy with names no one remembers.
- Culture is wild and layered — tongues clash on every dock, drums echo in sugarcane fields, and stolen gods are prayed to under false names.
- Gold is the hunger that drives it all — chests of coin, crates of rum, charts marked with cursed Xs — enough to make a sailor king, or sink him screaming.

- The sea is freedom, but it keeps no promises — only the bold, the cruel, and the damned rise with the tide.

Character Traits

Concepts

1	2	3	4	5	6
1 Weathered Captain	Vengeful Buccaneer	Treasure Hunter	Escaped Convict	Rogue Privateer	Drunken Navigator
2 Exiled Noble	Cunning Cook	Run-away Shipwright	Hardened Gunner	Smiling Smugler	Sharp-Tongued Barkeep
3 Reluctant Mutineer	Survivor of Shipwreck	Greedy Deckhand	Obsessive Cartographer	Freed Bondsman	Cold-Eyed Lookout
4 Former Officer	Quartermaster in Hiding	Duel-Happy Swashbuckler	Bankrupt Merchant	Powder Monkey Veteran	Grizzled Harpooner
5 Island-Trader Scout	Scarred Surgeon	Gambling Addict	Defrocked Missionary	Street-wise Orphan	Cross-Dressed Stow-away
6 Sea-Sonned Pilot	Silver-Tongued Rogue	Hot-headed Gunrunner	Scarred Boatswain	Clucky Veteran Recruit	Boatswain

Skills

	1	2	3	4	5	6
1	Rope-work Mastery	Pistol Accuracy	Commanding Voice	Celestial Navigation	Fast Reload	Dice Hustling
2	Silent Movement	Knife Throwing	Swordsmanship	Reading Charts	Hide in Plain Sight	Storm Sailing
3	Canon Handling	Ship Tactics	Quick Reflexes	Intimidation	Wilderness Survival	Contraband Concealment
4	Map Copying	Multilingual	Bartering	Heavy Lifting	Bluffing	Rig Climbing
5	Sharp Eyes	Rig Repair	Fire Starting	Load Balancing	Fast Talking	Silent Signaling
6	Hold Breath Long	Steady Hand	Sea Shanty Leadership	Improvised Weapons	Spot a Traitor	Hull Patching

Frailties

	1	2	3	4	5	6
1	Hunted by the Navy	Seal Sick in Storms	Haunted by the Past	Ill Reputation	Broken Ribs	Too Trusting

	1	2	3	4	5	6
2	Drunk on Duty	Guilt-Ridden	Crippling Debt	Poor Swimmer	Old Grudge	Disobeys Orders
3	Missing Fingers	Loud Sleeper	Temper Problem	Illiterate	Known Braggart	Limp from Old Wound
4	Fears Firearms	Wanted in Port	Known Cheat	Questionable Loyalty	Reeks of Rum	Speaks Out of Turn
5	Easily Distracted	Heavy Gambler	Prone to Brawls	Voice Carries Too Far	Trouble Holding Tongue	Overconfident
6	Bitter Toward Officers	Jealous of Others	Unreliable Memory	Prone to Sunstroke	Fears Enclosed Spaces	Weak Stomach

Gear

	1	2	3	4	5	6
1	Rusty Cutlass	Flintlock Pistol	Hand-Drawn Map	Locked Chest (no key)	Well-Oiled Compass	Set of Dice
2	Bottle of Strong Rum	Set of Cooking Knives	Waterproof Satchel	Engraved Spyglass	Faded Letter from Home	Deck of Playing Cards

	1	2	3	4	5	6
3	Belt with Hidden Knife	Toolkit for Ship Repairs	Ink & Charts	Heavy Leather Boots	Lock-picks	False Documents
4	Signal Whistle	Barrel of Powder	Rope & Grapple Hook	Pocket Notebook	Engraved Locket	Sharpening Stone
5	Smuggler's Satchel	Brass Telescope	Pocket Telescope	Merchant's Ledger	Custom Gunpowder Horn	Dented Tin Mug
6	Signal Flags Set	Ink-Stained Journal	Fishing Line & Hook	Black Bandana	Heavy Cloak	Brass Knuckles

Names

Female Names

	1	2	3	4	5	6
1	Anne	Clara	Esperanza	Judith	Lucille	Mary
2	Isabel	Brigitte	Marta	Eliza	Nora	Yvette
3	Agnes	Céleste	Dorothea	Inés	Lisbeth	Sabine
4	Hester	Colette	Maria	Jane	Renata	Béatrice
5	Abigail	Elena	Odette	Ruth	Sybil	Winifred

	1	2	3	4	5	6
6	Con- stance	Ivy	Jeanne	Pilar	Rosalie	Thelma

Male Names

	1	2	3	4	5	6
1	Thomas	Edward	Jean	Pedro	James	Anton
2	Samuel	Diego	Elias	Charles	Lucien	Basil
3	Gabriel	Mateo	Hugh	Jacques	Oscar	Willem
4	Nathaniel	Louis	Álvaro	Freder- ick	Colin	Jasper
5	Henry	Stefan	Miguel	Walter	Lionel	Gilbert
6	Francis	Andre	Julian	Rupert	Sébastien	Amos

Surnames

	1	2	3	4	5	6
1	Black- wood	Tremayne	Delacruz	Lafitte	Har- grove	Montoya
2	Redfern	Bar- row	Carvajal	Dubois	Kendrick	Saville
3	Ashford	Navarro	Desrosiers	Men- doza	God- win	Moreau
4	Thorne	Ibanez	Leclair	Quin- tero	Rooke	Villarreal
5	Haskett	Marín	Beauchamp	Salazar	Dun- more	Rousseau
6	Fen- wick	Or- doñez	Durant	Ser- rano	Tren- holm	Castille

Nicknames

	1	2	3	4	5	6
1	One-Eye	Long Jack	Red Mary	Iron-hand	Peg Joe	No-Nose
2	Black Cat	Old Salt	Lucky Jim	Brass Nell	Quick Tom	Bloody Anne
3	Half-Tongue	Hard Sue	Grin Bill	Quiet Liz	Mad Pete	Slick Sam
4	Hook-jaw	Cold Jane	Crabby Lou	Silent John	Slim Vane	Big Martha
5	Ragged Dan	Sweet Meg	Tidy Ned	Fat Molly	Sharp Kit	Bold Reggie
6	Split Lip	Toothless	Narrow Nat	Wild Bess	Deadpan Joe	Slow Elias

Special Rules

Ship Combat

When engaging in ship combat, resolve the scene by asking a closed question (e.g. *Do we manage to board them before they escape?*). Interpret the result with the following **fictional prompts**, not fixed effects.

- **No, and:** Your ship takes a brutal hit or is outmaneuvered. You're left vulnerable, or damage affects a key system (e.g. sails, rudder, morale).
- **No:** The enemy ship holds position. You fail to make progress and remain under threat.
- **No, but:** You're kept at bay, but avoid damage or find a small tactical advantage.
- **Yes, but:** You make contact or land a shot, but suffer damage or lose a key crew member.

- **Yes:** You hit them hard or gain the upper hand.
- **Yes, and:** A clean broadside, precise boarding, or swift disabling action—total advantage is yours.

Note: Treat “damage” loosely—it might mean a torn sail, spilled powder, broken morale, or wounded allies. Track the fiction, not HP.

Plunder & Morale

After a successful raid, ask: *Did the haul satisfy the crew? or Do we manage to keep order during the division of spoils?*

Use the result to build **emergent pressure or stability**, not binary success/failure.

- **No, and:** Fights break out over shares; a faction forms against you.
- **No:** The crew is grumbling, and trust is fraying.
- **No, but:** Unease simmers, but your officers keep order—for now.
- **Yes, but:** You get things settled, but only after giving up something or showing weakness.
- **Yes:** Order is maintained, loot distributed.
- **Yes, and:** A rousing speech, a fair hand—morale soars, you gain loyalty or volunteers.

Caution: Crew morale can be tracked abstractly (via a tag, journal note, or countdown). Use it narratively to inform future rolls.

Mutiny

When tension peaks, ask: *Does the crew rise against me? or Can I hold the deck in the face of open defiance?*

- **No, and:** You reassert control with force or fear. The crew falls in line—at a cost.
- **No:** The uprising is quelled. Morale is shaky, but you're in charge.
- **No, but:** You prevent a full revolt, but the ringleaders remain, watching.
- **Yes, but:** You're deposed or forced to share power, but you avoid being cast overboard.
- **Yes:** You're overthrown. Someone else takes the helm.
- **Yes, and:** You're betrayed by a close ally. Leadership shifts violently. You may survive—but not unscathed.

Tip: Let mutinies reshape the fiction dramatically. They're a chance to reframe the story, not a game-over.

Factions

The British Royal Navy

- **Concept:** Imperial navy enforcing order on lawless seas
- **Skills:** Gunnery, Navigation
- **Frailty:** Arrogance born of assumed dominance
- **Gear:** Naval cutlass, flintlock pistol
- **Goal:** Suppress piracy and secure Crown trade routes
- **Motive:** Expand British influence and control maritime commerce
- **Nemesis:** French privateers and local resistance

The Spanish Armada Real

- **Concept:** Proud but strained colonial navy
- **Skills:** Seamanship, Close-quarters combat
- **Frailty:** Rigid hierarchy and outdated tactics

- **Gear:** Officer's saber, long musket
- **Goal:** Defend Spain's gold routes and recapture lost ports
- **Motive:** Preserve colonial prestige and royal authority
- **Nemesis:** British Royal Navy and rebellious locals

The French Flibustiers

- **Concept:** Crown-backed raiders with pirate instincts
- **Skills:** Acrobatics, Ambush
- **Frailty:** Recklessness in pursuit of prize
- **Gear:** Slim rapier, boarding hook
- **Goal:** Undermine British and Spanish power through sanctioned piracy
- **Motive:** Profit from privateering under royal commission
- **Nemesis:** British Royal Navy and betrayed allies

The Pirate Brotherhood

- **Concept:** Loose alliance of outlaw captains and rogue crews
- **Skills:** Intimidation, Swordplay
- **Frailty:** Self-interest over unity
- **Gear:** Boarding cutlass, stolen pistol
- **Goal:** Build freeholds beyond law, live rich and die free
- **Motive:** Defy empires, claim fortune by force
- **Nemesis:** All navies and the gallows they serve

The Maroon Rebellion

- **Concept:** Escaped slaves and native fighters seeking justice
- **Skills:** Guerrilla tactics, Jungle survival
- **Frailty:** Scarce resources and isolation
- **Gear:** Carved spear, hunting bow

- **Goal:** Establish independent communities beyond colonial rule
- **Motive:** Freedom through resistance and reclamation
- **Nemesis:** Slavers, settlers, and empire loyalists

The Dutch Merchant Syndicates

- **Concept:** Traders balancing profit, diplomacy, and survival
- **Skills:** Bargaining, Smuggling
- **Frailty:** Risk aversion and political caution
- **Gear:** Trade saber, ornate pocketwatch
- **Goal:** Expand influence via neutral ports and covert deals
- **Motive:** Economic domination through contracts, not conflict
- **Nemesis:** Pirates, tariffs, and rival colonial powers

NPCs

Captain Anne Bonny

- **Concept:** Defiant pirate captain with fire in her blood
- **Skills:** Navigation, Swordplay
- **Frailty:** Overconfidence in her legend
- **Gear:** Naval cutlass, brass compass
- **Goal:** Become the most feared name on the sea
- **Motive:** Avenge the English gallows that took her lover
- **Nemesis:** Governor Woodes Rogers

Governor Woodes Rogers

- **Concept:** Driven governor and former privateer
- **Skills:** Diplomacy, Command
- **Frailty:** Blinded by ambition
- **Gear:** Ledger of informants, dueling pistol
- **Goal:** Crush piracy and raise the Union Jack on every coast

- **Motive:** Power, promotion, and a clean legacy
- **Nemesis:** Edward “Blackbeard” Teach

Edward “Blackbeard” Teach

- **Concept:** Legendary pirate feared across the colonies
- **Skills:** Intimidation, Gunnery
- **Frailty:** Thrives on chaos
- **Gear:** Blunderbuss, powder grenades
- **Goal:** Seize enough plunder to vanish into legend
- **Motive:** Revenge on the powers that betrayed him
- **Nemesis:** Lieutenant Robert Maynard

Captain Calico Jack Rackham

- **Concept:** Smooth-talking schemer with a flair for drama
- **Skills:** Persuasion, Coastal navigation
- **Frailty:** Indiscipline in moments of pressure
- **Gear:** Fine-lacquered pistol, brass spyglass
- **Goal:** Discover and loot the hidden gold of El Dorado
- **Motive:** Fame, pleasure, and a name to echo in taverns
- **Nemesis:** Pirate hunter Jonathan Barnet

Governor Don Rafael de Eslava

- **Concept:** Ruthless strategist of the Spanish Crown
- **Skills:** Espionage, Political manipulation
- **Frailty:** Arrogance born of old blood
- **Gear:** Engraved rapier, coded dispatches
- **Goal:** Expel foreign powers and rule the Caribbean for Spain
- **Motive:** Honor, ambition, and legacy
- **Nemesis:** French privateer Olivier Levasseur

Anne Dieu-le-Veut

- **Concept:** Fierce pirate matriarch with a cause
- **Skills:** Brawling, Ship command
- **Frailty:** Recklessness in pursuit of loyalty
- **Gear:** Iron-hooked grapnel, scarred cutlass
- **Goal:** Liberate her captured husband and unify the pirate fleets
- **Motive:** Love, vengeance, and a free sea
- **Nemesis:** Admiral Juan Esteban Ubilla

Wild Encounters

Bull Shark

- **Concept:** Aggressive coastal predator
- **Skills:** Swift strike, Frenzied attack
- **Frailty:** Easily baited or driven off with blood and noise
- **Gear:** None
- **Goal:** Feed on fish, carrion, or wounded prey
- **Motive:** Instinctual aggression, especially in shallow waters
- **Nemesis:** Harpooners, noise-makers, and shark-hunters

Saltwater Crocodile

- **Concept:** Apex ambush predator of estuaries and mangroves
- **Skills:** Ambush, Death roll
- **Frailty:** Sluggish when cold, poor endurance at sea
- **Gear:** None
- **Goal:** Defend territory or feed near river mouths and lagoons
- **Motive:** Territoriality and hunger
- **Nemesis:** Fire, nets, and skilled trackers

Sea Wasps (Box Jellyfish)

- **Concept:** Deadly translucent jellyfish drifting near coasts
- **Skills:** Paralytic sting, Stealth in water
- **Frailty:** Delicate body, easily damaged
- **Gear:** None
- **Goal:** Float and ensnare prey with stinging tentacles
- **Motive:** Survival and reproduction
- **Nemesis:** Vinegar, protective gear, shallow water disruption

Boar of the Jungle Interior

- **Concept:** Wild boar found inland on larger islands
- **Skills:** Gore, Charge, Thick hide
- **Frailty:** Blind charging, spooked by fire
- **Gear:** None
- **Goal:** Protect its territory and forage for roots and fruit
- **Motive:** Survival and defense of young
- **Nemesis:** Dogs, muskets, and fire

Rabid Dog Pack

- **Concept:** Feral hounds abandoned at ports or left behind
- **Skills:** Pack tactics, Chase
- **Frailty:** Frightened by coordinated defense or noise
- **Gear:** None
- **Goal:** Scavenge, hunt weak targets
- **Motive:** Hunger and survival in the margins of human society
- **Nemesis:** Torches, blades, trained hunters

Swarm of Rats

- **Concept:** Infestation aboard ships or in port warehouses

- **Skills:** Spread disease, Gnaw through stores
- **Frailty:** Vulnerable to traps, smoke, and cats
- **Gear:** None
- **Goal:** Nest, feed, and multiply
- **Motive:** Scavenging and reproduction
- **Nemesis:** Ship's cat, fire, poison

Locations

Port Royal

- A thriving British colonial port, infamous for its corruption and indulgence.
- **Possible Encounter:** Bribe the corrupt Governor's aide; overhear treasonous plans at the Black Pearl Tavern; escape a tavern brawl turned deadly.

Isla de Culebras

- A remote and rocky island, feared for its storms, snakes, and the wrecks that litter its shores.
- **Possible Encounter:** Dodge rival treasure hunters in the hidden cavern; get ambushed by smugglers in the clifftop watch; scale jagged cliffs under musket fire.

Tortuga

- A loose, lawless port where pirates rule and no flag flies for long.
- **Possible Encounter:** Duel a rival in the Red Parrot Inn; persuade the Pirate Court to back a mutiny; chase a thief through crowded alleys.

Nassau

- A fledgling pirate republic where ideals clash with ambition.

- **Possible Encounter:** Trade secrets in the Free Market; outwit a British informant in the Governor's Quarters; rally support for a pirate fleet.

Shipbreaker Cove

- A jagged inlet known for wrecks, reefs, and rumors of hidden anchorages.
- **Possible Encounter:** Slip through the cove's defenses under pursuit; parley during a tense pirate summit; retrieve a wrecked courier ship's logs before high tide.

The Lost Shoals

- A shifting maze of reefs and fogbanks where compasses spin and charts lie.
- **Possible Encounter:** Board the haunted wreck of the Resolute; escape a pursuing brig obscured in the fog; investigate why the Deadlight Buoy is following your vessel.

Adventure Seeds

D66

Adventure

- 11 Escort a merchant brig through contested waters before a rival syndicate sabotages the deal.
- 12 Locate a hidden inlet said to shelter stolen goods — and those willing to kill for them.
- 13 A former naval officer offers you a ship and crew — but only if you break him out of prison.
- 14 A sugar baron's daughter has vanished. His rivals deny involvement. His men prepare for war.
- 15 Rescue a cartographer stranded on a reef after his guides mutinied and fled inland.

D66**Adventure**

- 16 A storm wrecks your ship near a colonial fort. The commander offers “hospitality” — and conscription.
- 21 Defend a coastal village from pirate raiders hired by a foreign power to provoke conflict.
- 22 After drifting to a barren island, you find signs of an earlier castaway — and their final journal.
- 23 A barkeep begs you to find their brother, last seen aboard a ship rumored cursed by bad luck.
- 24 Smuggle a banned shipment of weapons past patrols and deliver them to a rebel outpost.
- 25 Infiltrate a rival fleet’s anchorage to retrieve a blackmail ledger hidden in the captain’s cabin.
- 26 A crewman’s gambling debts drag you into a feud between two powerful dockside families.
- 31 Your quartermaster vanishes during shore leave. A witness says they boarded a governor’s skiff.
- 32 A ship limps into harbor claiming to have found a derelict full of gold — and only one survivor.
- 33 Take command of a crew mid-mutiny. They’ll follow your orders — for now.
- 34 A rival captain challenges you to a duel for the rights to a lucrative trade route.
- 35 A plantation owner offers coin to escort him home — but his enemies plan to intercept.
- 36 A prisoner offers a map to a hidden cache in exchange for safe passage. His former crew wants him dead.
- 41 Deliver a sealed letter to a colonial official. Inside: a list of names — including yours.
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D66**Adventure**

- 42 Investigate a portside warehouse where sailors have gone missing. The guards refuse to enter.
- 43 Ferry a noble's spoiled heir to a new post, while rival ships try to "rescue" him for ransom.
- 44 A disgraced captain offers information on a treasure convoy — but demands half the haul.
- 45 Track down a saboteur leaking your ship's position to the authorities. They may be one of your own.
- 46 A fishing village's catch has dried up — and a merchant accuses them of piracy. Prove otherwise.
- 51 Pose as a crew on a slave ship to infiltrate an auction and free those held in the hold.
- 52 Explore a cave system exposed by erosion. Smugglers once used it — some may still.
- 53 Transport a diplomat between colonies, avoiding both pirates and those he's betrayed.
- 54 Escape a foreign prison after your ship is seized — and your crew sold into forced labor.
- 55 A prominent merchant's warehouse burns. He accuses you publicly. Clear your name — or run.
- 56 A mutiny splits your allied fleet. Choose a side — or seize the spoils amid the chaos.
- 61 Assist a rebel courier in delivering secret plans to a militia before the Navy catches wind.
- 62 Stumble upon a maroon camp deep inland. They offer shelter — for a price.
- 63 Discover a cache of weapons hidden under a church floor. Decide whether to report it — or sell it.
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D66**Adventure**

64 A known traitor offers safe passage through hostile waters. Your crew demands his head.

65 Track a rival who stole your ship's figurehead — and your reputation — in a single night.

66 A coded logbook surfaces in a pawn shop. It leads to a smuggler's vault — if you crack the cipher.