

The Legend of Hawk's Hollow

A CAMELOT COSMOS ADVENTURE FOR STARTING CHARACTERS



Camelot
Cosmos



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By Daniel Jupp

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The following adventure is intended for beginning players using the FATE roleplaying system and the Camelot Cosmos setting. This introductory adventure should provide players and GMs alike with a good sense of the unique features of the Camelot Cosmos setting and a base for future adventures, but is also designed to be easily adapted to other fantasy roleplaying systems and settings if required.

Use of the Camelot Cosmos Player's Guide and Camelot Cosmos GM's Guide is extremely helpful in running this adventure, particularly in the additional setting information these books provide. Standard FATE rules however would suffice with little alteration for running this adventure whilst the Background Information for GMs given below can be used in place or in addition to the Camelot Cosmos core books if those purchasing this adventure do not have access to those. GMs should read the background information so that they can answer questions from the players as these arise in the course of the adventure.

Background Information

The following section describes some key terms and features of the setting that the GM will need to be familiar with before commencing the adventure.

The Camelot Cosmos

The Camelot Cosmos is a unique post-apocalyptic setting. Hundreds of years beyond our own period of history, an advanced space-faring human civilisation created theme planets on which holiday-making tourists could live out fantastical lives inspired by myths, legends or ancient history.

Some of these hugely popular artificial pleasure planets were based on the legends of King Arthur and his knights and allowed people to live, for brief periods, as lords and ladies from those legends and to experience 'the life of Camelot'. Unfortunately the Artificial Intelligences running these planets grew insane, and believing their own fictional roles slaughtered billions of humans when they turned on their creators during a sustained genocide known as the Days of Gedd.

Human societies were not entirely destroyed, but gradually rebuilt themselves over the course of generations, with the AI's assuming the role of tutelary gods based on key Arthurian characters (Arthur, Guinevere, Merlin etc). Much of the old technology lies buried in ruins and, like these 'gods', is often mistaken for magic. In the thirteen Realms of the Camelot Cosmos, the benevolent gods are referred to as Seraphim whereas those who wish to enslave or destroy the remainder of humanity are known as Nephilim. Two great political organisations have emerged from the centuries of ruin—the Seraphim worshipping Kingsland, ruled by King Gawain XXIII, and the Nephilim worshipping Queensland, ruled by a woman who calls herself Morgan le Fay. These two nations, each of which commands several smaller Realms, are locked in perpetual warfare.

Morganites

Morganites are the followers of Queen Morgan le Fay. They vastly outnumber the subjects of King Gawain, but are riven by internal suspicions and feuds despite all of them serving Queen Morgan. They often try to infiltrate agents and saboteurs into Kingsland, to spread dissension, to murder leader Gawainites (followers of King Gawain) and to recruit gullible or corrupt worshippers for their Nephilic masters.

Pendragon

Pendragon is the heart of Kingsland. It is a large and relatively prosperous Realm of loyal, hard-working peasants, brave knights and beautiful ladies, although dark secrets and foul deeds can lurk beneath the apparently contented surface of life throughout this bucolic kingdom. This adventure takes place in one of the Baronies of Pendragon, huge feudal estates ruled by knightly noble families loyal to King Gawain.

The Pendragon Legion

The Pendragon Legion are the unofficial police force of Kingsland. They are knights sworn directly to the service of King Gawain rather than knights who owe their first loyalty to some intermediate lord. They operate from Legion castles and towers scattered throughout Pendragon and the rest of Kingsland, patrolling both settled and wilderness areas, hunting down threats to the kingdom and pursuing criminals who have disturbed the peace or harmed the subjects of King Gawain. They are a visible presence on the streets and roads, and even have their own fleet of ships to patrol the oceans of Kingsland. They are identifiable by the blue cloaks and blue-feathered helmets that they wear, and by armour emblazoned with the symbol of King Gawain.

Sweetwater Barony

The Sweetwater Barony is one of the most prosperous Baronies in Pendragon. The capitol at Sweetwater is ruled by the family of the same name, whose relatives are spread throughout the lesser towns and cities of the region, almost always in positions of authority. The Barony is noted for its excellent porcelain production, but is unfortunately also known for a streak of rebelliousness and insanity in the Sweetwaters themselves, who are often both brilliant and eccentric.

Whiterock

Whiterock is the main base for this adventure and the connected adventures that follow (The Curse of Crowbridge and Death Comes to Whiterock).

It is a small town of 12,000 inhabitants ruled by the Whiterock family, a minor branch of the Sweetwaters. It is located on the northerly coast of the Sweetwater Barony, some two hundred and twenty miles from the city of Sweetwater, on the continent of Equus in the Realm of Pendragon. The nearest other large settlement is the Bishop's Seat at Proudhill, twenty miles inland. Whiterock is perched on the cliffs surrounding a broad bay, and its principal industries are those related to fishing the cold waters of the Equus Sea. Whale, seal, crab, cod and lobster fishing all take place here, and many local dishes involve seafood recipes. The people of the region are typical rural Kingslanders-polite, loyal, and patriotic with a hard-working ethos and a pragmatic nature.

A fuller description of Whiterock can be found in the second and third adventures in this series, The Curse of Crowbridge and Death Comes to Whiterock. All three adventures however can be played separately.

The Iron Band

The Iron Band is a Guild of slavers. They are an illegal and secret organisation throughout Kingsland as they abduct the King's subjects and sell them to Queen Morgan and others for use as factory workers and in other slave roles.

Timeline of Relevant Events

This adventure links in with two others to form The Whiterock Trilogy. For this reason and for background to this adventure a brief timeline is provided below of the events prior to the opening of this adventure.

955ASW: Birth of Robert, second son of Lord Whiterock.

960ASW: Birth of William the Younger, third son of Lord Whiterock, and Lady Eleanor of Crowbridge.

973ASW: Robert begins gambling at The Rotten Penny tavern in Whiterock.

976ASW: Death of Alistair, Lord Whiterock's first son, Robert expects to inherit but continues his gambling and other excesses.

978ASW: Betrothal of Lady Eleanor to William the Younger, Lord Whiterock's third son. Robert's attempt to claim Lady Eleanor for himself is rebuffed and his father makes William his heir ahead of Robert.

979ASW: Jacob Hale, owner of the Rotten Penny, demands repayment of Robert's debts. He proposes Robert's aid in the abduction of peasants for supply to his contact in the Iron Band, Osmund of Proudhill. Robert agrees and slavery comes to Whiterock.

Elias Hale, monk based at the Old Church in Whiterock, suggests a 'refinement' of the abduction process whereby victims are drugged prior to abduction.

980-983ASW: The years of 'The Whiterock Plague'. More than 3,000 people are drugged, succumb to symptoms described as plague, and 'die' to be smuggled out for a new life as slaves.

982ASW: Lady Eleanor discovers that the 'plague' is fake and that Robert is involved. She and William the Younger both succumb to the plague'. William is murdered and Eleanor is sold, although Robert believes that she is also dead.

983ASW: Lord Whiterock dies of grief and Robert inherits. Now possessed of his father's wealth, the 'Plague' ends.

Elias is regarded as a holy man for 'tending the wounded' throughout the plague. Robert's hush money allows him to pay bards to spread this false legend.

Osmund begins raiding the Equus coast. Robert protects him and warns him of Legion ambushes and the timing of merchant ships, allowing Osmund to build up a reputation as 'the Seahawk'.

996ASW: Eleanor returns from years of slavery intent on revenge. She purchases Crowbridge Manor and contacts certain families who lost relatives to the false plague. She also infiltrates Elias's retinue and begins appearing to Robert, driving him to madness.

997ASWL: Construction of the New Church commences.

999ASW: Eleanor completes her plans by persuading Osmund to attack the Legion directly and promising support.

1000ASW: Current year. Elias is drugged and enters a catatonic state mistaken for death. Robert plans the Parade and pilgrims flock to Whiterock to see Elias interred.

Prior to the Adventure



he northern coast of Equus in the Realm of Pendragon is home to the Barony of Sweetcastle. The southern part of the Barony holds both the city of Sweetcastle and the fine farmland which constitutes the majority of the Baron's holdings, but the coast is characterised by bleaker headlands and crumbling cliffs ill-suited to large-scale farming. It is however an ancient land that has been inhabited for many generations by close-lipped, rather insular communities that make the majority of their wealth from fishing the waters of the Equus Sea. The town of Whiterock is typical of these small fishing settlements. Traditionally there has been little reason for outsiders to visit the town and the whole area is considered something of a backwater where strange superstitions and archaic attitudes still linger. The majority of travel to Whiterock is conducted by ship, despite the depredations of a notorious pirate known as The Seahawk.

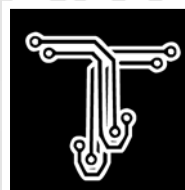
Recently both the fame and the wealth of the area has increased. Twenty years ago a terrible plague struck the coastal town of Whiterock, but was ended by the miraculous intervention of a local holy man. Locals say that the whole town might have died were it not for the prayers of this blessed individual, who has recently passed away peacefully in his sleep. The local lord has funded the construction of a new church which will hold the tomb of the holy man, who many are now talking of as a modern saint. Pilgrims are travelling the sea lanes from Sweetcastle to Whiterock to view the miraculously preserved body of the great healer, and a religious Parade from the old church to the new will culminate in a great ceremony to sanctify the building.

Many of those who have heard of the holy man and the planned ceremony are intrigued enough to take ship to see for themselves if there is any truth in the rumours, and even prominent members of Baron Sweetcastle's immediate family are said to be counted amongst them.

The recent interest is such that Whiterock is fast becoming a boom town, a place where gold and prayers both gather.

The adventure begins with the characters on board *The Sweet Lass*, a passenger ship from Sweetcastle carrying the devout, the curious and the opportunistic towards Whiterock. Many know that where pilgrims gather, gold follows, for all these new arrivals must be fed, sheltered, and cared for, and crowds swept with religious fervour can be careless indeed. Their reasons for travelling there may vary, but all on board are excited at the prospect of seeing for the first time the home port of a modern saint. Despite a black sky threatening the approach of a storm, several passengers gather on deck to watch the approach of the lights of the town, knowing that Whiterock, home of miracles and treasure trove of new riches, awaits them.

Introductions



he journey from Sweetcastle to Whiterock takes three days (80 miles per day). This time is provided for the GM to familiarise the players with the ship and its crew and for some pre-adventure party interactions if these are desired. GMs should not attempt to roleplay the entire week-apart from the legendary pirate *The Seahawk*, attacks on shipping on this route are extremely rare, and there are few natural hazards beyond those natural to a rocky coastline and a northern climate. The best way to handle party interaction and to simultaneously introduce the crew is to have the Captain host a small ceremony to toast the successful conclusion of the journey the night before they are due to arrive at the harbour.

This ceremony is one in which a toast is made to the Seraphim for guiding the ship safely to port and is a common feature of sea travel on Pendragon.

The Captain will give a very short speech thanking the Seraphim before offering each passenger a glass of wine with which they too can toast the conclusion of their journey and give thanks back to the Captain and crew. A few moments of mingling and conversation after the ceremony should be used to allow players to introduce their characters to each other. If they are using the pre-generated characters, have these as the only passengers. If they have rolled up their own characters, a few or all of the pre-generated characters can be used as additional passengers.

If you wish to use this Introductions section then read the following the descriptions and roleplay the characters meeting each other and describing their reasons for travelling to Whiterock. After the ceremony and whatever conversations the players wish to roleplay, the Captain announces that he is going to retire for the night and that they will be entering Whiterock harbour the following morning. The adventure then progresses with the Battle at Sea section. Alternatively, if you see no need for these introductions, then it is perfectly acceptable to immediately commence the adventure with the Battle at Sea encounter.

The Captains Toast

“As the skies darken towards evening you are excited to see the approaching coast and the dim outline of the town of Whiterock, cradled between cliffs that look like ghostly outstretched hands. It has been a dull few days journey from the bustling metropolis of Sweetwater, and most of you will be glad to set foot on land again after the constant motion of The Lucky Lass, the ship that has brought you here. The small and cramped confines of the ship have become something of a prison, but at least your journey was free of hazards. In thanks for your safe deliverance, the Captain has invited you and the other passengers to attend a simple ceremony,

so you all crowd into his private quarters, ogling the large brass telescope beside his desk and the array of wooden chests and piles of nautical charts crowding every corner of the room. Captain Alfred Rumm stands ready to receive you, a large barrel-chested man with a fierce red beard, he sways easily in time with the rocking of the vessel, a slight smile on his lips whenever a land-lubbing passenger stumbles. Besides him stands his First Mate, Jonas Quint, known to the crew as Jonas the Squint, a small, wiry fellow with wrinkled skin the colour of teak and a piercing blue stare. Once everyone assembles, Jonas closes the door and a hush falls as Captain Alfred raises a wine glass before a small statue of Lady Guinevere placed in the centre of his desk”

Captain Rumm pours a small amount of wine into a dish in front of the statue, then sprinkles the wine from the dish over the statue. He is handed a pile of salt by Jonas, and solemnly places that at the base of the statue. As he does so he intones “Lady of Seas, Queen of Oceans, Mother of Kings, we thank you for a swift journey, and for a good wind, and for a safe harbour. We offer you wine, that none may drink our blood, and salt, that the sea may not claim us for its own.”

Having done this the Captain turns to the First Mate and nods. Jonas then addresses the passengers “That’s that then! Please, join the Captain and mesself in a cup of wine, or rum if that’s yer preference!”. The Captain opens a cabinet in the base of his desk and brings out cups and bottles, placing them on the table for his passengers to pour themselves a drink. The GM should ask the players what they wish to do, and indicate that other passengers (if any are present) are beginning to talk among themselves whilst pouring their drinks. The Captain and the First Mate will approach anyone who appears particularly reluctant to talk, asking them if they enjoyed the journey or if they need anything.

The Crew

It is unlikely that the PCs will interact extensively with the crew of The Lucky Lass. It is not a particularly large vessel and is manned by a crew of 42 sailors, including the Captain and his First Mate. All of the crew should be considered simply as Single Aspect Sailors apart from the Captain, the First Mate and the Ships Surgeon Doctor Godfrey.

Captain Alfred Rumm

“A muscular barrel-chested man with a large, fiery red beard and a stern expression. He wears a white shirt and brown trousers and a cutlass is strapped to his belt. His clothes are clean but weather-beaten and he moves with a confident swagger. A strong scent of tobacco accompanies him.”

Honest 1 Muscular 1 Sailor 1

Additional Skills: Leadership 1

Captain Rumm is a native of Sweetcastle from a family of fishmongers. His father was a controlling and bullying individual and the young Alfred Rumm was desperate to get away from his authority. He did so by running away to sea and has been there ever since, working his way up through a succession of crews until he earned enough coin to purchase his own vessel. His scrupulous honesty meant that this took him rather longer than usual and he has only been the master of his own ship for six years (he is forty-eight). He knows the routes along the Equus coast very well and has contacts in a number of ports. He is well-liked by his men as he never cheats or lies to them (somewhat unusual from most Captains). He is very much a strict but fair sort of man, and his darkest, most secret vice is an inordinate love of tobacco (he has a collection of several fine pipes).

First Mate Jonas Quint

“A short, wrinkled old sailor with piercing blue eyes dressed in a striped shirt and black trousers. He carries a silver-handled whip at his belt and watches everyone closely, his left hand never straying far from the whip.”

Loyal 1 Old 1 Sailor 1

Additional Skills: Melee Weapon (Whip) 2

Jonas Quint is actually a Stonedweller, a descendent of one of the primitive tribes of the wilder reaches of Pendragon. He was captured by a slave ship of the Iron Band and worked in their galleys before being freed by Captain Rumm when the slaver Captain unwisely attacked Rumm's vessel mere days after the Captain had purchased it. Rumm freed Quint and he has been his loyal second in command for two years. Quint still bears the scars of slavery on his wiry body, and has a cold, dangerous temper when he encounters injustice or the mistreatment of the poor or of Stonedwellers. He is surprisingly quick and strong for his age, and ready to fight anyone if the need arises (of the two, the Captain is the more cautious).

Doctor Godfrey

“A skinny young man dressed in frayed blue robes. He carries a black satchel which makes clinking noises as he walks, and has a number of scrolls tucked under his skinny arms. Every now and then he drops something and stoops to pick it up, muttering to himself as he does so.”

Clumsy 1 Young 1 Alchemist 1

Additional Skills: Surgery 2

Doctor Godfrey was one of Rumm's first passengers. A native of Proudhill near Whiterock, he has the most local knowledge of the port of anyone on board. When he was first on board he suggested improved techniques for weather-proofing the hull of the vessel, which Rumm found to be surprisingly effective. More recently he asked to be transported to Whiterock but was unable to pay his fare with coin, instead offering his services as an on-board surgeon and healer. Rumm liked the quiet, diffident young man and saw the potential benefits so accepted. To his surprise Godfrey found he enjoyed the work and it has now become a regular arrangement since Godfrey frequently travels collecting materials for his research. Of course he keeps his skills as an alchemist secret for fear of Church persecution, claiming only to have had some medical training. He was born around the time of the Whiterock Plague and is fascinated by accounts of it. He is a stick-thin young man with quite handsome features marred by rather large ears and a mop of unruly brown hair that he is always bushing out of his eyes.

The Passengers

Pre-Generated Characters

The following characters can be used as PCs if the players do not have or do not want to roll up their own characters. If the players prefer to supply their own starting characters, then these individuals can be used as NPC fellow passengers.

Bralyn Ravenhair

Beautiful 1 Noble 1 Spy 1

“A beautiful young noblewoman of no more than eighteen, with a heart-shaped face framed by a thick mass of artfully arranged raven-black hair. She has warm green eyes and a slow, endearing smile and is dressed in an expensive velvet dress with a matching cloak with a fur-lined hood.”

Braylyn Ravenhair is the illegitimate daughter of a minor member of the Sweetwater family. Her father supported her education and taught her the ways of the court, but never fully accepted her into his legitimate family. She despises her father's wife and his legitimate children but still hopes to win his approval and displace them in his affections. Throughout her childhood her father thought of using her as a useful 'hidden weapon' and therefore had her trained by members of the Thieves Guild. She undertakes secret missions on his behalf and has been sent to Whiterock because her father has heard disturbing reports that the Lord of Whiterock has succumbed to the family curse of insanity.

Sir Tancred of Foamriver Falls

"The looming figure of a tall man in archaic armour etched with intricate designs. His hand rests lightly on the pommel of a longsword, and his face is hideously scarred on one side with a chunk of his long hair missing and a white gleam of scarred scalp exposed."

Tall 1 Scarred 1 House Knight 1

Sir Tancred hails from Foamriver Falls, a small settlement thirty miles inland from Whiterock, where the Foam River falls over a hundred feet in a spectacular waterfall. Sir Tancred is a house knight serving Braylyn's father and has been sent with her both to observe her progress and act as extra muscle if required. He pretends to have no connection with her. He does however have an agenda of his own-years ago he was badly wounded in a raid on a ship he was travelling on, a raid by the famous Seahawk. He refused to surrender and was left for dead on a burning ship after being wounded. He hopes that the Saint of Whiterock will hear his prayers and heal his injuries, but he has also vowed to find and slay the Seahawk.

He Listens Well

"A dark-skinned middle-aged man with long black hair braided with bits of bone and brightly coloured feathers. He wears a mismatch of Stonedweller leathers and furs but also a bright pair of yellow silk trousers, and he holds a skull-topped staff of ash in his tattooed hand."

Taciturn 1 Dog Folk 1 Shaman 1

He Listens Well is the shaman for a small Dog Folk tribe. His people are trying to learn the ways of the Kingslanders and to become more 'advanced' so that they will be treated fairly. He has seen members of his tribe slain and people taken into slavery but hears that these things are officially illegal. He is therefore travelling to Proudhill to plead with the Bishop for his protection to be extended to his tribe. He is intrigued by Kingslander magic and intends to visit Elias's tomb and pray for the new Saints assistance.

Brother Eustace

“A handsome middle-aged man with sharp features and cold flat eyes. He wears the plain white robes of a Seraphic monk, and sports a short, neatly cropped black beard. He speaks very softly and has a harsh, barking laugh whenever he hears something he does not believe or agree with.”

Fanatical 1 Monk 1 Witchfinder 1

Brother Eustace is a native of the Realm of Arthur's Grave, far from Pendragon. He was born to a fallen nun who had been seduced and abandoned by a corrupt monk. His mother raised him as a religious fanatic and punished him for a variety of real or imagined sins, both his and her own. At the age of 12 he started to have powerful visions and left his mother to join the monks of Gravewatch Cathedral. Whilst there he was trained by a secret order of witch-hunters. Recently he had a vision of the town of Whiterock falling to the Morganites and has, with the permission of his superiors at Gravewatch, travelled here to prevent that happening.

Brandon the Bold

“A blonde and bearded warrior bearing a huge axe strapped to his back and a dented and scratched shield, he strides around and offers a bone-crushing handshake. His voice is loud and he laughs often, particularly at his own crude jokes.”

Strong 1 Selfish 1 Mercenary 1

Brandon the Bold is interested in gold, power and women, and will do whatever he can to acquire all three. He is a big, boisterous figure who talks loudly and makes friends easily, but he is fundamentally loyal only to himself and his own desires. He was born the son of a blacksmith but never wished to follow his father's trade-too much hard-work was involved. He therefore joined a gang of toughs and decided to explore a nearby Luciferan dungeon. He was the only survivor and those in his village grew suspicious that he returned alone, loaded down with treasure and without a wound or mark on him. Fleeing their suspicions, he quickly used up his ill-gotten gains in various expensive self-indulgences, but heard of the Saint of Whiterock and realised that a new opportunity beckoned.

Lorena Locksley

“A slim young woman with a long, slightly serious face and pale skin. She has short, cropped blonde hair and wears tight-fitting leather armour, whilst a small, composite bow is strapped to her back. She moves quickly and with some grace, and has long slender hands with delicate fingers.”

Calm 1 Dextrous 1 Thief 1

Lorena Locksley is the daughter of an innkeeper from Sweetwater, owner of the Black Sheep Tavern. She was raised waiting on tables and avoiding the advances of her father's regulars and dreamed of an escape from her mundane existence. In order to save money for such an escape she began cutting purses and stealing from the drunk in the pub until she was caught by her father and thrown out, mainly because one of her victims was a member of the Thieves Guild and her father feared an official retribution. Fortunately, however, the Guild member was impressed rather than angry, and inducted her into the Sweetwater branch of the Guild. She has been sent to Whiterock to assess the 'business opportunities' for the Guild in the newly booming town.

The Lucky Lass

The Lucky Lass is a medium sized trading caravel with a small forecastle and a crew of 42. She has two masts and can travel up to 80 miles per day, though this is lessened at times of bad weather. She has no special Aspects added and must be defended by missile fire and boarding actions alone (there is no ram or ballistae).

The ship is neatly maintained and the crew are efficient and generally quite orderly in their behaviour. Captain Rumm does not tolerate drunkenness on board ship or rudeness to his passengers, but will also react strongly to any mistreatment or disrespect offered by passengers. The hull of the ship has been lined with a special protective tar that prevents barnacles and other creatures attaching themselves to it. The main areas of the ship are the deck, the forecastle, the passenger quarters, the crew quarters, the captain's quarters, the armoury, the brig, the hold and the surgeon's quarters.

The Battle at Sea



In the morning the ship heads towards the Whiterock harbour. The storm has ended and it is safe to negotiate the entrance to the harbour. As they do so though there is a warning cry from the lookout and the Captain and his crew spring into action. The Captain grabs the telescope from his quarters and strides on deck, before cursing. Eagle-eyed party members can make out two ships ahead, locked together, with the faint sound of men shouting and swords clashing drifting across the still air. As the crew and players watch, smoke catches the sail and mast of one of the ships, and the light of the fire and the plume of smoke makes their near position clear in relation to the Lucky Lass.

The First Mate asks the Captain for his orders and Rumm hesitates. Screams and the stench of burning flesh, together with the sight of the King's Flag on the burning ship, make his decision for him. He orders the crew to prepare for battle and asks those passengers who do not wish to assist to lock themselves in their quarters until he sends someone to tell them that it is safe to leave. The Lucky Lass then adjusts her course towards the battle. Rumm cannot be persuaded to ignore the other ships and will grow angry with any characters who suggest that he should.

As they get closer the sounds and stench of the battle increases. GMs should give players the opportunity to describe their actions as the ships grow closer. The First Mate hands out weapons from the armoury and the crew, grim-faced but determined, accept them. There is a palpable tension as the two ships loom ever larger and the First Mate turns the Lucky Lass slightly to bring them alongside ready for boarding.

“As you approach you can see that a caravel with black sails has pulled alongside a Legion ship. Fire rages through the Legion vessel and pirates are swarming across with booty and plunder under their arms, leaving scores of hacked and bloodied bodies of Legion soldiers on the deck of their burning ship. The stench of blood and fire fills your nostrils, and the piteous moaning of wounded Legionnaires mingles with the crack and hiss of flames in a hellish accompanying chorus. Smoke billowing from the stricken ship stings your eyes and it is clear that it is going down to a watery grave as the pirate vessel tries to pull clear but finds its escape blocked by your own ship. Captain Rumm gives an almighty roar of ‘At the bastards, lads!’ and leads a furious rope-swinging charge onto the pirate vessel, from which an answering ragged shout of jeers and catcalls answers.”

GMs have two options in the ensuing battle. Most of the participants are Single Aspect NPCs (40 of Captain Rumm’s men and 60 pirates) and their actual fate is largely irrelevant to the adventure. The GM can therefore play out the combat as usual using FATE rules, or he can effectively fudge the results in order to speed progress towards whichever culmination of the battle he prefers (either the pirates win and capture the PCs to take them to Hawk’s Hollow or Captain Rumm and the PCs triumph leading to the Captain’s Offer below-again directing the PCs towards Hawk’s Hollow). In either case the players should not feel railroaded towards Hawk’s Hollow but this destination will be by far the next logical step in their journey.

GMs should note that with the pirates possessing only one standard 3 Aspect character (the Pirate Captain) the participation of the PCs in a fully played-out combat should almost guarantee Captain Rumm’s victory. Tension however relies on the GM not making this obvious, so use the gruesomely described deaths of Rumm’s sailors to give more sense of genuine threat. GMs should try to ensure that the battle does not take up too many rounds.

If this looks like the case, then the falling mast of the stricken Legion ship can easily crash down amidst the combatants, thinning their numbers somewhat and requiring dramatic checks to avoid on the part of the PCs.

The pirates will try to force the combat back onto The Lucky Lass. Those with booty will drop it and have only a single round delay in their actions. Rumm will carve a swathe through the pirates who will attempt to surround him and drag him down by sheer weight of numbers. Rumm’s crew will similarly attempt to find and slay the pirate Captain, who will emerge at a key point in the battle (see the Pirate Captain below).

The Cruel Jest

The pirate vessel is identical to Captain Rumm’s ship in all practical matters save for the fact that it has a ballistae and that the crew are armed with more crossbows allowing for missile fire prior to boarding. In appearance, however, GMs should emphasize the striking visual differences- the fact that the ship is coated in thick black tar giving it a sinister appearance, and decorated with bleached skulls from former victims. The pirate ship’s hold has also been converted for slaving- twin lines of chains run long either side of the vessel with ankle and hand locks for shackling prisoners. The brig is supplied with instruments of torture, although casual torture of prisoners is frowned upon (why damage the merchandise?) and these implements are only used when information needs to be extracted. If GMs wish to do so they can apply the Feared Aspect to the Cruel Jest, although it is not as frightening as the Seahawk’s own vessel (The Sweet Vengeance).

The Pirate Crew

The crew of the Cruel Jest are all Single Aspect NPCs. Consider all of them as Sailors but substitute Melee Weapon 1 (cutlass) or Ranged Weapon 1 (crossbow) for Weather Sense. This gives them the following Skills:

Brawling 1, Carouse 1, Melee or Ranged Weapon 1, Danger Sense 1, Sail 1, Swimming 1

They each have 2 in all Stress ratings and are armed with either a Cutlass, Sword, Belaying Pin (all +1 or +2 damage) or Crossbow (Range 40', +2 damage).

The Pirate Captain (Cedric Seahawk)

At a key point in the battle the Pirate Captain joins the fray. GMs should try to ensure that this is a moment of dramatic culmination. If the characters are pressing the battle then the enemy Captain can be cornered in his own cabin after a desperate line of pirates has been defeated. If however the pirates are winning then the pirate captain will stride out to confront them. This is Cedric Seahawk, the younger brother of THE Seahawk.

"As the smoke from the burning Legion ship temporarily parts, a terrible scene is revealed. Before you stands a giant of a man with wild black hair and a blood-stained cutlass clutched in his right hand and raised high above his head. His muscular torso is swathed in scars and leering demonic tattoos, and his eyes sparkle with mad glee. He wears a brocaded long jacket with gold buttons, no doubt looted from some noble victim, whilst with his left hand he drags forth the bloody body of a wounded Legion knight, twisting his victim's hair and laughing at his groans. It is clear that he intends to slit the knight's throat in front of you all, and that he is quite delighted by the prospect."

With minor adjustment the above description can apply either to the pirate captain's cabin or the deck of either ship, so GM's should 'place' this encounter wherever seems most logical. The pirate will notice the PCs watching and will drop the knight like a discarded rag doll before wading into combat with the nearest 3-Aspect character (most likely a PC or Captain Rumm). Play out this encounter normally but have the pirate Captain surrender or be captured rather than slain outright. When Cedric is defeated any surviving pirates throw down their arms. Likewise if Cedric kills a PC or Captain Rumm all non-PC survivors from Rumm's crew and the passenger list will surrender (hopefully convincing the PCs to do likewise).

At the culmination of this scene the Sea Battle has been completed. GMs should then allow PCs to describe their post-battle actions (how they surrender or take the surrender of their enemies, what they do with the injured etc) before describing either the Captured scene or the Captain's Offer scene, depending on which side triumphed.

Captured or.....

If the PCs are defeated or surrender then the pirates will take The Lucky Lass and divide their crew between it and their own ship. They will make for Hawk's Hollow but will be aware that the characters still pose a threat. They will therefore shackle the characters and any surviving NPCs in the hold of their own vessel.

If anyone resists or seems to pose a major threat then Cedric will have the resistor held firmly while he pulls out a strange hollow dagger (actually a syringe) which contains a First Empire knock-out drug. He will then apply the syringe and the victim will remain unconscious until awaking at Hawk's Hollow.

The following description can be read out or used as the basis of the GMs own interpretation of the capture:

"The victorious pirate Captain looks along the line of his captives whilst his crew stand behind you, watching for any dissent. "Very noble of you to intervene, I'm sure" he sneers, "but it looks like it has cost you dear. My name is Cedric Seahawk....perhaps you have heard of me? Well, don't worry, lads, I'll not waste good merchandise by killing you. You're valuable to me, now, more than these scurvy dogs!" He laughs, and some of his crew grin in response, "so we're gonna pack you below nice and safe till we get you to the Hollow, and then we will find you some nice, kind master to take care of for the rest of your days.....excepting those who make a fuss, though. Those go over the side"

With that the bodies of the slain, stripped of all material goods, are chucked overboard, the naked and wounded bodies looking pathetically vulnerable before they are swallowed by the cold waves. Guarded by cutlass wielding pirates, the PCs are led below into the cramped interior of the ship, which stinks of sweat, blood, faeces and misery. They are quickly and efficiently shackled, and left to crouch in a layer of watery filth in the darkness, crowded together, in the very humid conditions of the hold.

A days travel sees them debarking at Hawk's Hollow, for the Prisoners Arrive scene.

The Captains Offer

If the PCs defeat the pirates and capture Cedric they will have two ships at their disposal, Rumm's vessel and The Cruel Jest. In the captain's cabin of The Cruel Jest they or Rumm can also find charts marking a secret route to Hawk's Hollow, the hidden base from which the legendary pirate Seahawk has struck again and again against the shipping of the Equus coast. Seahawk and Jonas Quint will both be excited by this and immediately see the possibility of a surprise raid on Hawk's Hollow.

There is also the matter of Cedric's prisoner, the wounded Legion knight. This individual is Captain Gawain Greville.

He has been propped up against the side of the ship and clutches a hand to his bloodied side. He is sweating and pale and obviously near death, but waves aside the assistance of Doctor Godfrey, instead demanding in a weak voice to speak to Rumm and the PCs. He accepts a gulp of water, coughing most of it out again, flecked with blood, before he has the strength to speak.

"Captain Rumm, I thank you and your comrades for coming to our aid, it was bravely done....though by Arthur's beard I wish it were sooner....but now I must ask a further boon. These pirates are the Seahawk's own men. That means they know where he is, they know the way to Hawk's Hollow! There may never be another chance like this again. We can strike before he knows it, before he has time to realise that his secret base has been discovered.....you can do this, not I" he says, coughing more blood, "my time is done....but if you avenge me, all the treasure of Hawk's Hollow is yours, and the Seahawk and his murderous rampage is at an end....the Legion will be truly grateful, and may reward you above whatever you find...."his face pales, and he holds out a shaking had for you to grasp, "will you accept a dying man's request?"

Either Gawain Greville or Captain Rumm can give a summary of the Legend of Seahawk below. Greville can also offer the information that this is the third Legion ship the Seahawk or his men have destroyed and that there is no further Legion presence nearby-the nearest is at Proudhill, and it would take several days to get reinforcements to the area, by which time the Seahawk may well have heard of the failure of his brother's raid. The only way to surprise him is for the characters to help. GMs can appeal to either their mercenary instincts or to their patriotism, whilst Rumm will be scornful of those who show hesitation. If the PCs decide not to help, Rumm will deliver them to Whiterock and the events outlined in Getting the Characters to Hawk's Hollow can unfold as noted below.

Neither Gawain Greville nor Captain Rumm are aware of the truth of the Seahawk, so that information should not be shared at this stage. They are however both emboldened by the realisation that the legend is false or exaggerated—clearly, the Seahawk is a mortal man rather than a supernatural monster, and with the capture of his brother and maps indicating the location of his lair his reign may be about to end.

The Legend of Seahawk



Once, long ago, the Seahawk was a man like any other. He was an ordinary sailor, a merchant captain who plied the routes of the northern Equus coast, trading oil and hunting whale. But he had a powerful thirst, and a terrible habit of gambling away any profits he made, and a cruel temper that made his sailors resent his command. And these flaws, whilst each on their own might not have damned him, together did, for on one terrible night, in a drunken rage, he put to sea in a mighty storm, against the protests of his men.

They say that he drowned, years ago, killed by that terrible storm that smashed his vessel to pieces while he was drunk and raving, but that at the last possible moment he swore an oath to serve the Nephilim forevermore if they would spare him and to drown ten men in his place for every day of life they gave him. And so he rose from the dark cold depths, a twisted, ragged, raging thing of pure elemental evil, tied forever to the black ship that rose with him and the skeleton crew that was all that remained of his men.

For twenty years he has ravaged the Equus coast, the only pirate to evade the Legion time and time again. He has stolen ships from their own harbours, and sent every man who thought to defy him to a watery grave.

He cannot be caught or slain by mortal men, for he has been struck down before by fire and by sword and always rises again. All that can be done is to flee or surrender, and there is no shame in that, for sometimes he spares those that are suitably humble and who bow to his will without the slightest sign of resistance.

The Truth of Seahawk

The legend of Seahawk is known in many ports along the Equus coast and the characters are likely to hear several versions of it. The truth is both sadder and more sordid than the legend. The Seahawk is not a supernatural figure. He is not a ghost or a damned spirit risen from the inky blackness of the deep ocean, but is instead an ordinary man, albeit an exceptionally greedy, selfish and morally debased one.

Osmund of Proudhill's parents were travelling bards with a love of adventure and excitement. The birth of their son was something of an inconvenience for them, as was the necessity of maintaining a home. They settled for awhile in Proudhill but found that there was little demand for their risqué entertainments and bawdy songs at the Bishop's Palace, so after six years they went on the road again, taking Osmund with them. This tour proved a failure, although the boy showed some acting skill (something which made his parents more jealous than proud). Things got even worse when his brother Cedric was born three years later. When he was nine his parents effectively abandoned them, leaving both boys in the care of the Hales (they were renting a room at the Rotten Penny at the time). Osmund worked for the Hales before joining a crew at thirteen. By sixteen he was a skilled smuggler, sending goods to the Hales. By twenty he had contacted the Iron Band and was moving the worst product of all—captured children, all to support himself and his brother.

When the Hales approached him with a new deal he seized the opportunity, gleefully making a fortune selling the slaves they and Robert Whiterock had abducted.

His ship, The Sweet Vengeance, transported the slaves far from Whiterock, and he used the money gained to spread coin to bards to increase his own legend. When the 'plague' ended he made it clear to Robert that he expected special protection, and he received it, continuing to raid the coast and investing all his profits in Hawk's Hollow, the perfect lair. He hopes to achieve a spectacular coup by eventually seizing Whiterock and making himself Baron, and has been persuaded by Eleanor (who he does not recognise as a former victim) that the first stage in achieving this requires the destruction of the local Legion.

Getting the Characters to Hawk's Hollow

At the end of the battle the two most likely results are either that the PCs are captured and taken to Hawk's Hollow, in which case they have no choice and the GM can proceed to the relevant section below, or that they choose to accept the Captain's Offer and attack Hawk Hollow on behalf of the Legion. If they reject the offer Captain Rumm is scornful of these "lily-livered cowards who don't know what's right!". He may well report their lack of assistance to relevant authorities, leading to official censure or even arrest sometime in the future.

But what happens if they elect to go on to Whiterock instead? In this instance GMs can describe Whiterock and roleplay an attempt by agents of the pirates to abduct them from there. After all, the legendary Seahawk will want to personally torture and kill those who wounded, captured or slew his brother. The best option if this chain of events plays out is for the PCs to be abducted from a tavern or inn at night (they will need to sleep after all). Shanghaing crews from seedy waterside taverns has a long history and is unlikely to provoke much official response, especially if the persons abducted are newly arrived strangers. The GM can then play out the Captured scenario very much as if they lost the battle at sea.

Prisoners

Arrival at Hawk's Hollow

"After a seemingly endless length of time locked in the fetid and stinking hold of the pirate ship, the hatch opens and a beam of light blinds your eyes as you hear the creak of footsteps on the narrow stairs descending towards you. A group of six armed pirates unshackle you from the chains in the hold and link the chains around your ankles in a line with your fellow prisoners, watching carefully for any resistance. You shuffle into the light, blinking and uncomfortable, to find yourself standing on the deck of the pirate ship. "Welcome to hell, lads, hope you enjoy your stay!" a black-toothed cackling pirate shouts as you are forced along a plank to a pier crowded with pirates pointing crossbows at you. The wooden walls of a fortress rise above you, with a narrow, hidden harbour behind nestled between sheer white cliffs. Above everything in sight soars a tower of weird, glowing green metal, but you are led swiftly through a large door into a dripping stone corridor and through another barred door. After entering a large guard room you are shoved roughly inside a pit in the floor within which a few other prisoners lie on filthy straw beds, looking towards your captors with fearful expressions. The cell door clangs shut above your heads."

The PCs have been taken to Cell 6 in the Prison. Some may wish to make a bid for escape in the early stages of the description given above. GMs should allow any such attempt to be roleplayed before proceeding to the rest of the description, but should make clear the futility of such an obvious attempt-there are perhaps 60 pirates either on the ship or on the pier where the ship disembarks them. It is highly probable that any breakout attempt at this stage will involve a swift recapture followed by an embarrassing and painful beating before the rebellious character/s are dumped in Cell 6.

If any PCs have been killed prior to this point newly rolled PCs will be in this cell among the other prisoners present. If the PCs themselves have not been captured the GM will have to run a breakout from this area by any 'new PCs' which is simultaneous with the other PCs attacking Hawk's Hollow.

An area description of Cell 6 can be found in the Prison section below.

Avengers Arrival at Hawk's Hollow

PCs who have captured Cedric Seahawk and any surviving pirates after the sea battle may wish to interrogate them about the layout and nature of the Seahawk's base. If they do not think to do so the idea will likely occur to Captain Rumm or Jonas Quint. GMs should play Cedric as foul-mouthed and defiant, and as still retaining an intimidating hold over the rest of the pirates. If they are interrogated as a group the PCs can gain very little other than threats of retaliation or lurid descriptions of what the Seahawk will do to them. Cedric will mockingly offer to speak on their behalf with his brother, who perhaps will agree only to enslave them rather than torturing them to death.

Any PCs who attempt to interrogate Cedric on his own will be subject to threats. If they torture Cedric, the threats will turn to an offer of payment, but any information Cedric gives in either case will be inaccurate, designed to lure the PCs into a fatal, direct assault on the most heavily-guarded sections of the pirate's lair such as The Gatehouse or the Main Towers. Rumm will object to the use of torture, even though he despises pirates.

A more effective ploy would be to separate Cedric from his men. Any surviving single-Aspect pirate away from Cedric will quickly break under pressure (Intimidation rolls should automatically succeed, although there is no reason for the players to know this prior to rolling).

In this instance GMs can give players a rough version of the map of Hawk's Hollow outlining only those parts of the complex that can be seen from outside.

Any discussion of the numbers of the pirates and features of the base should make it clear that the best chance of success lies with an infiltration of the pirate's lair rather than a frontal assault. Rumm will suggest using one of his ships two small boats to enter the pirates harbour at night. Sneaking into one of the main towers or the Hawk's Nest and assassinating the Seahawk himself will, Rumm insists, 'cut off the snake's damned head' and end the pirate threat.

The following description can be used as a guide to portraying the PCs arrival at Hawk's Hollow using Rumm's recommended strategy.

"Captain Rumm carefully consults the maps showing the location of Hawk's Hollow and guides his ship to within striking distance of the pirate's lair. In the dark of night a small boat filled with a band of determined men is lowered into the water. With muffled oars you pass a bend in the coast where a great section of cliff-face has collapsed, obscuring a narrow passage into a secret, shallow harbour. After ten minutes more rowing, tense and silent, you see a set of three wooden piers jutting out of the water in a trident-shape, at the furthest of which is docked a huge black warship, completely concealed from the view out at sea. Above the pier rises a wooden barricade topped with a series of towers, and beyond this thrusts the strange, surreal bulk of a First Empire ruin made of an odd, glowing green metal. A few dark shapes can be seen patrolling the walls, and lights glow from the interior of the pirate's fort."

A full description of the pier is provided below for those who enter the fortress via this route. Before they leave Rumm will let the PCs know that he is sailing on to Whiterun to notify the authorities in the hope that they will be able to send further troops to assist them, but that he will also return to an agreed point to pick up any characters that need rescuing.

He will not however assault the fortress himself or provide any of his sailors for doing so, pointing out that they are not as skilled in such matters as the PCs.

Hawk's Hollow Area Descriptions

1. The Gatehouse

"The dark bulk of a stone gatehouse rises before you, dominating the small path leading inland. The gatehouse consists of two twenty foot tall square stone towers flanking a large arched and reinforced gate of solid timber bound in iron. Small arrow slots like watchful black eyes glare down from the top floor of the building, whilst a narrow stone passage leads into the interior of the pirate's fortress. Burning torches in iron brackets cast a circle of illumination in front of the gatehouse and its surrounding walls."

The gatehouse defending the landward side of Hawk's Hollow is the strongest exterior feature of the pirate lair. It is a dark and forbidding sight, topped with black flags on which a grinning white skull has been painted. There are four lookouts posted on the roof of each tower, all of whom are Single Aspect Pirates armed with crossbows and cutlasses. The circle of illumination extends twenty foot from the walls, preventing any secret approach even at night. The pirates own traffic comes almost exclusively by sea and they are informed of when landward visitors are expected, so they are immediately hostile to anyone approaching from this direction. Those attempting to scale the walls will be fired upon by the pirates on the roof on their first round of doing so, and even if successful at a Good (+2) difficulty climbing check it will take 2 rounds to scale. The 20' illuminated space in front of the walls also allows at least 1 round of enemy fire, even if running straight to the wall, whilst firing missile weapons back requires a Superb (+4) result to hit. Breaking the door requires a Great (+3) success on a Might check, and only if some kind of battering ram is used (fists and kicks are not sufficient).

If characters get onto the top of the surrounding wall there is a walkway which leads to a small door in the side of the tower. This allows them to enter at the first floor (room B). Counting the roof, the two towers each have three floors (ground is room A, 1st floor is room B, roof is C). The space above the passageway is a long hall filling the central body of the gatehouse (area D) whilst the passageway below is area E. The layout and personnel of each gatehouse tower is identical.

Gatehouse Tower A

"You enter a small stone chamber lit by flickering candlelight. Tattered banners hanging from the walls depict scenes of naval battle, and a bound iron chest stands against the far wall next to a copper gong on a wooden stand. An opening to the left leads to a set of very narrow stone stairs curling upwards into darkness. The centre of the room is dominated by a rectangular oaken table, loaded with plates of food and pewter mugs filled with ale. Four tough-looking men wearing black leather armour and wearing cutlasses are seated at the table drinking and talking. As you enter they draw their weapons."

All of these men are Single Aspect pirates. If PCs have found combat too easy in other portions of the pirate lair advance them to Dual Aspect (Cruel Pirate or Strong Pirate for example). GMs should differentiate each tower by personalising the descriptions of individual pirates, although their game statistics are identical. In the first round of combat one of the pirates will attempt to sound the alarm using the gong, whilst the others will move to block the PCs.

If the alarm is sounded then reinforcement will arrive 2 rounds later from the floor above (and no pirates in the Gatehouse will be encountered sleeping). If the stairs are entered on the 2nd round the reinforcement will be encountered there. The narrow conditions mean that only one PC (the lead) can attack one pirate at a time. The narrowness of the staircase also gives a chance of hitting the walls and breaking weapons on a miss.

Those with large weapons (2-handed swords, battleaxes etc) have a -1 penalty to their attacks as they attempt to wield without hitting the walls.

The pirates are all equipped with black leather armour of good quality, leather boots, cutlasses and daggers. There are hunks of beef and vegetables on the table, and a few bottles of mead. Each pirate has enough on them for one roll on the Pirate Pockets Table, and one of the tankards they were drinking from is silver (worth 10 crowns).

The chest allows 2 rolls on the Pirate Chest table, but has a Good lock (opened by a key possessed by the Gatehouse Chief in area D).

Gatehouse Tower B

"This dark room is lined with two rows of six beds facing each other across a few feet of space. At the end of each bed is a small wooden chest. Along the back wall is a long weapon rack lined with spears and cutlasses. The narrow staircase curves upwards to the left whilst the right hand wall has three large barrels lined against it. The gentle sound of snoring drifts from somewhere in the room, but it is too dark to see which bed it is coming from."

The pirates guard the gatehouse towers in three shifts of four men, which means that the off-shift are always in this room sleeping unless the alarm has been sounded, in which case in the first round of the alarm they will be stirring and arming themselves and in the second round they will be entering the staircase fully armed.

The 4 pirates are all Single Aspect unless the GM wishes to beef up the opposition the characters are facing. Each has a 50% chance of a roll on the Pirates Pocket Table. There are 12 chests, each with a 50% chance of a Pirates Pocket roll and a 50% chance of a Pirate Chest roll. Spare clothing of poor quality pads out each chest, and some other clothing may be scattered under the beds.

There is also a 20% chance that some reading material is present (a lurid novel along the lines of 'Confessions of a Reaving Man' or 'Tales of Derring-Do on the High Seas', or a Baronial pamphlet such as 'Whiterock Echo'). GMs can use this material to plant further news or rumours of the area if they wish to do so.

Gatehouse Tower C (Roof)

"A cold wind whips at the flag flying from the pole in the centre of this open rooftop, while the grinning skull depicted on it seems to leer down on the scene below. A brazier filled with hot coals stands besides the pole over a small fire. The roof of the tower gives an excellent view into the empty coastal headland and the glimmering secret pirate bay, whilst facing east allows you to see the walls and turrets of the rest of the pirate compound which is dominated by a huge green tower of strange metal. The rooftop itself has a large wheel linked to a series of pulleys, and three great metal cauldrons stand at the outward facing battlements. Four hard-bitten grinning pirates wielding large crossbows stand at each corner of the roof."

The wheel raises the portcullis at the end of the passageway (area E) and requires a Fair (+1) Might check for a single person to operate. The pirates are all Single Aspect with Ranged Weapon (Crossbow) Skill 1 and the additional Melee Weapon (Cutlass) 1 Skill. All four are also skilled in operating the cauldrons which can be filled with boiling water, oil or hot coals to be tipped on those trying to scale the walls or massing at the gate (this is effectively a +2 weapon attack, with an automatic 2 rounds of inflicting 1 Physical Stress each round after that).

Gatehouse Tower D

"You enter a thirty foot long hall that connects the two towers of the gatehouse. The stone floor is dotted with small funnel-like holes and a door at the far end of the room leads to the other tower. Narrow slits in the side walls provide perfect opportunities for firing arrows at anyone attacking the bandit lair. Several chairs and barrels have been dotted around the room together with two weapon racks and a large cauldron over a roaring fire. Four pirates are warming their hands around the fire. One of them, a grizzled veteran wearing a rust-spotted chainmail shirt and a necklace of human ears, turns to glare at you as a sudden silence falls."

The funnel-like holes in the floor are murder holes designed not for arrow fire but for pouring boiling water down at attackers trapped in the passageway (area E). The pirates are all Single Aspect, save for the grizzled veteran, who is Ragnar the Listener, the Gatehouse Chief. The other pirates follow his orders. Ragnar will attack the strongest, largest party member personally, hoping that defeating them will demoralise the rest of his opponents.

Ragnar wears a belt with a gold buckle in the shape of an eagle (worth 20 crowns). Tied to the belt is a key to the locked chests at the base of each gatehouse tower. The two racks contain a total of 20 cutlasses, fifteen daggers and eight spare crossbows. All are of standard quality. The barrels contain food stores, water, and fives bundles of wrapped crossbow quarrels with 50 quarrels in each bundle. Ragnar also has a pouch with fifty crowns in it, whilst each pirate has 1 roll of the Pirates Pocket Table in random gear.

Ragnar the Listener

Cruel Deaf Pirate

Ragnar is a veteran of piracy, having raided the Equus coast for years even before meeting the Seahawk and joining his crew. He is an argumentative individual despite being deaf, who is always suspicious that people are using his disability to get away with mocking him. He has a long, ratty grey beard and grey hair greased with whale fat. Despite his age (late fifties) he is a skilled and deadly opponent. He likes to cut off the ears of those he kills. None of the other pirates call him the Listener if he is within sight (they are aware that he can read their lips).

Skills: Alertness 1, Brawling 1, Carouse 1, Danger Sense 2, Direction Sense 1, Fists 1, Hunting 1, Intimidation 1, Lip Reading 1, Poisons 1, Read/Write 1, Sail 1, Search 1, Sign Language 1, Swimming 1, Torture 1 Melee Weapon (Cutlass) 2

All Stress ratings at 5 except for Composure Stress 2.

2. Hawk's Nest (The Old Tower)

"Before you rises a tall and impressive tower of the ancients, made of a perfectly smooth, strange metal that glows with an unearthly green light. The tower is clearly of First Empire construction and may well be thousands of years old. It rears in brooding majesty above the petty, crude fortifications constructed by the pirates, its upper reaches twisted and torn as if impossibly distant levels had somehow been ripped or gouged out by some colossal destructive hand. You cannot think what force or power could destroy such a building, but the few broken spars and spines of the towers superstructure poking above its remaining mass suggest that indeed this was the case."

The Old Tower is indeed a former First Empire building, and was once an expensive seafront restaurant and apartment block overlooking a now-vanished marina.

The Seahawk has taken it as his private domain, into which his fellow pirates are allowed only by specific invitation. The upper floor, which once contained the restaurant, is exposed to the air and in a state of ruin. The only pirate other than the Seahawk present in the building is Keitel Fane, who sits behind a desk on the ground floor ready to deal with any visitors. The ground floor consists of a large semi-ruined foyer, the first floor has four unused apartments in which the Seahawk has placed a number of traps, the second floor is used as a meeting and living area, the third floor is the Seahawk's private gallery in which looted treasures are displayed and the fourth floor contains his private sleeping quarters. The ruined restaurant covers floor five and the few remaining portions of floor six. There is also a basement containing a generator which powers some of the remaining First Empire defence and lighting systems.

The other pirates refer to the building as 'the Hawk's Nest'. The fact that the Seahawk does not view the First Empire with the same superstitious awe and dread that they do increases his status and hold over them. Descriptions of each area follow below.

Hawk's Nest Foyer

"You enter a large circular room with a cracked marble floor and a soaring ceiling of white plaster. The room shows the signs of ancient devastation as the corners and recesses are full of mounds of broken plaster and shattered statuary. Some effort has obviously been made more recently to repair the damage as a path through the rubble has been cleared towards an enormous mahogany desk in front of a door to another room. Beyond this desk to the left is an empty golden cage, whilst to the right a double set of impressive stairs wind upwards to the floor above. The whole room gives an impression of shattered grandeur, marred only by the grim-faced man in heavy black armour standing behind the desk and gripping the handle of a wicked looking axe."

Keitel Fane is the pirate who stands behind the desk.

He is a 3-Aspect character with the following statistics:

Muscular Dour Pirate

Physical Stress 7, Composure Stress 5, Social Stress 5.

Attack: Melee Weapon (Axe) +4 Damage or Fist +3 Damage.

Armour Bonus -3 (Black Plate Mail Armour)

Skills: Acrobatics 1, Athletics 1, Brawling 1, Carouse 1, Danger Sense 1, Detect Lie 1, Endurance 2, Insult 1, Intimidation 1, Law 1, Melee Weapon 2, Might 1, Sail 1, Survival 1, Swimming 2.

Fane is the most physically powerful and challenging opponent the PCs will face among the pirates. He is an alert guard who will use his Danger Sense to try to detect any intruders. Any attempt to deceive him is also subject to a Detect Lie skill check on his part. GMs should however emphasize his intimidating bulk and power, giving PCs fair warning that this foe is a far more serious threat than the Single Aspect Pirates found throughout the rest of the pirate complex. Fane has almost no interest in anything that happens outside the Nest and will not pursue opponents who retreat. He is in fact content to eject trespassers from the Old Tower but has no qualms about killing them if they remain. He will fight in an almost lazy, contemptuous manner, grumbling to himself like a man talking out the garbage rather than one who feels that he is in actual danger.

The best way to deal with Fane is to try and sneak past him to another level of the building. If combat is initiated, the wisest course is to strike from a distance or to retreat as swiftly as possible. Fane has one other weakness that could potentially be exploited, although this is not an obvious one. Fane is a lecherous and greedy individual, and if presented with distractions in the form of women, gifts or food can potentially be bribed to 'look the other way'.

Behind the desk is a strange metal box covered in buttons (an ancient cash register). It contains First Empire coins worth 100 crowns whilst a First Empire collector would pay 450 crowns for the 'box'. There is also a dusty tome filled with strange writing (a Guest Ledger worth 80 crowns to a First Empire collector). Keitel's Axe is worth 60 crowns and his armour is worth 800 crowns if not too damaged.

A door behind the desk leads to a small room lit by a strange blue light. Odd mirrors line the walls. These are ancient security monitors, although none of the pirates know how to operate them they are still functional if anyone with a relevant First Empire Skill (Hacker, Programmer, Scientist, Security Operative) starts them up again. On the floor of the room is a dirty bedroll where Fane sleeps and a locked chest (Good Locks check required) containing 28 crowns and Fane's 3 spare sets of clothing).

At the base of the stairs upwards are stairs down to the basement. The 'golden cage' to the left of the desk is an ancient lift, which is not working. If the buttons in the lift are pressed it makes a loud grinding noise, instantly alerting Fane. A hatch in the top of the lift leads to the lift shaft. Three successive successful Climbing Checks of at least Great (+3) would allow a PC to climb undetected directly to a partially open door on the Fourth Floor, circumventing the traps and hazards on lower levels.

Hawk's Nest Basement

"A narrow set of metal stairs descends into a dark and dripping corridor which leads past a shattered door into a small square chamber. The room is lined with metal cupboards and is dominated by a strange black metal box the size of a small cart that emanates a palpable sense of heat and makes an odd humming noise like the purring of a cat."

The metal box is a generator. It has the equivalent of 20 Physical Stress and if damaged beyond this point will explode doing 1d6 Physical Stress to anyone in the basement.

All of the areas noted as being lighted, together with the green glow noticeable from outside the tower, will cease if the generator is destroyed. If flammable material is placed in the basement and the generator destroyed a fire will start which will spread through the whole building, adding the Blazing Fire Aspect to a new floor each 1d6 rounds.

The lockers contain a few pieces of First Empire junk (4 pairs of workmen's overalls, 4 lunchboxes, a toolbox containing spanners, screwdrivers etc, a few 'tiny very detailed paintings' that are actually photographs) worth a total of 75 crowns to a First Empire collector.

Hawk's Nest First Floor (Apartments)

"A softly carpeted corridor lit by strangely flickering lanterns stretches before you, with two slightly open doors on each side wall and stairs heading upwards at the end of the corridor. The rooms are thick with dust and cobwebs and broken shards of wooden furniture, with ancient cupboards on the far walls and rusting metal bed-frames covered with piles of rotted bedding."

Each of the apartments contains a living room, bedroom, bathroom and kitchen, outfitted much as a swanky hotel room might be, if the rooms had been empty for a thousand years and long since stripped of valuable goods. Some patches of ooze and damp represent places where items have rotted away, a few cupboards full of rusted tins remain in the kitchens, and 'odd porcelain bowls of water' are what remains of the toilets.

The left hand apartment is choked with thick webbing on every surface and there are four mummified animal bodies in the living room (cats drained of blood). In the bedroom there are two giant spiders who will attack any intruders.

Giant Spiders

Physical Stress 3 Composure Stress 3
Social Stress 1

Attack: Bite +2 Damage Poison 10% chance per bite of paralyzing the victim for 1d6 rounds. Even if resisted the poison causes a Minor Physical Consequence of vomiting and nausea.

Skills: Acrobatics 1, Alertness 1, Ambush 2, Stealth 2, Web-Spinning 2, Climb 2

The right hand apartment has been trapped by the Seahawk. A wire stretches from the half-open door to a loaded crossbow poised on a wooden frame inside the living room. Unless the PC opening the door makes a Great (+3) Alertness or Danger Sense check they will trigger the trap and be hit by a crossbow bolt (Crossbow +2 damage). In the kitchen of the right hand apartment the floor has been covered with a pile of leaves and soiled strips of cloth concealing a bear-trap (a Good Alertness or Danger Sense check or +2 Damage as the bear trap closes).

One of the mummified cats has a jewelled collar worth 20 crowns. This is the only item of value in either apartment.

Hawk's Nest Second Floor (Living Area)

"The dust and squalor of the first floor suddenly gives way to a well-scrubbed and clean environment fronted by a pair of smooth metal doors edged in gold. Beyond the doors stretches a huge room lit by hanging crystal chandeliers and sided by walls of magical shining glass through which the surrounding landscape can be viewed. A black marble bar is fronted by several tall elegant chairs, whilst three long divans of white leather are placed at different points around the room. Everything in the room speaks of an understated luxury rescued from the decay seen elsewhere."

The living area is used by the Seahawk when he wishes to entertain and impress others.

On rare occasions this will be his leading pirates, at other times it will be some of the ladies of Kittywake Court or even a captured slave who is particularly attractive or wealthy enough to be worth a decent ransom amount.

There is a 10% chance that the room will be occupied. If it is it will be by the Seahawk and one of the following groups (roll 1d100):

01-20 Gross William, Two-Blades Bob and 1d6 Kittywake Girls.

21-60 1d6 Kittywake Girls.

61-80 Edwin the Lamé and 1d6 Kittywake Girls.

81-90 1d6 Single Aspect Pirates and 2d6 female slaves.

91-00 The Lady's Man

All groups of pirates (named or otherwise) will attack obvious intruders but may converse if PCs attempt a convincing lie (Good +2 Deceit, Diplomacy or Disguise check gains 1d4 rounds of conversation).

A Good (+2) Stealth check is required each round to sneak past any NPCs present, 3 successful checks will allow exit to the level above, a single check allows retreat to the level below.

Statistics for all of these groups are provided either at the end of the adventure (named characters) or are standard (Single Aspect Pirates, Peasant slaves or Harlots).

The chairs are each worth 300 crowns to a First Empire collector and the divans are worth 400 crowns each. Behind the bar are 10d6 glasses each worth 1 crown and 6d6 bottles of alcohol each worth 3 crowns.

Hawk's Nest Third Floor (Gallery)

"This clean, bright room is well-illuminated by hidden ceiling lights which cast a harsh, strong light into every corner. The floor is of a reflective, polished material similar to marble. The room is divided by a series of large glass cabinets which are filled with strange treasures and artefacts including pottery, jewellery, metalwork and machinery of unrecognisable purpose. Some of the pieces look very large and heavy, whilst others appear to be in fragments or of a much smaller size, but all are confusing and alien in a way that makes your skin crawl."

The gallery is where the Seahawk stores the best of his looted treasures. The collection includes a few items which have no more than scrap value because of the extent of the damage to them (20 items which are twisted lumps of metal with a total value of 10 crowns). The valuable displays include the following items:

A small murky mirror with decorative markings (a non-working mobile phone) 180 crowns

A large black mirror (a television screen) 300 crowns

Six unusually decorated bracelets (watches) 80 crowns each

A metal and glass sculpture with a bulbous glass top (a lamp) 65 crowns

Fifteen incredibly detailed paintings in decorative frames (framed photographs) 100 crowns each

Two large white metal boxes with weird decorations at the back (fridges) 400 crowns each

The gallery is protected by a security system which sets off a loud wailing alarm if any of the display cases are disturbed. This can be heard by the Seahawk, the guardian of the fourth floor (see below) and anyone else on the next two floors (either side).

Hawk's Nest Fourth Floor (Sleeping Area)

"Outside the gilded door to this level stands a seven-foot tall roughly humanoid figure which appears to be a statue of a First Emperor warrior, complete with ancient armour and an odd ceremonial staff gripped across its body. A small potted plant stands on the other side of the door. The room beyond, viewed through the slightly ajar door, is a luxurious bedchamber dominated by an enormous four-poster bed hung with silk and velvet draperies. Two enormous mahogany cabinets stand either side of the bed, whilst against the far right wall stands a small but elegant writing desk and leather backed chair. The desk is piled with books and papers, but the curtains of the bed are closed."

Anyone attempting to enter this floor will be confronted with a startling and terrifying sight. With a clank of gears and a hiss of steam the seven-foot tall statue will lurch into life, its eyes glowing with a hellish light. PCs should make a Resolve check at Good or better or flee for 1d4 rounds. Those that resist are attacked. The statue is a First Empire robot that the Seahawk has managed to get semi-operational (the robot was once possessed of full sentience and acted as a concierge, but now understands only the simplest of instructions).

Loyal Robot

Physical Stress 7 Composure Stress 3
Social Stress 3

Attack: Ranged Weapon (Rifle) +3 Damage
or Fist +3 Damage

The damage to and age of the robot makes it a lumbering opponent-50% of its attacks will miss regardless of the actions of the PCs.

Armour Bonus: -3 (metal construction)

Skills Alertness 1, Build 1, Craft 1, Danger Sense 1, Detect Lie 1, Endurance 2, Might 1, Resolve 1, Search 1, Security 2.

The main purpose of the robot is to alert the Seahawk of any intruders, which the noise generated by its attacks will certainly do. Those arriving via the stairs cannot really avoid this, but behind the robot and to its left is the lift shaft-those who have successfully climbed this can still attempt to sneak past the guardian, potentially arriving in the Seahawk's private chamber without waking him.

If combat has taken place outside his door the Seahawk will have woken and armed himself. If there is a route to the lift or stairs that is not blocked by characters he will try to reach that and gather more followers (there is a flag that signals distress from the floor above-if this is raised 2d10 pirates will enter the building and be present within 1+1d4 rounds). If his route is blocked he will attack, attempting to Ambush PCs already fighting the robot. For the Seahawk's statistics in combat see his entry at the end of the adventure.

Amongst the Seahawk's records and papers in his desk can be found the following message written in an elegant hand on curiously oily parchment which an Appraise check at Great or better will recognise as human skin:

"Our alliance will be sealed when you remove all the Legionnaires from the vicinity of Whitehaven. I will accept no other outcome than their total eradication. My man will advise you how best to accomplish this. When he is satisfied that such has been achieved he will release the agreed payment. Remember, my Queen has more riches than you can possibly imagine, but neither she nor I reward failure."

The note is signed 'C' (for the Lady of Crowhaven). The 'man' referred to is The Lady's Man, whose description can be found at the end of this adventure and who inhabits area 17 (the Chapel).

The books on the desk include 'A Guide to the World That Was' a popular reference work on the First Empire (riddled with inaccuracies the GM could use to plant plot seeds) worth 50 crowns, 'Tales of the Seahawk' a lurid account of several of the Seahawk's most notorious raids worth 15 crowns and 'Amongst the Enemy: Life in Queensland' worth 40 crowns. There are a total of 12 other volumes or scrolls worth 20 crowns altogether.

The cabinets each contain 6 sets of luxurious men's clothing worth 20 crowns each and 3 rolls on the Pirate Chest table.

Hawk's Nest Fifth & Sixth Floors (Ruined Restaurant)

"This enormous space is a picture of ruin. Gaping holes in the side of the building let in the wind and rain, whilst the floor is a carpet of rubble and broken glass. Several dozen tables are scattered about, some upright, some smashed or fallen as if they had been thrown about by fighting giants. The staircase, exposed to the elements like the spine of some colossal dead beast, curls upwards into empty air, a forlorn testament to the damage done here. A narrow walkway and slim fragment of the upper level remains, sagging now under the weight of an ancient collapse. Parts of the upper floor are strewn amongst the rubble, particularly in the far corner where a bar and a kitchen can still be identified."

If the Seahawk has had time to run away he will crouch behind a shattered wall on the small portion of the sixth floor that still remains. From there he gains a -2 Armour Bonus and has at least one round of firing at opponents before they can reach him, three rounds if they walk slowly and cautiously. Those who run up the exposed staircase run the risk of it collapsing beneath them, creating a fall of at least one storey (50% chance of a collapse, Acrobatics or Athletics Great roll to jump to safety or suffer a fall of 1 floor or 6 floors). A 1 floor fall (1-5 on a d6) does 1d6 Physical Stress whilst a 6 floor fall does 6d6 Physical Stress.

At the top of the staircase is a flag or signalling for help, together with a crossbow, 40 crossbow bolts and a chest containing 200 crowns.

3. The Main Towers

"This forty foot tall tower looks to be sturdily if crudely constructed from heavy slabs of rough grey stone. Dim lights can be seen flickering within from behind tall narrow windows, whilst the wall surrounding the pirate lair meets on either side of this construction. A heavy oak door is closed at the bottom of the tower, above which can be seen an arch carved with the stone figures of hideous squid and octopi pulling screaming sailors to their watery doom."

The pirate lair is ringed by a continuous wall that varies between 10' and 20' foot in height and which has both wooden and stone sections. The stone sections are not particularly well made and show signs of recent hurried creation, but do form an effective barrier to anything other than siege weaponry. Dotted along this wall at regular intervals (roughly every 120') are round towers. The towers that ring Hawk's Nest (the Old Tower) and also connect via wall-top walkways to the Gatehouse are the Main Towers. There are three of these forming the Upper Fort area (included within this are areas 1. Gatehouse 2. Old Tower 11. Bow Ground 12. The Barracks 16. Blade Ground 17. Chapel and 18. Kittywake Court).

There are also three Minor Towers constructed of wood which form a Lower Fort area which encircles areas 5. The Prison 6. The Pit 8. The Well 9. The Garden 10. The Market and 19. The Stables. Area 14. The Middens covers an area between the water, pier, pit and Old Tower whilst area 15. The Pier fronts the Lower Fort without being enclosed within its walls.

The Main Towers are all 30' high with 3 floors and all follow the same design. The first floor is a guard room which always includes a locked chest, a table and chairs, and a weapon rack with 2d6 spare weapons on it. The middle floor is a sleeping area which contains 12 wooden beds with straw mattresses, whilst the top floor always contains an armoury featuring 3 weapon racks of 2d6 weapons each and an armour rack featuring 1d6 sets of spare armour. The personnel of these towers follows the same shift pattern found in the Gatehouse area-12 men in total, 4 on the ground floor, 4 sleeping off-shift in the middle floor and 4 either in the top floor room or on the roof. The roof also has a 50% chance of containing a brazier, barrels of oil and water and large pots or an equal 50% chance of featuring an arquebus.

All of the guards present will be Single Aspect Pirates save for one Dual Aspect leader. All of the Pirates will have the equivalent of one roll on the Pirate Pocket Table in random gear. The leader will additionally have 2d10 crowns on him. Minor items (cutlery, food, wineskins etc) should also be randomly placed within the tower together with minor cosmetic differences (presence of a small personal shrine or fetish, a barrel of foodstuff, a few rats, a patch of mildew or fungus, a tattered flag or trophy, a crude painting hanging on a wall etc).

4. The Minor Towers

"A wooden tower which is little more than a series of exposed levels connected by spiralling stairs rears up before you. There are three levels and on each level there is a beamed platform from which archers or crossbowmen can fire at those below. Some of the levels have dirty tents pitched upon them, or groups of barrels and boxes of looted produce."

The Minor Towers are all 20' tall and only consist of two floors. They have no sleeping area and the men found in these towers work in shifts that return to the Barracks to sleep (shifts change every 6 hours). Men guarding these towers are not allowed to leave until another shift replaces them, but the sides of these towers are quite exposed. This means that these men are often cold, wet and miserable and are eager to go off-shift (clever PCs might be able to exploit this. Give them a chance to hear complaints if they sneak close without being detected).

There are 8 Single Aspect pirates stationed at any one time at each Minor Tower, 4 per level. They will have a designated leader but this individual will also be a Single Aspect Pirate. They all possess 1 roll on the Pirates Pocket table, and the 2nd floor of the tower will contain a barrel filled with 2d20 crossbow quarrels (the pirates on the upper floor will all be armed with crossbows).

5. The Prison

"Near the harbour is a long, low, squat building of crude boulder-like stone construction, with a thatched roof and a reinforced set of double wooden doors. The building is surrounded by a cleared area of stinking muddy ground, and appears to be devoid of windows. There is something sinister in its ugly utilitarianism, and the walls seem thicker and dirtier than those of other parts of the pirate lair."

This is where the pirates keep any captured survivors from the raids they conduct against other ships, boats and small villages along the coast before they are sold to Iron Band slavers or, in rarer cases, ransomed back to their families.

The reinforced doors are usually kept locked, and the keys are held by Gross William, the chief jailor. Three successful Might checks of Great or better are required to break the doors down (and this cannot be accomplished without the use of a battering ram or similar object). The lock can be picked with two successful Locks checks of Good or better.

The door leads into a long corridor, enclosed on all sides by stone walls covered in moss and dripping with water (the ceiling leaks). This corridor gives a sense of oppression and claustrophobia as its narrowness and darkness reinforces the bleak reality of impending imprisonment. The corridor stretches for twenty feet before reaching a second wooden door topped with a small, grilled viewing space at head-height with metal bars across it. Those in the room beyond can use this gap to view anyone in the corridor, and vice versa. The door is barred and those who do not use stealth in entering will be challenged when they reach the door and fired upon with a crossbow through the grill if they cannot identify themselves (Great Deceit check or similar).

Prison Guard Room

"Beyond the grill you can see a long stone chamber stretching lengthwise either side of the narrow corridor. In the middle of the chamber is a large chipped wooden table with thick and skilfully carved wooden legs, obviously looted from some sea captain's quarters or noble household. Seated in chairs around this table are a group of bored-looking pirates, all of whom are listening to an enormously obese man at their centre, whose rolls of oily fat burst from beneath his stained and sweaty leather armour. The talker grips a fat chicken leg in one plump paw, and bits of spittle, chicken and grease dribble and ooze from his wide mouth as he talks."

The guard room dominates the centre of the prison and stretches lengthwise from end to end across the whole building.

There are always 1d10 pirate guards in attendance accompanied by Gross William, their commander, and Edwin the Lame, an elderly pirate who does what little cleaning and cooking goes on in the prison. Both their full descriptions can be found at the end of the adventure. There is also a 30% chance than an unusually elegant, handsome pirate is also present (Two Blades Bob, also described in the NPC section).

The other pirates are all Single Aspect pirates. In addition to cutlasses and crossbows they are also armed with whips and have the additional skill (Melee Weapon Whips) at a ranking of 2.

Gross William will direct the pirates to attack any intruders, preferably trying in the first instance to prevent their entry into the guard room. If a fight ensues that seems to be going badly for the pirates Gross William will threaten to kill all the prisoners held in the cells unless the attackers surrender and throw down their weapons. He will personally fire crossbow bolts at the prisoners killing 1 per round and creating confusion, screams and terrible panic in the cells if the PCs do not surrender. Cringing prisoners aware of Gross William's cruelty will beg that the PCs surrender, but doing so will only result in them joining the prisoners in the cells. The pirates will offer no second chance at surrender to those who escape from the cells but will instead seek to kill them as quickly as possible.

Beyond the table the stone floor of the prison gives way to metal bars with gaps in them that could catch a person's footing or cause them to stumble (Acrobatics or Alertness check required if moving in this area, any success is adequate to avoid a stumble unless combat is taking place, in which case a Great result or better is needed). Anyone attacking a person who stumbles gets a free automatic hit.

The bars in the floor are the ceilings of the eight cells, each of which is a large 10x10 pit in the ground, 12' deep. Metal grates cover the top, locked of course (Great Locks result to open), which lift outwards.

Prisoners are lowered in by rope or, if resisting, dropped or kicked in. The pirates amuse themselves sometimes by standing above the grates and urinating or defecating on those below, especially when the prisoners are sleeping. Before they are due for sale, buckets of water are thrown down repeatedly, drenching those inside but making them 'presentable' for the Iron Band. The individual cells are described below.

On the far wall is a door leading to the pier corridor. It is identical to the door leading to the pirate side corridor and will be guarded in the same way. On the near wall are two doors either side of the pirate side corridor door, which lead to the interrogation room and the storechamber.

Each of the pirates has 1 roll of the Pirates Pocket table and 1d6 crowns on them. The table has 2d12 tankards of mead and 1d4 bottles of rum. A weapons rack to the left of the table holds 1d4 crossbows, 1d4 whips and 1d6 cutlasses. Gross William has 2d10 crowns as well as 4 rolls on the Pirates Pockets table. He also has a collection of obscenely and extremely graphically illustrated playing cards in front of him on the table worth 12 crowns to a suitable 'collector'.

Prison Interrogation Room

"You enter a small, bare looking chamber of white-washed stone walls spattered with dark red flecks. The floor has drain channels built into it, crusted with dried blood, and a sturdy wooden table stands to the right of the door, loaded with scalpels, pliers, wire, various wicked looking blades in strange shapes, and buckets filled with blood-soaked rags. A pair of empty chairs face each other in the centre of the room, one of which has thick leather restraints hanging from the arms. An open iron maiden looms threateningly in the corner of the room, whilst the hideous tools of imaginative torture lie beside shackles sunk deep into the walls."

The torture chamber is in fact rarely used as the Seahawk does not condone damaging the value of the goods he intends to sell to the Iron Band.

On rare occasions however he allows those of his followers who savour such actions to indulge their darker passions-there is a 5% chance that Ragnar the Listener or Gross William will be here with either a female (80%) or male (20%) slave strapped to the chair with restraints.

More frequently slaves are allowed apparently accidental glimpses of this room when the door is left open-this is often found to be sufficient warning against attempted escapes or rebellion.

The torture devices are worth a total of 20 crowns to an executioner or similar professional, although their possession may well disgust Legionnaires or other upright types who frown on such methods.

Prison Storechamber

"The walls of this square chamber are lined with rows of barrels on their sides and stacked together like stores loaded in the hold of a ship. There is a musty smell of damp in the room and a stronger animal odour reminiscent of the scent of a wet dog. A small path between barrels stacked up to the ceiling leads to a set of stone steps fronting a rotting wooden door."

There are a total of 36 barrels in the room. 12 are empty. 12 are loaded with foodstuffs-carrots, potatoes, turnips, and apples. 6 contain rum and 6 contain dark red wine. The barrels of food are worth 1 crown each, those of rum 2 crowns each and the wine 3 crowns each.

In a nest near the rotted door can be found the source of the animal stench, Gross William's pet Oscar (a giant rat). Those approaching the door other than Gross William will hear a rustling amongst straw before a huge brown rat as large as a mastiff leaps upon them.

Giant Rat

Physical Stress 3 Composure Stress 3
Social Stress 1

Attack: Bite +3 Diseased 10% chance per bite of causing a Minor Physical Consequence of vomiting and nausea.

Skills: Acrobatics 2, Alertness 2, Ambush 2, Stealth 2, Bite 2, Climb 2

Hidden amid the straw of the rat's nest is a fine quality gentleman's silk waistcoat which, when cleaned, is worth 50 crowns.

Gross William's Bedchamber

"Behind the rotten wooden door is a rectangular chamber lit by a lamp of flickering red light. The stone walls are hidden behind lush tapestries depicting the orgiastic coupling of mythical beasts, whilst a huge bed of black silk sheets and blood red cushions dominates the room. A scent of heavy perfume fills the air, and a naked young woman of some beauty with bruised skin and frightened eyes gazes fearfully towards you, rattling chains as she shrinks away from the door."

This is Gross William's private chamber. Gross William does not use the lady's of Kittywake Court as he prefers mistreating and degrading slaves rather than paying prostitutes. The young woman is called Alice and was supplied by the Lady's Man. If freed, clothed and treated kindly she can reveal the following information:

"I am from the village of Crowbridge along the coast, milords. Six months ago a noble lady brought Crowbridge Manor and everyone thought it was wonderful that the old place was being put to some use. I took a job as a maid there, and so did many other local people....but then people started going missing. My lady had strange guests, rough, horrible men who mistreated the staff, and I told her I wanted to leave her employ....then she handed me over to the one they called the Lady's Man and he brought me here....he gave me to the fat one, and I've been here ever since."

Alice knows that the Lady of Crowbridge and the Seahawk had some kind of alliance and that the Lady's Man worked as their go-between. She also knows about the arena and the sale of captured peasants to the Iron Band. She has been hoping and praying that the Legion would find the pirate base and rescue her. She cannot go back to Crowbridge as she knows that the Lady still holds sway there. She can describe the Lady ('pretty, sirs, with dark hair and pale skin, but her eyes were sort of cold, and looked right through you') but knows nothing about her past.

Under the bed is a locked (Good Locks check or better to open) iron chest filled with 100 crowns.

Prison Cells (1-8)

"These dark and squalid pits are pictures of human misery. Steep smooth sides make escape difficult or impossible, whilst the heavy metal grill blocks out all but the thinnest beams of light. The air within is hot and close, the bottom of the cells awash with the filth of prisoners past and present. All of the cells save one are empty save for the scurrying of rats and cockroaches, although a few contain gnawed bones and other grim reminders of former inhabitants. The sixth cell is crowded with prisoners who kneel or squat in the darkness, some sobbing quietly, but most merely staring forlornly at the blank uncaring wall."

Any captured PCs will be forced into the sixth cell with the other prisoners. At any one time there will be 2d10 prisoners present. The Seahawk insists on a rapid turnaround of prisoners and sales to the Iron Band representatives are frequent (at least every week, depending upon how many prisoners have been captured and raids conducted). A further 4d10 prisoners will at any one time be scattered around the rest of the complex these additional are not listed elsewhere and must be placed by individual GMs-most likely locations are the Arena, the hold of the pirates ship, somewhere in the Hawk's Nest or tending the gardens or stables).

The prisoners are fed twice a day, although this consists only of opening barrels of bread and fruit and dropping the contents in. Buckets of water are also lowered down four times a day.

Unless the GM wishes to place specific NPCs in these cells they will all be Single Aspect Peasants and Sailors.

Prison Pier Corridor

This corridor is identical to the one that enters from the other side of the building-twenty foot long and ending in a barred door with a viewing grill. The outer door is also locked and barred. The only difference in this corridor is that it opens onto the pier area and that the smell of salt and faint murmur of waves is detectable near this entrance.

6. The Pit

"A series of stone steps lead across a dirt-clogged slope towards a huge black opening in the ground, whilst compacted earth at the sides of the hole has been levelled into a number of serried rows obviously intended as seating. Twelve of these concentric rows of seating descend towards a circular space surrounded on all sides. The floor of the great pit is stained with streaks of ash and blood, and a foul stench of fear and despair clings to the greasy sides of the improvised amphitheatre."

The circular space at the bottom of the pit has a diameter of 20', which comfortably allows three or four combatants adequate fighting space but quickly grows crowded with any numbers above that. At night the pit is usually deserted (only a 10% chance that 1d6 Single Aspect Pirates and 2d6 captured female slaves will be present). If pirates are here at night the majority will be laughing and drinking whilst seated in the spectators rows. One or two pirates will be tormenting the female prisoners on the floor of the pit for the amusement of their colleagues and the satiation of their own desires.

During the day it is much more likely (40% chance) that a larger number of pirates (3d6) will be tormenting male or female prisoners by having them complete humiliating 'challenges' or by forcing two or more prisoners to fight each other. Since most of their prisoners are intended for sale to the Iron Band their weapons will usually (90% chance) be padded or blunted to prevent fatalities, but verbal and physical abuse will be directed at those who do not 'put on a good show'. A small tunnel with a metal grate at the base of the pit leads to the Prison, whilst the lowermost sides of the pit present a sheer ten foot wall before the first row of seating (making it extremely difficult to jump out of the pit or threaten the spectators). All of the prisoners found here will be Single Aspect Peasants or Sailors.

If any PCs are recaptured after attempted escapes they will be brought here in order to fight to the death. In this instance Gross William and Two-Blades Bob (see below) will also be present and half the watching pirates will be armed with crossbows.

7. The Forge

"An open-sided circular building with a slate peaked roof stands somewhat apart from the rest of the complex. The roof is supported by stone pillar, and a cherry red glow can be seen in the darkness within. Outside stands a large barrel filled with water, and from within can be seen the flare and flicker of orange sparks. Heat emanates from the open sides of the small building, and the sound of metal striking metal fills the air."

The description above should be adjusted to take account of the time of the PCs arrival-between dawn and dusk the smith and his two apprentices will be active in the forge, whilst at night the sounds and sights of their activity will be absent. The smith, Alfred Strongarm, and his two apprentices Caleb and Otto, all sleep on the floor of the forge (Alfred having the warmest spot near the forge itself). Both the assistants are muscular young men in their twenties.

Caleb is a former slave promoted for his metalworking skill, whereas Otto would much rather return to piracy but has been ordered to assist Alfred. Recently the Seahawk has asked Alfred to produce many more weapons, and the signs of this industry lie all around the forge-there are more than thirty half-finished swords and cutlasses, and nearly 200 completed weapons and pieces of armour (swords, shields, cutlasses, spears, helmets, 12 suits of leather armour, and even two suits of chainmail) either hanging from many sturdy hooks around the forge or stored in barrels nearby).

Alfred is a triple-Aspect character, a Strong Pirate Smith. Caleb is a single Aspect Smith whilst Otto is a single-Aspect Pirate (he can work the bellows, fetch and carry but not much more than that).

The forge consists of a large fire pit with bellows, a long trough of water, two anvils at either end of the building, a rough wooden workbench with hammers, vices, tongs and a scattering of basic tools, a tanning rack for leatherworking and a small conical smelting kiln of fire-blackened bricks.

8. The Well

"A large stone well sits beside the path near to the forge. The stones from which it is built are worn smooth with age and they are coated with a mossy growth of lichen which hangs in a green beard from the lip of the well. Above the well is a rickety wooden frame from which hangs a rusting chain and bucket. The depth of the well is difficult to determine as the water below is hidden by shadows"

The well is 50' deep with the last twenty feet being filled with water. Anyone falling into the well must make a Climbing Check to get out. GMs should apply penalties for the damage inflicted in the fall, the slipperiness of the stones from which the well is constructed, and any other factors deemed relevant (wearing armour for example). Drowning in the well after failing climbing checks should be a real possibility.

Some of the pirates have superstitiously made offerings to the well before raids or after returning from them. There are 2d20 crowns scattered at the bottom of the well but there is also a giant toad that has made its home there. The toad will attack anything living at the bottom of the well.

Giant Toad

“Out of the murk and slime of the water rises a dark green amphibian head speckled with bumps and warts. Two small black eyes glitter with malice above a wide gaping maw from which lolls an enormous pink tongue. With a sudden splash and a hideous croak, the foul creature strikes.”

Physical Stress 4 Composure Stress 3
Social Stress 1

Attack: Bite +3 Damage or Tongue +2
Damage

Skills: Acrobatics 1 Alertness 1 Ambush 2
Stealth 1 Swimming 4 Weather Sense 2

9. The Garden

“A rectangular space of tilled earth stretches before you, running in three rows rich with the pungent odours of manure and fresh green growth. A variety of vegetables are growing in the ground here, including potatoes, cabbages and carrots. This is clearly a source of fresh food for the pirates. Between the rows of vegetables can be seen a few hoes and metal bins filled with bags of seed and gardening tools.”

During the day the garden will be tended by 2d4 captured slaves headed by 2 Single Aspect Pirate Overseers. All of the slaves will be Single Aspect Peasants. If the PCs get involved in a fight in front of these slaves there will only be a 10% chance that they are brave enough to intervene, although they will beg the PCs save them and remove their chains.

At night the garden will be deserted, although a breeze whistling through the leaves of some of the plants might suggest otherwise.

10. The Market

“The muddy ground gives way to a cobbled area filled with rows of large market stalls. The stalls have tall wooden sides and short handles allowing them to be hitched to wagons or moved by hand. Their sides have shutters barring access to the goods within, whilst canopy roofs in bright colours give them a surprisingly cheerful appearance, as if they were waiting for customers in any busy village square.”

The market is used by a half-dozen local traders of unscrupulous character who bring the pirates supplies they cannot otherwise obtain and provide an outlet for the immediate sale of goods the pirates have smuggled or stolen. At night the stalls are deserted and locked. Although only a Good Locks check is required to open them, the locks are heavy and old and will likely make some noise if disturbed resulting in a 20% chance per lock of attracting the attention of 1d6 pirates from the barracks.

The market traders are all Single Aspect Merchants (01-40), Thieves (41-70) or Peasants (71-00). At night the traders leave the stalls and return to their nearby villages-the Seahawk needs the outlet the market provides and will hang any pirate who loots the stalls in the traders absence. During the day all the traders will be present together with 2d6 pirates. There are eight stalls, the details of which are given below:

1. **Falco's Quality Blades.**

This stall is run by Falco Knox, a Merchant of foreign descent and swarthy complexion who has the additional skill Melee Weapon (Sword) +3. He has 20 blades in the stall, all with additional features such as silver decorations, gemstone pommels etc that make them each worth 2 to 3 times standard value.

2. **Jen's Seafood Shack.**

This stall is full of iced boxes filled with various kinds of fish, crab and other marine delicacies as well as cooking implements, pots and grills. Jen is a tiny delicate woman with an artist's skill at creating delicious dishes. Jen has the additional Cooking Skill at a Rank of 4.

3. **Abelard's Books.**

There are 200 books on this stall, most of which are lurid popular tales of piracy and the sea. Abelard sells 10 for a crown, but more often purchases looted quality books at discount prices from pirates unaware of the true value of the book they have stolen. Abelard is a sour-faced, hawk-nosed man with a long dirty grey beard.

4. **Edwin's Shield & Arms.**

There are 12 sets of leather armour, 12 sets of chainmail and 2 sets of plate armour on this stall, as well as 20 shields. This is the largest stall in the market. Edwin is a tattooed bear of a man.

5. **Barnard's Relics.**

This stall is full of small religious ikons and statuary together with religious paintings and devotional tracts. Barnard features Seraphim and Nephilim on his stall. Each ikon is worth 1d10 crowns and there are 40 ikons and paintings on the stall. Barnard claims to be a defrocked priest and has the additional skills Church History and Appraise (iconography) at +2 each. He is a short red-faced man with a tonsure.

6. **Holly's Herbs.**

Holly is a fat jolly red-haired woman with the additional skill Herbs +3. Her stall gives off a strong mixed fragrance of flowers and herbs. She sells all kinds of flowers and a wide range of herbal remedies, particularly those considered efficacious in dealing with sexual diseases and unwanted pregnancies.

7. **Merlin's Miscellany.**

This is a general goods stall featuring 10d10 items from the standard Whiterun equipment list. All of the items are standard value and condition, although Merlin charges one and a half times above the standard rate. Merlin is a thin youth with large eyes and a quick, nervous manner.

8. **The Broken Keg.**

This stall is effectively a small tavern, featuring 2d20 bottles of wine, 2d20 bottles of rum and 1d20 bottles of other spirits. It also has 4 large kegs of beer and 2 of mead (each keg can serve 20 pints). The kegs are worth 20 crowns each, the bottles 2 crowns each. The Keg is owned by Martin Longfoot, a tall rangy man who claims to have walked thousands of miles across Pendragon.

Obviously if PCs loot any or all of the stalls they still have the problem of transporting the heavier items, something which should not be feasible whilst maintaining stealth or avoiding detection.

11. The Bow Ground

“Just inside the walls an area has been cleared of all obstacles and obstructions and the ground has been carefully levelled. At the far end of this a number of wicker targets have been erected which are studded with the shafts of arrows and crossbow bolts. Roughly man-shaped wicker and straw figures are present as well as large circles on stands painted with concentric lines in different colours.”

The bow ground is an area set aside for the pirates to practice their archery and crossbow skills. The Seahawk is trying to develop the abilities of his crews and asks his leading lieutenants to ensure that the men under their command practice regularly, but such organisation goes against the typical behaviour of pirates who would rather spend their free time drinking, dicing and whoring. During the day 1d6 Single Aspect pirates will be found here training in a desultory fashion, often accompanied by alcohol.

12. The Barracks

“A long low rectangular building perhaps thirty foot long stands before you. It has a single set of double doors and small, high windows with a flat stone roof. Standing in front of the doors are two pirates in black leather armour who are clearly on guard duty, as each stands alert and watchful, ready to block anyone who tries to enter.”

There are always two Single Aspect pirates on guard duty outside the barracks, not only because of the threat of an attack by outsiders (the Seahawk is aware that sleeping targets are vulnerable after all) but also more often because it is useful to have two sober pirates on hand to deal with any drunken japes or disagreements that get out of hand when those off-duty are bored or frustrated.

Inside the barracks is a simple, rather plain building, although it is the largest enclosed space within the complex. There are sixty beds, forty of which will be occupied at night.

Stealth checks are required every round to move around inside the building without waking the pirates and there is a 20% chance that 1d6 pirates will actually be awake even during the darkest hours of night.

Each of the beds are wooden framed and have mattresses stuffed with straw. At the foot of each bed is a small wooden chest containing spare clothing and 1 roll of the Pirates Chest table.

At the back of the barracks is a long wooden bench with regular holes cut in the top of it and fencing between each of the holes. This is the pirates main latrine and connects with the midden area via a number of filth-encrusted pipes.

13. The West Tower

“Jutting out of the dark water are a series of slime coated wooden steps curling around the sides of a roofless ruined tower. The wooden sides of the tower are black with rot and studded with barnacles. Holes in the sides of tower show where supporting beams have fallen to the ravages of decay, and the whole edifice creaks and groans to every breeze as if on the point of imminent collapse.”

The West Tower stands in the channel of water leading towards the pier. It is an older construction than the rest of the complex and dates from before the collapse of the cliff-face that changed the course of the small harbour in which the pirate lair is set. The tower was the home of a female hermit investigating the ‘lost treasures’ of the Old Tower. She was drowned when the tower was flooded but nanites washed from containers in the Old Tower basement have partially re-animated her corpse. She never leaves the tower and none of the pirates have investigated it so she has remained undisturbed.

If PCs enter the west tower read or paraphrase the following description:

"You enter a small chamber whose wooden floor is covered with pools of stagnant and stinking water and the smashed and splintered detritus of some ancient flood. Clumps of seaweed and smears of mud and filth besmirch the broken walls, whilst a hunched figure with lank hair dressed in dripping rags sits at a three-legged desk, scribbling with a quill in a large bound book. Suddenly the scribbling stops, and the withered crone turns in your direction, offering an awful broken-toothed smile. The marks of rot and decay are clear on her face, and her flesh slides and ripples in weird contortions as she staggers to her feet."

The hermit has forgotten her name and most aspects of her past and personality, but remains obsessed with the 'secret treasures' of the Old Tower. The book she is writing in is a diary of sorts, although most of the entries are nonsensical ramblings. No statistics are provided for her as any attack should hit and do damage that appears severe enough to kill her. 1d4 rounds later however the nanites will have repaired her enough for the body to shudder back into her horrid mockery of existence.

She does know that the Lady's Man is a worshipper of the Nephilim and she has seen meetings between the Seahawk and the Lady of Crowbridge at the pier that included the exchange of artefacts from the Old Tower. She refers to the pirates as 'looters' and hates them for preventing her from recovering the treasures she considers to be hers. She will not leave the tower under any circumstances.

14. The Middens

"At the edge of the water between the pit and the pier stretches a vast mound of rubbish, as if all the detritus and filth of the pirate lair has been gathered in a single spot of noxious, malodorous ground. Filth coated pipes open in the cliff face above the area, from which pumps out the occasional slurry of dirty brown water. The whole area has the appearance of a swamp composed of rotting vegetation, broken pots, handle-less pans, soiled and discarded rags and stinking clumps of human waste. As you approach you can see a shimmer of haze in the air above the area, which on closer inspection appears to be an army of hungrily buzzing flies. The stench is enough to make anyone gag."

The pirates are not a particularly tidy group and this area is the outlet for all the waste they produce. Pipes connect to the latrines near the barracks and also to the toilets in the Hawk's Nest tower. Pirates in other parts of the complex usually fill buckets before flinging the contents in this area (transporting the buckets is usually done by slaves or on very rare occasions by a pirate being punished for some error or infraction).

They also sometimes dump bodies here and these have attracted a group of wild pigs that now make their home in the midden rooting amongst the filth for food. There are four giant pigs who will not attack groups larger than themselves but will see wounded or smaller groups as a convenient additional meal. All the pigs have the same statistics.

Giant Pig

Physical Stress 5 Composure Stress 2
Social Stress 2

Attack: Bite +4 Damage OR Butt +2
Damage

Skills: Alertness 1 Ambush 2 Endurance
1 Melee Weapon (Bite) 3 Scavenge 3 Track
1

The midden includes a whole host of rubbish and if searched carefully will yield up some items of worth.

There are 6 rolls of the Pirates Chest Table buried around the midden but each takes 1d6 rounds of searching to discover.

15. The Pier

“Three wooden piers in a row stretch thirty foot out into the water of the pirate’s secret harbour. Sturdily constructed from the timbers of captured and destroyed vessels, the piers are quiet save for the lapping of waves against their supports. A thick sea mist clings to the spaces beneath the piers, and the dark sinister bulk of a pirate ship is docked at the furthest one from the harbour entrance. Wooden walls of an impressive fortress face the pier, whilst barrels and crates of stolen goods line its sides.”

At night the pier is patrolled by 1d6 pirates, although they walk alone rather than in a group, crossing each other’s path at regular intervals. It is therefore fair to assume that 2 pirates will be on each pier at any time and that they will usually (70%) be at opposite ends of the pier they are patrolling. In the day 3d6 Single Aspect pirates will be present, some of them working but others eating or fishing from the pier.

At the landward end of the middle pier is a large brass gong that can be used to raise the alarm in the complex. All of the pirates have orders to try to raise this alarm first, so they will try to disengage from combat and reach the gong. If not killed or silenced within 3 rounds they will succeed in doing so, summoning the pirates from the prison in 1d3 rounds and (if the alarm continues) 20 of those from the barracks in 1d4 rounds after that.

The pirate ship is the Seahawk’s own vessel. It is identical to the Cruel Jest and the same deck plans can be employed, although the Captain’s cabin is very comfortably appointed with thick furs covering a large bed and a locked chest containing 6 rolls of the Pirate Chest table (Great Locks roll to open but any opening without the key held by the Seahawk triggers a poison gas trap that does 1d6 Physical Stress). There are always 1d10 Single Aspect Pirates on the ship, day and night.

There are thirty chests and twenty crates piled up around the pier. Each contains 1 roll on the Pirates Chest table (30%) or ordinary stores (70%) of foodstuffs (most likely salted fish or dried apples).

16. The Blade Grounds

“The ground here has been covered with layers of sand and sawdust creating a smooth square field. There are several thick wooden posts set deep into the ground rising to shoulder height, and each of them is marked with cuts and scratches. Some of the posts have wooden arms sticking out at irregular heights, whilst others have wicked looking metal blades and round metal shields attached to them.”

Much like the Bow Ground, this area was set aside by the Seahawk in an attempt to build his pirate force into a well-trained army. The posts with wooden arms can rotate when the arms or shields are struck-if this occurs an Acrobatics or Athletics check at Fair or better is required to avoid a blow from the bladed arm (+2 Damage).

During the day 1d6 pirates will be using the posts to practice swordplay and hone their fighting skills. At night this area is deserted.

17. The Chapel

“A small stone building with a tall peaked roof and a single door stands before you. The arch above the door and the stone pillars beside it are decorated with stylised lines of crashing waves and tiny naked figures of swimmers whose faces are caught in expressions of dread and horror. Gargoyles crouch above the leaded windows at the side of the building, leering down with malevolent glee. The crude carving has a grim power to it, and is not reminiscent of any style native to Pendragon.”

Despite its gothic flourishes the chapel is of recent construction as the pirates have never traditionally been a pious group.

They are however extremely superstitious, something which has recently been used against them by the Lady's Man, the representative of the Lady of Crowbridge. On joining the pirate group the Lady's Man quickly set about establishing a reputation as a summoner of storms and a wizard skilled in weather magics. Several successful predictions combined with the Lady's alliance with the Seahawk persuaded the pirates to build this chapel for the Lady's Man to live in and conduct services to the Nephilim.

The interior of the chapel consists of a long pillar lined chamber with a cold stone floor. Alcoves lining the sides of the chapel are filled with four-foot high wooden statues of leading Nephilim (particularly Bathin, Barbatos and Mordred). At the end of the chapel is a raised area behind a carved rood screen covered in hundreds of grimly stylised Morganite warriors. Hidden behind the rood screen is a stone altar with a raised back into which is carved the stern but beautiful image of Queen Morgan le Fay. All of these images are of course heretical and illegal in Kingsland, and ownership of them would, if discovered, result in prosecution for both heresy and treason. Nevertheless the statues each have value of 50 crowns to a collector (there are 13 statues) and the altar is worth 100 crowns. Close inspection reveals that the altar is stained with dried blood.

A small door to the left of the altar leads into a tiny sleeping chamber with a raised wooden bed and a long mirror on a stand together with a large cabinet filled with richly decorated robes (4 pairs of robes, 4 pairs of boots and 2 sets of travelling clothes, the robes are worth 2 crowns each and the rest 1 crown each). A small side-table beside the bed has a quill, ink and rolls of parchment on it together with the Morganite Psalter, a religious text common to Queensland featuring hymns to Queen Morgan). Inside the Psalter is a letter that reads as follows:

"I have noted the results of your efforts and am pleased with the progress made so far. Maintain the illusion of an alliance as long as possible. Persuade our 'friend' that he will receive full payment when the Whiterun legionnaires are destroyed, but remove yourself before their inevitable retribution. Our friend must think that reinforcements are imminent. Do not return to Crowbridge unless you are certain of the pirate's demise."

The letter is signed 'Eleanor' and is stamped with a wax seal featuring a flying crow.

Depending on the time of arrival the Lady's Man will either be in the private sleeping chamber or the chapel itself. During the day there is a 10% chance that the Lady's Man will be conducting a service attended by 2d6 Single Aspect pirates. A full description of the Lady's Man is found in the Major Villains NPC section at the end of the adventure. GMs should note that the Lady's Man will only seek to oppose the PCs if there are pirate witnesses present. In all other circumstances he will try to aid them against the pirates, but will not reveal his connection to an wider plots of the Lady of Crowbridge.

18. Kittywake Court

"An enormous red silk tent with a covered walkway of tall pale wooden pillars fills this corner of the pirate compound. The tent has a peaked roof from which a number of gaudy flags are flying, whilst the pleasant scent of an unusual incense drifts from the half-open door-flap along with the sound of light feminine laughter. What little can be seen of the interior shows glints of gold and scarlet and an exquisitely patterned series of soft rugs carpeting the floor."

This huge tent is divided into a central area around a thick pillar with a floor scattered with red and gold silk cushions and several small low tables on which trays of food and wine are placed, together with a ring of twelve 'snugs' that line the walls (private areas screened by gauzy dividers of diaphanous material through which the shadows of movement can still be seen).

Each of the private areas is both a sleeping and a working space, dominated by mattresses covered with silk sheets. A large locked iron box underneath the central pillar (Great or better check to open) contains the funds of the Court (20d6 crowns).

The Court is a brothel attended by 24 Kittywakes or whores, including their Madam, Sylvanie, a doe-eyed, pale-skinned and very young looking woman with a waspish tongue who the other girls are terrified of. Sylvanie is a dual Aspect Cruel Courtesan. All of the other girls are single Aspect Courtesans with the following statistics:

Physical Stress 2 Composure Stress 2
Social Stress 2

Skills: Acting 1 Beg 1 Deceit 1 Empathy 1
Entertain or Musical Instrument 1 Seduce 1

Sylvanie will try to distract any intruders by using some of the girls to flatter, charm and seduce them whilst simultaneously attempting to sneak a messenger to the barracks to warn the pirates. Resolve tests may be necessary to resist this tactic. She will also try to find out as much as possible about them to barter this information with the pirates later or to exploit in some way for her own benefit, but none of the girls will offer physical resistance.

If however the PCs are particularly brutish in their behaviour they will be offered 'the best wine' in purple bottles. This wine is laced with a poison that induces sleep for 2d6 rounds (Great Resolve or Alertness check to resist).

There is also a 20% chance that 1d10 Single Aspect pirates are being 'entertained' at any point of the night, and a 10% chance that this is the case during the day.

19. The Stables

"The scent of horseflesh, hay and fresh manure fills your nostrils as you stand beside this rectangular wooden shack. Large barn doors are closed and barred at the front of the building, whilst hoofprints are clearly visible in the churned up mud close to the entrance."

There are six stalls in the stables, but only 3 of them have horses (pirates don't often have much use for these creatures). One is a huge black stallion with a fierce temper that will try to kick out at any intruders unless pacified with straw, sweets or soft words. This stallion is called Storm and is the steed of the Lady's Man. The other two are a white and a brown mare called Madame owned by Sylvanie and a nervous, quick gray called Lightning owned by the Seahawk.

Tack, gear and saddles for these three horses hang around the stables over beams or from hooks (all these are of standard quality and value). There is a large pile of hay in the loft, and various rakes hoes, basic carpentry and gardening equipment scattered leaning against the walls. The floor is covered with straw and compacted horse manure. Three large barrels of water line the centre of the stables.

The stables are attended by 1d4 Single Aspect Peasant slaves at all times. These individuals are familiar with all the horses and are not attacked by them. Alfred Strongarm, the pirate who works the forge, is also responsible for these men and the care of the stables, but largely leaves them to their own devices given the amount of extra work he is currently dealing with. The slaves are grateful for this and realise that they have one of the safest jobs in the complex, so just try to keep their heads down and stay out of trouble. They will beg any intruders to go elsewhere and not bring the pirates wrath down on their heads.

Aftermath

Assuming that the PCs avenge the legionnaires by capturing or slaying the Seahawk they should have obtained some clues as to the involvement of the Lady of Crowbridge. If the PCs have not obtained the letters describing this connection then have either the Lady's Man or the Seahawk impart this information. The Seahawk will offer to sell information to the authorities about the Lady as part of his negotiations for better treatment, lighter sentence or release. He is aware that the Lady is building up a force for some kind of strike against Whiterock and he is bitter that the resources and support promised to him do not arrive. He may even realise that the Lady intended to betray him.

The Lady's Man may try to recruit players on the Lady's behalf, or under duress reveal information about her by threatening retribution if he is not allowed to live or released. From either source the players should derive the following information:

- 1/ The Seahawk's career started at the time of the Whiterock Plague.*
- 2/ The Seahawk seems to have had support from outside the pirates and the Iron Band.*
- 3/ For some reason the Lord of Whiterock never sponsored any attempt to capture the Seahawk or destroy the pirate base.*
- 4/ Recently the Seahawk was promised payment to attack the Legionnaires on behalf of a mysterious figure known as the Lady of Crowbridge.*

This information should provide adequate background to lead into the next adventure in the series, The Lady of Crowbridge. It is extremely unlikely that the PCs will however be able to slay all the pirates-they should have tried to achieve their ends mainly by stealth, after all.

The capture or death of the Seahawk is the main aim of the mission, and escape to meet Captain Rumm at a predetermined location should follow achieving this unless the PCs do something extremely stupid such as attempting to fight all the pirates at once. Captain Rumm will suggest waiting in Whiterock for the arrival of a Legion representative to interview the PCs about the pirate attacks, and if any PCs are reluctant to do so will point out that rewards will likely be forthcoming.

The Lady's Man will try to get away to inform the Lady fully of the events at the pirate lair, and both the Lord of Whiterock and the Lady of Crowbridge will soon take an interest in the PCs (both will need to assess how much the PCs know and whether they are a threat).

Major Villains

Osburn Seahawk

Handsome Pirate Slaver

"A tall handsome man wearing a black velvet jacket stands before you in a confident pose. He has long wavy black hair and fine, strong features and flashes you a bright, cocky grin, but his eyes watch you carefully all the time."

Physical Stress 5 Composure Stress 5
Social Stress 5

Skills: Acting 1 Ambush 1 Brawling 1
Carouse 1 Danger Sense 1 Empathy 1
Fists 1 Friend at Court 1 Intimidation 1
Leadership 1 Rapport 1 Sail 1 Seduce 1
Stealth 1 Swimming 1 Torture 1 Track 1

Additional Skills: Melee Weapon (Cutlass)
2, Ranged Weapon (Crossbow) 2

Damage: Cutlass + 4 Damage or Crossbow
+ 3 Damage

Osburn of Proudhill's background is covered in the 'truth of the Seahawk' section at the beginning of this adventure. He has grown into a highly ambitious man with designs upon establishing a new Baronial dynasty by taking over Whiterock and eventually challenging the entire Sweetwater clan. This ambition is far beyond his present means but he has high hopes of the new alliance with the Lady of Crowbridge and has no idea that she intends to leave him without support. He has recklessly destroyed the local Legion ships because he fully expects her reinforcements and promised support to be forthcoming.

The crimes which really established his criminal career, the fake plague by which Lady Eleanor and many others were abducted into slavery, barely registers in his memory. Those events were twenty years ago and he has committed many more sins since. In his own mind, though, the Seahawk does not see himself as a villain. Rather he is a swashbuckling figure who scorns false authorities. His parents' behaviour and the fact that he was never supported as a child by

the authorities has made him a bitter opponent of what he sees as the hypocrisy and aloofness of the respected institutions of Pendragon. He is a surprisingly persuasive figure who is loyal to and fond of his own men, who he sees as outsiders like himself, men who 'have to take what was never given to them'.

If captured or imprisoned he will attempt to contact the Baron of Whiterock to arrange for his release. He will fight fiercely, but not to the death because he knows that his contact may be able to save him from the just punishment of his crimes. He will also attempt to charm his way out of trouble if female PCs are present.

Keitel Fane

Muscular Dour Pirate

"An enormous figure with bulging shoulders stands silently before you, his face a grim mask and his body cased in black armour, a huge gleaming axe gripped in one massive hand."

Physical Stress 7, Composure Stress 5, Social Stress 5.

Attack: Melee Weapon (Axe) +4 Damage or Fist +3 Damage.

Armour Bonus -3 (Black Plate Mail Armour)

Skills: Acrobatics 1, Athletics 1, Brawling 1, Carouse 1, Danger Sense 1, Detect Lie 1, Endurance 2, Insult 1, Intimidation 1, Law 1, Melee Weapon 2, Might 1, Sail 1, Survival 1, Swimming 2.

Keitel Fane has always been a physical giant, and got into endless trouble as a youth simply because others saw his intimidating size as a challenge. His family were slaughtered in a massacre when he was only nine years old, and he quickly had to turn to crime to support himself. Despite his monstrous bulk, he has an odd and personal sense of honour, and will not 'cheat' in a fight by using any underhand tactics.

Edwin the Lane

"A stooped figure shuffles slowly towards you, a pail of water in one hand. This elderly pirate has a mournful face and darkly shadowed eyes. Patches of stubble dot his gaunt cheeks and he walks with a pronounced limp."

Lame Pirate

Physical Stress 3 Composure Stress 3 Social Stress 3

Attack: Cutlass +2 Damage

Skills: Alertness 1 Beg 1 Brawling 1 Carouse 1 Danger Sense 2 Direction Sense 1 Endurance 1 Melee Weapon (Cutlass) 1 Sail 1 Swimming 1 Resolve 1

Edwin the Lane is usually found in the prison area. He was originally a peasant captured by the pirates as a boy and due to be sold, but was so enthralled by the pirate life and so ingratiating towards his captors that they let him join a crew. He was known as a reckless fighter until a sword wound crippled him, leaving him with a massive scar on his left leg and a permanent limp. Edwin is the subject of some mockery and contempt from the other pirates, and as aged greatly since his wound, taking to drink and becoming somewhat bitter. He may befriend prisoners who show him respect, but is just as likely to take out his frustrations by inflicting petty torments on those under his 'care'.

Gross William

"A huge figure sits in a wooden chair which groans and creaks under the weight of his incredible bulk. A sweat stained chef's apron barely encompass the rippling mountain of flesh which rises in soft pink layers before you, with a swollen belly topped by three rolls of fat around the neck and what seems like a vestigial, bald head with cruel little eyes."

Fat Pirate

Physical Stress 6 Composure Stress 3
Social Stress 4

Attack: Fist + 2 Damage or Cleaver +3
Damage

Skills: Brawling 1 Brewing 1 Carouse
2 Cook 1 Danger Sense 1 Endurance 1
Melee Weapon (Cleaver) 1 Might 1 Rapport
1 Sail 1 Swimming 1

Additional Skills: Insult 1 Intimidation 1
Torture 2

Gross William is disliked even by most of the other pirates but seems to be completely oblivious or uncaring of the fact. He is as loud and gregarious as he is cruel and sadistic, and plays up the role of 'jolly fat man' even when indulging in his favourite pastime, which is tormenting those in no position to fight back. He considers himself an artist both as a chef and as a torturer, and regrets that the Seahawk does not allow him to indulge his urges as often as he would like.

Two-Blades Bob

"A small, lean, pockmarked man with a dancer's poise who holds a cutlass in one hand and a rapier in the other stands before you, a slight, distant smile on his thin lips as he assumes a stance ready for combat. His movements are quick and precise, and his gaze is as flat and distant as that of a shark."

Nimble Pirate

Physical Stress 3 Composure Stress 4
Social Stress 3

Attack: Cutlass +3 Damage AND Rapier +3
Damage

Skills: Acrobatics 1 Alertness 1 Ambush 1
Athletics 1 Brawling 1 Carouse 1 Danger
Sense 1 Ranged Weapon (Crossbow) 1 Sail
1 Sport 1 Stealth 1 Swimming 1

Additional Skills: Gambling 2 Melee
Weapon (Cutlass) 3 Melee Weapon (Rapier)
3

Two Blades Bob is very pleased with himself, and always has been. He is confident, cocky, assertive and possessed of a sly, mocking humour. He is the only person who voluntarily spends a great deal of time in the company of Gross William, because he finds the hideousness of the man amusing and enjoys the contrast with his own slender frame. He is a supremely confident combatant, but is not a reckless fighter-everything he does is calculated to win. He affects an air of nobility but is in fact the son of a craftsman, a fact of which he is secretly and deeply ashamed.

The Lady's Man

Educated Queenslander Cultist

Attack: Dagger +2 Damage

Skills: Academics 1 Alertness 1 Ambush 1 Beg 1 Bribe 1 Calligraphy 1 Church History 1 City Lore 1 Deceit 1 Disguise 1 Intimidation 1 Language 1 Read/Write 1 Recall 1 Research 1 Scavenge 1 Stealth 1 Torture 1

Additional Skills: First Empire Magic 1
Melee Weapon (Dagger) 2

The Lady's Man has never revealed his actual name or his origins. He is in fact a Morganite, one of the vast hordes of Nephilim worshippers based in the Realms of Queensland. He met Eleanor of Crowbridge after she was sold into Morganite hands by the Iron Band, and was even for a short time one of her owners. Impressed by her burning hatred of those who had arranged her sale into slavery, he persuaded the Morganite authorities to allow her to pursue her vengeance and has been her willing accomplice ever since, seeing in her determination a means of impressing his own people and rising through the Morganite ranks. He has long term plans to create a thriving Morganite cult based in Whiterock and will not risk reckless combat or death unless these things are absolutely necessary for his plans to succeed. He will always try to obtain as much information about others as possible in order to relay this information to Eleanor and, ultimately, back to Queensland. He has managed to convince the Seahawk that their alliance is genuine, but fully intends to follow the Lady's orders and slay or betray him at the right moment.



Hawk's Hollow Appendices:

New Rules Section

New Rules and Additions



awk's Hollow features sea battles and piracy, types of adventure that are not specifically mentioned in the core Camelot Cosmos books.

For this reason additional rules and useful supplementary information has been provided in this section for easy consultation by GMs. This section includes information on common nautical terms, ship-based combat, new Pirate and ship themed Aspects, and equipment lists useful for the town of Whiterock or any port.

APPENDIX A: Nautical Terms

As this is an adventure set in the vicinity of a small port which is dominated by the fishing industry a familiarity with some basic nautical terms may well be of use to the GM. These terms can be used to give the adventure a more authentic feel, particularly during ship-board actions and descriptions.

Accommodation Ladder: A set of steps that can be lowered down the side of a ship.

Aft: The section of the ship behind the middle, towards the stern.

Aloft: In the rigging of the ship.

Anchorage: A suitable place for a ship to anchor, often in a port or harbour.

Archboard: The plank where the name of the ship is painted along the stern.

Armament: A ship's weapons.

Avast: Stop, cease or desist.

Bailer: A device for removing water that has entered a ship.

Beam: The width of a vessel at its widest point.

Beating or Beat to: Sailing as close as possible towards the wind.

Beat to Quarters: Prepare for battle.

Belay: To make fast a line around a fitting such as a belaying pin.

Belay That: Halt an activity or countermand an order.

Berth: A sleeping area on a ship or the area a ship moors while not at sea.

Bilge: The compartment at the bottom of a ship where water gathers and must be emptied.

Bow: The front of a ship.

Bridge: A structure above the weather deck, housing the commanders of the vessel.

Careening: Tilting a ship on its side when beached to clean or repair the hull or sides.

Fathom: A unit of length equal to 6 feet.

Flotsam: Cargo or debris that remains afloat after a shipwreck.

Helm: The steering wheel.

Hull: The shell and framework of the ship.

Keel: The central structural basis of the hull.

Knot: A unit of speed equal to 1 nautical mile per hour.

Leeward: In the direction that the wind is blowing towards.

Mess: An eating place aboard a ship.

Purser: A person who buys and sells all stores on a ship.

Scuttling: Making a hole in a vessel to sink it.

Skiff: A small boat.

Starboard: The right side of the boat.

Stow: To store or put away.

Wake: Turbulence behind a vessel.

Weather deck: Deck exposed to the air.

APPENDIX B:

Personalize Your Pirate

The following table allows a quick means of differentiating all of the pirates that the characters will be facing. Quick rolls on this section will provide differences in the personality, appearance and tactics of pirates even when these individuals are in game terms identical.

Pirate Activity

1. Drinking rum
2. Fondling a slave
3. Making a crude jest
4. Playing darts
5. Polishing a cutlass
6. Telling a tall story
7. Competing in a drinking contest
8. Describing a kill
9. Noisily eating
10. Berating or threatening another pirate
11. Cursing or swearing
12. Playing cards
13. Throwing dice
14. Whittling
15. Smoking a pipe
16. Fetching something
17. Darning or threading a net or some clothes
18. Counting gold
19. Arm wrestling
20. Snoring loudly

Pirate Appearance A**Pirate Appearance B**

1. Grinning
2. Scowling
3. Staring
4. Sneering
5. Leering
6. Capering
7. Stalking
8. Cursing
9. Boasting
10. Spitting
11. Belching
12. Hurrying
13. Laughing
14. Staring
15. Drinking
16. Ogling
17. Shouting
18. Boasting
19. Fighting
20. Yawning

1. Young
2. Old
3. Fat
4. Thin
5. Scarred
6. Grizzled
7. Gaunt
8. Dark
9. Pale
10. Loud
11. Quiet
12. Muscular
13. Tattooed
14. Dirty
15. Slim
16. Pot-Bellied
17. Twitchy
18. Bearded
19. Toothless
20. Ragged

Pirate Appearance C

1. Black bandanna
2. Gold necklace
3. Silver rings
4. Old bandage
5. Gold tooth
6. Large boots
7. Velvet frock coat
8. Yellow cravat
9. Nose ring
10. Ruby earring
11. Faded tattoo
12. Frilly shirt
13. Ponytail
14. Pockmarked
15. Sunburnt
16. Broken-nosed
17. Shaven-headed
18. Long-haired
19. Greasy
20. Bleached hair

APPENDIX C: Whiterock Equipment Lists

The following equipment lists represent the kind of material that can be purchased in Whiterock and its immediate vicinity, together with any associated currency value and statistics required for the use of the item. It also includes tables for randomly encountered treasure and an explanation of the currency prevalent in the realm of Pendragon.

A character can carry ten times their Physical Stress rating in Equipment (thus a character with a Physical Stress rating of 5 can carry 50 points of Equipment in weight. This number is adjusted when the character is wounded).

Pendragon Currency

Pendragon currency is based primarily on a single gold coin, the Pendragon crown. This coin is of fairly poor quality and quite commonplace for a gold-based currency but there are both smaller and larger denominations. Coins are produced in each of the major baronies with the baron's arms stamped on one side and the King's on the other, but the King's inspectors are responsible for the maintenance of standards and baronies are not allowed to dilute or change the currency in any way (to do so is considered an act of treason).

100 Crowns equals 1 Diamond (usually only found in noble vaults, a gold coin with a chip of diamond inserted).

10 Crowns equals 1 Great Crown.

1 Crown (a crown and lion on one side, a baronial emblem on the other).

10 Shillings (silver coins) equal 1 Crown

100 Pennies (copper coins) equal 1 Crown

Whiterock Armour

Armour Bonus	Weight	Cost
Furs/Padded Armour		
-1	2	5 Crowns
Leather Armour		
-2	5	15 Crowns
Chainmail Armour		
-3	10	50 Crowns
Platemail Armour		
-4	20	300 Crowns
Small Shield		
-1	5	10 Crowns
Large Shield		
-2	10	20 Crowns

Whiterock Weapons

Damage Bonus	Weight	Cost
Battle Axe		
+4	10	12 Crowns
Hand Axe		
+2	3	3 Crowns
Light Crossbow		
+2	4	20 Crowns
Heavy Crossbow		
+3	6	40 Crowns
Short Bow		
+2	3	15 Crowns
Dog Folk Bow		
+3	3	60 Crowns
Long Bow		
+3	6	50 Crowns
Knife		
+1	1	1 Crown
Dagger		
+2	2	2 Crowns
Short Sword		
+3	3	10 Crowns
Normal Sword		
+3	4	20 Crowns
Greatsword		
+4	10	60 Crowns
Rapier		
+2	2	25 Crowns
Cutlass		
+3	3	8 Crowns
Mace		
+2	6	6 Crowns
Club		
+1	4	1 Crown
Stonedweller Club		
+2	5	8 Crowns
Spear		
+2	6	6 Crowns
Dog Folk Spear		
+3	6	20 Crowns
Halberd/Pole Axe		
+4	12	40 Crowns
Warhammer		
+3	8	15 Crowns

Whiterock

Miscellaneous

Equipment

Backpack	5 Crowns
Flask of Oil	2 Crowns
Hammer	2 Crowns
Saw	2 Crowns
Scissors	1 Crown
Seraphic Symbol	5 Crowns
Druidic Symbol	10 Crowns
Nephilic Symbol	25 Crowns
Iron Spikes (12)	2 Crowns
Lantern	10 Crowns
Small Mirror	5 Crowns
Full Length Mirror	50 Crowns
Hard Tack Rations (1 Week)	5 Crowns
Quality Rations (1 Week)	15 Crowns
Rope (50')	2 Crowns
Small Sack	1 Crown
Large Sack	2 Crowns
Flint & Steel	3 Crowns
Torches (6)	1 Crown
Water/Wineskin	1 Crown
Ladder/Wooden Pole (10')	1 Crown

Pirates Pockets (3d10)

3. Lover's letter
4. Gold snuffbox (10 Crowns)
5. Copper bracelet (2 Crowns)
6. Brass bosun's whistle (1 Crown)
7. Hand Axe
8. Brass Compass (5 Crowns)
9. Mirror
10. Collection of polished glass beads (1 Crown)
11. Lady's red silk scarf (3 Crowns)
12. Bone and wood tattoo making kit, with vial of ink (2 Crowns)
13. 'Ye Booke of the Courtesans', erotic novel (5 Crowns)
14. 'Tales of a Searoving Man', adventure novel (3 Crowns)
15. Carved skull cup with brass handle (4 Crowns)
16. Small Chronometer in carved box (10 Crowns)
17. Carved jade trinket (5 Crowns)
18. Pair of oiled fisherman's gloves (3 Crowns)
19. Blue Woollen cap (1 Crown)
20. Leather wallet with 5 Crown promissory note
21. Deck of smutty playing cards (1 Crown)
22. Tortoiseshell figurine (3 Crowns)
23. Whittling knife (1 Crown)
24. Silver dagger (20 Crowns)
25. Small gold drinking cup (20 Crowns)
26. Ancient pair of binoculars (100 Crowns)
27. Brass Spyglass (30 Crowns)

28. Bottle of rum (2 Crowns)

29. Bottle of Quality Wine (3 Crowns)
30. Silver whiskey flask (12 Crowns)

Pirates Chest (3d10)

3. Obscene brass statuette (20 Crowns)
4. Collection of sea shanty lyrics in cheap paperback form (5 Crowns)
5. Carved wooden ship (2 Crowns)
6. Narwhale horn (3 Crowns)
7. Sealskin coat (3 Crowns)
8. Fishing net and rod (4 Crowns)
9. 3 Sets of Ordinary Peasant clothing (3 Crowns)
10. Expensive merchant's fur-lined robe (30 Crowns)
11. Ivory statue of a Seraphic female figure (30 Crowns)
12. Obsidian statue of a Nephilic demon (40 Crowns)
13. Carved wooden harp (20 Crowns)
14. Pile of brightly coloured rolls of silk (20 Crowns)
15. Silk Gown (10 Crowns)
16. Bejeweled Spyglass (300 Crowns)
17. Preserved Monkey's Paw (1 Crown)
18. Collection of exotic spices in dry bundles (5 Crowns)
19. 20 Incense Sticks in Wooden Case (25 Crowns)
20. Gold and Silver Baronial Brooch (20 Crowns)
21. Ivory Handled Cutlass (40 Crowns)
22. Gold Music Box (80 Crowns)
23. Stonedweller Tribal Mask (20 Crowns)
24. Collection of Fragrant Candles (15 Crowns)

- 25. Ruby and Silver Hourglass (100 Crowns)
- 26. Set of Fine Silk Stockings (4 Crowns)
- 27. Finely Decorated Tapestry (30 Crowns)
- 28. Set of Expensive Cigars in Wooden Box (20 Crowns)
- 29. Chess Set with Ivory Pieces (30 Crowns)
- 30. Finely Carved Sailor's Smoking Pipe (12 Crowns)

APPENDIX D: New Aspects

The Shipwright Aspect

This Aspect can be taken by any character who has trained at a Shipyard in the skills needed to create boats and ships. It includes familiarity with nautical language (see above), the use and care of necessary wood-working tools, and methods for repairing or improving seaborne vessels. Only characters who have the Shipwright Aspect can impart Vessel Aspects to a ship or boat. A shipwright can spot the weaknesses and strength of a vessel and evaluate its worth as well as repairing or building vessels. The Aspect also improves as more Ranks are purchased in it, as shown below.

Aspect: Shipwright

Skills:

1. Build (Ship or Boat)
2. Repair (Ship or Boat)
3. Invent (Ship or Boat-related)
4. Appraise (Ship or Boat)
5. Social Standing (with Sailors and Fishermen only)
6. Sabotage (Ship or Boat)

Rank Increases:

At Rank 1 the Shipwright can impart 2 Vessel Aspects and use his skills on any Boat. He is not skilled enough to make much difference with Medium or Large Ships, but can work as part of a team to do so (each team member adds 1 to their collective Rank).

At Rank 2 he can impart 4 Vessel Aspects and use his skills on any Boat or Medium Ship.

At Rank 3 he can impart 8 Vessel Aspects and use his skills on any Boat or Ship up to and including the largest Vessels.

At Rank 4 he can impart 10 Vessel Aspects.

At Rank 5 he can impart 12 Vessel Aspects including the Legendary Vessel Aspect (only available at this Rank). He is known as a Master Shipbuilder and can command very high fees (double all standard prices).

The Pirate Aspect

As per the Sailor Aspect but replace Weather Sense with Melee Weapon or Ranged Weapon.

Vessel Aspects

Vessel Aspects do not confer Skills (unless some magically sentient Ship were to be encountered) but instead represent characteristic strengths and weaknesses of a vessel that have specific in-game consequences. Effectively they alter the basic template of the Ship's statistics, much like the way in which certain Skills alter a person (Endurance, Resolve and Social Standing). They let a Ship resist more damage (Physical Consequence) or they add to Skill attempts by crewmembers. Vessel Aspects can only be given to a Ship by a Shipwright.

Sturdy Build

The ship is extremely well-built and may even be armoured. It can withstand more damage than most vessels of its kind, seemingly soaking up punishment. Effect: As per Endurance (adds 1 Physical Consequence Rank per Rank of Sturdy Build).

Sleek Lines

The ship is a slender and well-designed vessel, capable of greater speed than most vessels of its kind. Effect: As per Athletics (adds to the Speed of a vessel in the same way that an opposed Athletics check allows feats of running).

Bonny Vessel

The ship is a handsome craft, and has been lovingly carved or decorated in a way that makes it beautiful. Such a vessel can make its Captain seem more charismatic and important. Effect: As per Rapport or Leadership for the Captain only when on the vessel at a ratio of +1 to these Skills per Rank of Bonny Vessel. Opposed checks may be used to represent a reluctance to damage such a vessel (on the part of those who love ships or recognise its value). Each Rank of Bonny Vessel adds double the normal monetary value of an Aspect to the cost of the Ship.

Deep Holds

The vessel has deep or unusually extensive holds or makes better use of space in its interior design than most vessels of its type. Extra goods can be stored on board. Effect: As per Might when checking how much weight the Ship can carry. Add half again to the normal ships capacity per Rank in Deep Holds.

Storm Chaser

The vessel seems better able to survive storms and other natural damage than most vessels of its type. Somehow it comes out of a storm intact or with only minor damage when other vessels of its type are wrecked. Effect: As per Endurance when resisting storm or weather-related damage.

War Ship

The ship is built for war and has ballistae or other devices together with a ram for attacking other ships. It does more damage to other ship than is usual for a vessel of its type.

Blessed

The ship is known as a lucky vessel. Whether the Seraphim have blessed it or some other magic explains it better, the vessel has reputation for being lucky and sharing that good fortune with its Captain and crew. Such vessels are often beloved by those who use them.

Cursed

The ship is haunted by misfortune or has been involved in dark deeds that forever stain its reputation. Few but the worst of crews wish to sail on such a vessel, as bad things just seem to happen whenever it is around.

Feared

The ship (which usually also has the War Ship Aspect) has been linked with a series of ruthless or notorious Captains and some of their legend has accrued to the vessel itself. Its name is whispered in hushed tones, and those attacked by such a vessel are more likely to surrender to hopelessness.

Those faced with a Feared ship must make a Resolve test at a challenge level equal to the number of points of Feared the ship has or suffer a -1 penalty on all rolls. A further Resolve check must be made in order to resist any call to surrender, though this call can only be made once per encounter.

Shore Finder

The ship seems to have an uncanny ability to find its way home, almost as if it were a living thing with a direction sense of its own. Captains find that their attempts to navigate are somehow easier in this vessel.

APPENDIX E: Boats & Ships

The following simple formulas can be used in determining the speed, cargo capacity, physical stress, armour and attacks of a given vessel. These basic ratings also include a note of the maximum number of Aspects that can be applied to that type of vessel to improve its performance.

Speed can be converted into knots if required, but each category of speed equals a doubling in the speed of the vessel (a boat travels twice as fast as a raft, for example).

Cargo again doubles with each rating, and represents the equivalent of one medium sized wagon's worth of goods or 10 large barrels.

Physical Stress: Each point of Physical Stress works like Physical Stress with characters, with consequences following if the Stress is removed by combat or other damage. 1 Point of Ship's Stress however is equivalent to 10 points of character Physical Stress (imagine each successful blow from a small weapon as inflicting one tenth of the damage it would against a person. Thus someone wielding a cutlass at +4 damage would effectively do .4 damage to a ship).

Siege weapons, giant weapons, large ship-based weapons such as rams and ballistae and even some First Empire weapons inflict damage as if they were hitting a person (i.e. full damage rather than 1 tenth).

Armour: Works exactly as per individual armour.

Attack: The weapons on the vessel and the damage they can inflict on other vessels.

Range: Indicates how many units of distance away the vessel can inflict damage. Most Pendragon vessels close and board or ram because they do not have cannons that would grant much greater range.

Raft

Speed 1 Cargo 1 Physical Stress 2 Armour
0 Attack 0 Max Aspect 2

Boat

Speed 2 Cargo 2 Physical Stress 4 Armour
0 Attack +1 (Ram only) Max Aspects 4

Small Ship

Speed 3 Cargo 3 Physical Stress 6 Armour
-1 Attack +2 (Range 1) Max Aspects 6

Medium Ship

Speed 4 Cargo 6 Physical Stress 8 Armour
-2 Attack +3 (Range 1) Max Aspects 8

Large Ship

Speed 4 Cargo 10 Physical Stress 12
Armour -3 Attack +4 (Range 2) Max
Aspects 10

All of the above are guidelines that can be adjusted to represent unique vessel designs which might, for example, automatically incorporate particular Aspects.

APPENDIX F: Ship-Based Combat

Ship based combat should be conducted in one of two ways, either simply as a location in which the combat between individuals occurs (boarding actions play out the fight as if in any other contest between individuals) or as combats between the ships themselves (GMs can conduct both types of battle simultaneously, as long as they keep in mind obvious ways in which one might affect the other, for example imposing penalties to represent fighting whilst dodging falling timbers or taking smoke inhalation penalties on a burning ship).

Conduct the fight between ships as you would a fight between individuals, but remember the placement of weapons on the ship might not allow attacks from certain angles. Captains or Pilots (but not both) can add half their Leadership (Captains) or Sail (Pilots) skill as a modifier to any checks and opposed checks taken by the ship.

Crews add or subtract the following modifiers:

Untrained, Wounded or Undermanned: -2 to checks

Novice or Drunk: -1 to checks.

Average: No adjustment.

Skilled or Experienced Crew: +1 to Checks.

Elite Crew: +2 to Checks.

APPENDIX G: Single and Dual Aspect NPCs

Under the Camelot Cosmos version of the FATE rules player characters begin with 3 Aspects to choose from and a rating of 6 in all Stress types (Physical, Social and Composure). It is generally assumed that NPCs begin the game in the same way.

However some GMs may feel that such an assumption makes constructing challenges for the PCs rather difficult.

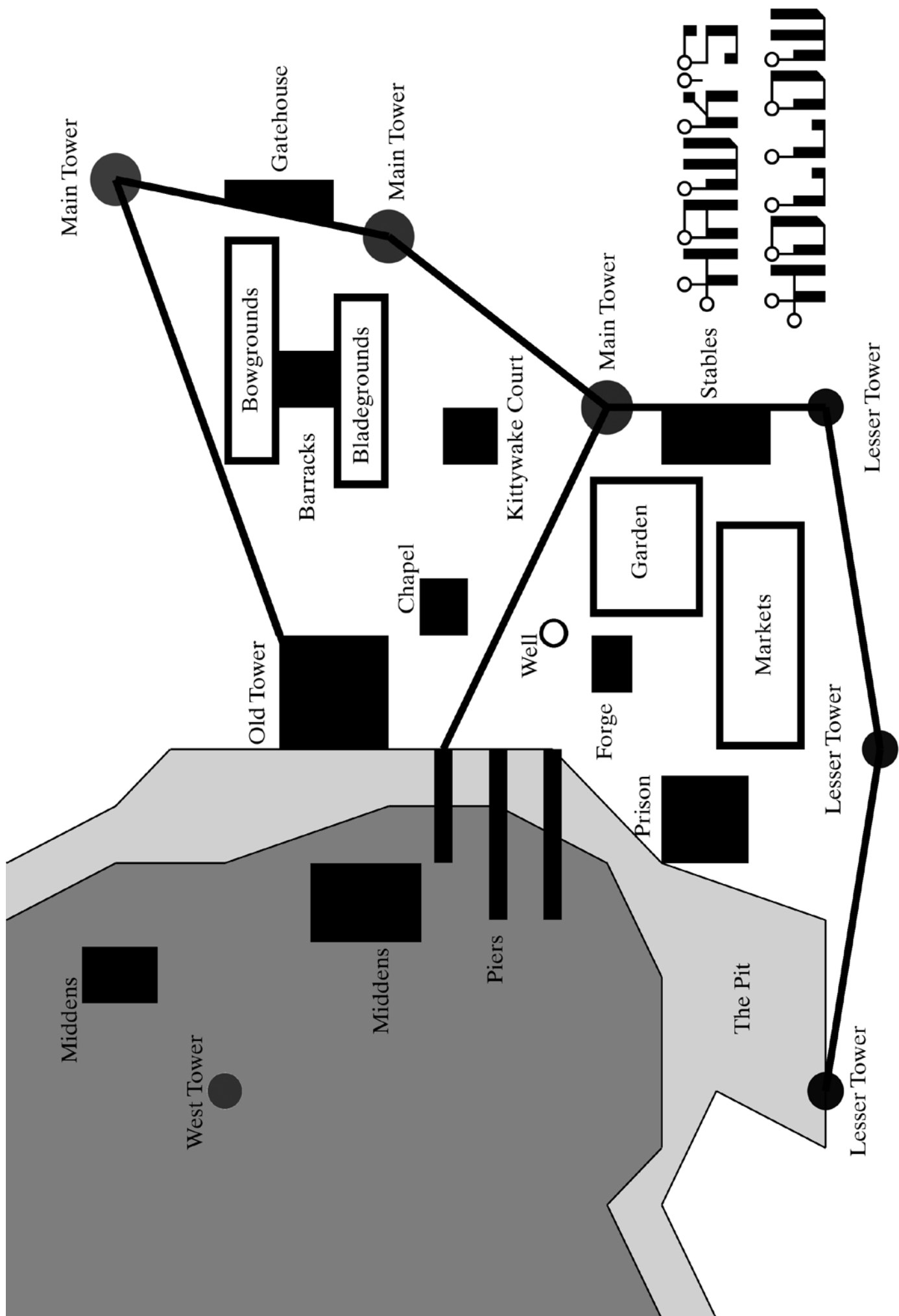
If every individual who opposes the PCs is at least as strong as they are (as resistant to pain, panic and embarrassment) then their task becomes rather challenging unless they never face large numbers of opponents. So what happens when the GM wants to throw an unruly mob at the players, or a gang of toughs, or ordinary individuals who should not be a potentially fatal threat? (The equivalent of faceless minions or '0' level characters in another famous RPG).

In this case the GM can choose to create Single Aspect or Dual Aspect characters. Single Aspects are weaklings, nobodies, people that are supposed to be brushed aside and never need to be fully rounded or dangerous individuals. They have just a Single Aspect (hence the name)-usually a Professional Aspect such as Bandit or Peasant. They should also be assumed to have a rating of only 2 in all Stress types (most blows, wounds, psychological torments etc, unless very minor, will incapacitate or kill them).

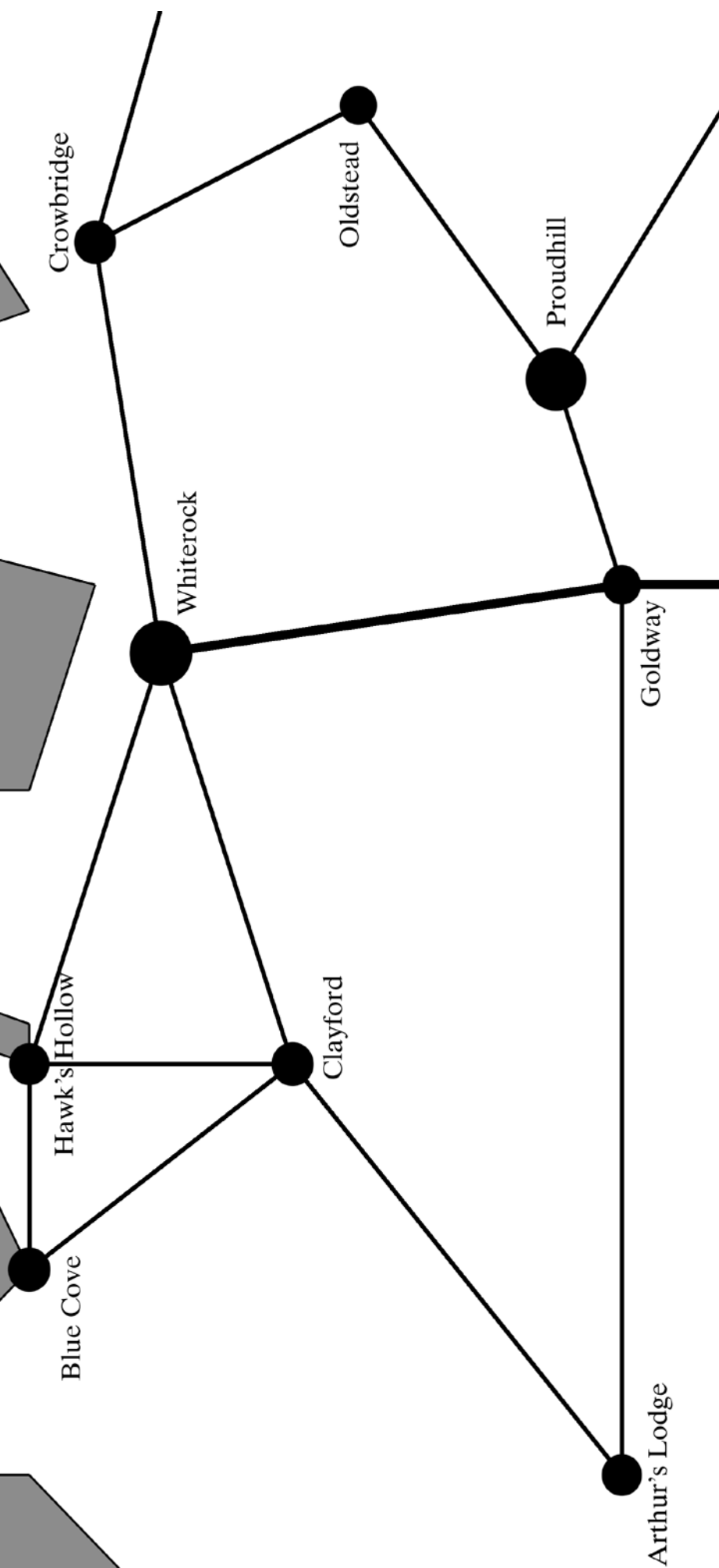
Dual Aspect NPCs are intended to be part-way between this pathetic level and that of the average PC (who should be able to dispatch a few of them at a time). They have just 2 Aspects and a rating of 3 in all Stress Types.

For both Single Aspect and Dual Aspect NPCs no Skill (or Aspect) can raise their Stress ratings. If they have the Endurance Skill, for example, it can be used descriptively ("he looks tough") or in passive checks (holding their breath or not crying when in pain for example) but does not actually give them any additional Physical Stress ratings.

This rules addition should allow GMs to confront the players with large numbers of opponents when that is necessary without worrying that the henchmen will kill them all off before they ever meet the main threat. It does however work best when the players are unaware of whether or not the opponents they face are 'serious' rivals as powerful as themselves or just SA or DA losers!



NORTHERN BARRONY OF SWEETWATER



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