



PIRATE ADVENTURE DECK

FAN-MADE ADVENTURE CARDS FOR SAVAGE WORLDS™ SETTINGS
BY JORDAN PEACOCK
FOR USE WITH THE *PIRATES OF THE SPANISH MAIN*™ RPG



WHAT IS THIS?

This is a fan-made supplement to your *Savage Worlds*™ Adventure Deck, meant for use by the GM to customize it to better fit the *Pirates* RPG setting (or other Savage Settings involving swashbuckling adventure on the high seas).

First, you will need the original Adventure Deck, which can be found on the official Pinnacle online store at:

<http://www.studio2publishing.com>

CUSTOMIZING YOUR ADVENTURE DECK

These cards are meant to supplement the basic Adventure Deck with effects more specific to the *Pirates* RPG setting. Please take a close look at the effects of these cards, to determine whether or not you want them in your campaign.

For instance, if you plan for very little to actually happen on the high seas (if, say, ships are merely a conveyance from Point A to Point B), then *Favor of the Gods* and other cards that deal specifically with ship-to-ship combat or sea travel aren't worth including in your deck.

HOW TO USE THIS DECK

For full rules, see those included with your Adventure Deck. At the start of the session, each player draws one Adventure Card per his character's Rank (Novice = 1, Legendary = 5). He may play one card during the session; any remaining cards are discarded. Players may trade cards at any time, though they cannot give them away; it must be a trade.

If a card instructs the players to draw another card from the Adventure Deck, they may play an additional card that session, even if they've played one already. (This is used for certain cards that make things *more difficult* for the heroes; as a trade-off, the players get a chance to draw and play an extra Adventure Card.)

The GM gets final say on how the Adventure Card is played out, though players are encouraged to be creative in their suggestions. For instance, in a campaign where the supernatural is absent, *Ghostly Encounter* might still be useful if the sailors believe

in such things or have some other reason to be scared.

Some cards could be potential "plot-breakers," so remember that the GM has final veto. As GM, you should give the player the option of playing the card later at a more "plot-appropriate" moment, or you can take the card out of circulation and let the player draw a replacement from the Adventure Deck.

Note that some cards reference pages in the GM's section of the rules; this is a cross-reference for the GM's benefit only.

NEW RULES

INITIAL DRAW

When drawing Adventure Cards at the beginning of the session, each player may elect to discard one or more of his cards and draw replacements. If he doesn't care for the replacements, he's still free to trade with other players.

ENCOUNTERS & SCENES

An "encounter" or "scene" is an inspecific duration, long enough to resolve the current combat, or until the next major event happens. It's up to the GM to determine when a "scene" or "encounter" has ended.

ADDITIONAL CARD NOTES

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WITTY REPARTE

The GM is final arbiter over what is "witty" or "clever," (though group consensus is a good judge, too).

NEW HENCHMAN

A "henchman" is one step up from an Extra, but not a full-fledged Wild Card. Unlike Wild Cards, Henchmen can still benefit

from Leadership Edges. If the hero later on gets a Sidekick (as a property of Fame), he can choose to "promote" this Henchman to Sidekick status. Henchmen earn Advances as normal Allies (see p. 95, *Pirates* RPG, "Experience").

DIVERS

Provisions and gunpowder are ruined if the ship sinks, and are useless even if recovered with this card.

DUEL

This isn't meant to stop a Recurring Villain from getting away. If a foe is fleeing, he is no longer part of the "combat," so this card shouldn't be used to force him into a confrontation.

PANDORA'S BOX

Here's the nasty secret of *Pandora's Box*: If you're so inclined, the "curse" isn't a one-time deal. Each session, you pull an Adventure Card and use it against that player (usually by granting the benefit to an NPC the player is fighting). Of course, some cards are scarier when played by the GM than others; *Sunken Treasure* isn't going to scare anyone, but *Volcano* summons a hazard and lets you draw another card. If it's a valuable enough relic, the PC might still want to keep it, cursed or not. Otherwise, the only way to end the curse is to return it to its deceased owner—a potential hook for a new adventure.

SUNKEN TREASURE

The option to "randomly determine" the cargo type is a concession for use with Cargo Plunder Cards (another fan-made item). If you aren't using such optional rules, use this to get a "generic" cargo worth 500 pieces of eight.

WOLVES

"Wolves" can be substituted with other opponents of comparable strength. One per character is recommended, if on land. If by sea, use one ship of comparable size to each ship present. Remember that the GM can still veto this if it makes no sense for a "random" encounter to pop up.

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DIVERS

Cap'n, we found something!

Play after a ship has sunk. You may loot the ship and take up to 1d6 items of its cargo. If you're far from shore, any cargo your ship can't hold is lost.

Alternate Use: Grant any character a +2 bonus to Swimming rolls and to underwater Notice rolls for this scene.



WET GUNPOWDER

Fire! ... What're ye waitin' for? FIRE, I said!

Play on any ship; 1 Cargo Space of gunpowder is damp, and shots fired with it suffer a 50% chance of misfire (p. 55, *Pirates RPG*, "Moisture").

Alternate Use: A single target character's gunpowder is damp (50% chance of misfire).



BECALMED

Dead eerie, like th' world's holdin' its breath.

For 2d6 rounds, winds die down, so ships in the vicinity may not move by sail. (Oars are unaffected.)

Alternate Use: Use during a storm (p. 229, *Pirates RPG*) to reduce its severity by one rank.



FOUL WINDS

Batten down the hatches, and smartly about it!

A freak storm blows in (see p. 229, *Pirates RPG*, "Storm, Sea")—random severity and duration. See p. 299, *Pirates RPG*, "Storm, Land" for effects on land, or for shipboard hand-to-hand combat.



MERMAIDS

Look! A mermaid!

A timely distraction allows you to play a Smarts-based Trick (p. 85, *Pirates RPG*) on a group of enemies as a free action. If used on a ship's crew, they make a group Smarts roll against you—if you succeed, they are at -2 to trait rolls on their next action; on a raise, they aren't Shaken, but the penalty is now -4.



CURSED ZONE

Have ye e'er heard o' the curse?

Play on any ship or a single character; it runs into a bad streak of luck. For the rest of this scene, all Boating and attack rolls made by the target character or ship's crew are made at a -1 penalty.



LIFE RAFT

Bring down that post—make quick with those ropes!

The crew and valuables of a destroyed ship are saved, as they make one or more rafts large enough to collectively hold the crew and passengers, plus one Cargo Space. It has the ship's Toughness but no Armor, and Top and Travel Speed of 1 unless the ship had Oars or was a Galley (use rowing speed).



DUEL

Out, ye scurvy dog! Let's settle this man-to-man!

Play when in group combat. Combat stops. Your character and the opposing leader settle the fight in a one-on-one duel. (How the outcome of this duel impacts the battle at target depends on the sense of honor—or level of cowardice—of your opponents.)



FALSE TREASURE

Blimey! No gold at all ... just rocks!

Play on a character or group attempting a Tracking or Notice check, immediately after the roll is made. Somehow, you distract them via a clever decoy, applying a -4 penalty to the roll.



FAVOR OF THE GODS

The winds be blowin' in our favor!

The winds are in your favor. When using the Contact rules (p. 131, *Pirates RPG*), play this card to either escape from or catch up to your foe automatically.

Alternate Use: Double movement for you and your allies, or for your ship, for one round.

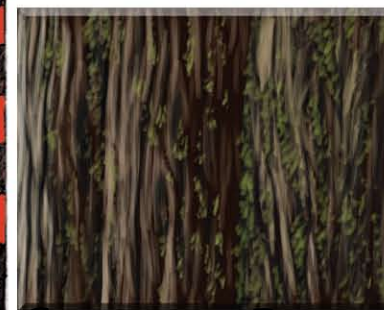


ROLLING FOG

Thick as pea soup, it is!

At sea, you may place a fog bank anywhere on the table, or move a fog bank up to 6" (see p. 133, *Pirates RPG*, "Fog").

Alternate Use: You choose the fog visibility condition (clear, light fog, or heavy fog) for the whole area for the remainder of this scene, whether on land or at sea.



CONVENIENT REPAIRS

Land ho! A rocky island—but a fine cluster of trees!

You chance upon an island to beach your ship with enough wood to repair all wounds and criticals to your ship (see p. 129, *Pirates RPG*, "Careening"). Repairs take 1d4 days per wound/critical if you have a shipwright (p. 42), or twice that long otherwise.



SUNKEN TREASURE

Haul it up an' let's see what's inside!

You spy a sunken shipwreck. 1 Cargo Space of cargo can be recovered (either "generic" cargo worth 500 pieces of eight, or the GM may determine randomly).



BURIED TREASURE

Start digging! This be the spot!

Play when the GM randomly determines booty; the best of two rolls is taken for determining currency and presence of a relic. If the relic is determined randomly, you pick from two choices.



SAILOR'S FAITH

I ain't a godly man, but...

You and your crew gain a +2 bonus to Guts and Spirit rolls for the remainder of this scene. Anyone who already failed a Guts check this scene may reroll it with this bonus. Furthermore, any supernatural entities that attack you or your ship this scene suffer -1 to attack rolls.



STASHED AWAY

I've just the thing for it....

As a free action, you conveniently acquire or produce a small, fairly common item of no more than 3 lbs. weight and 150 pieces of eight in retail value, good for one use only—for example, a loaded rusty flintlock good for one shot before it's ruined, or a set of picks that will break after one use.



ABANDONED CREW

Marooned me, they did, on this godforsaken isle.

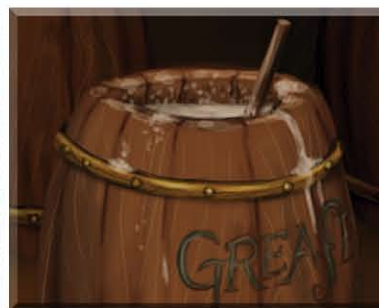
You recruit a new crewmember (even in the middle of nowhere)—your choice of a sailor, carpenter, pilot/navigator, master of guns, or surgeon (p. 241, *Pirates RPG*). If you pick a sailor, he has 2 extra skill points and 1 extra (non-Legendary) Edge of your choice.



HOMEMADE FLAG

Corr blimey! I din' think tha'd work.

Play at the start of any encounter to pull off a bald-faced bluff—for example, passing off your ship and crew as another nationality, or taking an assumed identity to avoid the hassles of negative Fame. Normal Extras are fooled, and even Wild Cards are at a -4 penalty to see through your ruse.

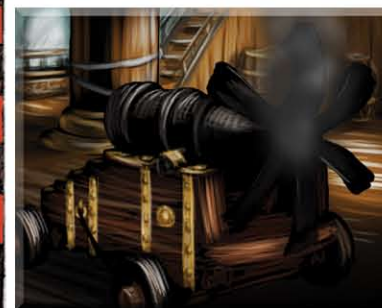


GREASE BARRELS

Aye, it's a crazy plan ... so crazy it just might work!

Play on a ship or character. Thanks to some sort of clever scheme, the target gets to move at double its Top Speed (or double maximum running Pace) for one round, or +4 to one maneuvering roll in a Chase.

Alternate Use: Negate up to -4 in penalties on one action that the GM thinks qualifies as a "crazy stunt."



LUDDITE'S REVENGE

We must be cursed!

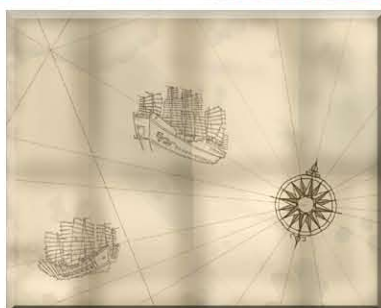
Play on one ship or group of enemies; for the duration of this encounter, your enemies have the effects of the All Thumbs Hindrance (and cannons certainly count as a "mechanical device" for purposes of this effect).



RETRIBUTION

I'll see you burn in Hell!

Sometimes, fate demands symmetry. Play after you or your ship has taken damage. Due to a parting shot or freak accident, the same number of wounds are dealt against the attacker. If the damage is reduced via Soak rolls, etc., then it's reduced for *both* parties.



TRADE ROUTE

Aye, I know just where to sell off this loot!

For the duration of your stop in one port, you have a +2 bonus to all Streetwise rolls to trade in cargo and goods. You can play this immediately after making a Streetwise check to retroactively affect the roll.



FRIENDLY NATIVES

They seem to speak a dialect of the Miccosukee....

When traveling, you encounter a friendly caravan or village, willing to sell or trade basic goods (clothes, rum, provisions, medicines, gunpowder, general cargo). Crew may spend a day carousing with the locals, and healers tend to any wounded (Natural Healing rolls may be made at +2).



HOMING BEACON

Keep the light burnin' for me.

Play when traveling long distances. Your Travel Speed is doubled until your next stop. (Your next "stop" is the next dock or settlement where you can buy or sell goods.)



SWIG OF RUM

Arrright, ye lily-livered scalawag! (Hic!)

Thanks to a quick swig of liquid courage or just the heady drunken thrill of battle, you shake off any fear. Play at any time (even immediately after failing the roll) to automatically pass a fear test or a Spirit roll to resist Intimidation.

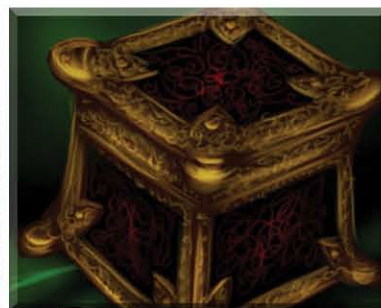
Alternate Use: Automatically recover from Shaken status.



CROSS OF CORONADO

'Twas that blessed cross what spared us all!

Your fervent prayer is heard at the right moment. Play when any character—or your ship—takes damage. Roll your Spirit and treat it as a Soak roll against the damage; you can spend Bennies on this roll as necessary. (The GM may give a bonus of +2 if your character is particularly devout.)



PANDORA'S BOX

No fear of curses, says ye? Fairly warned, says I.

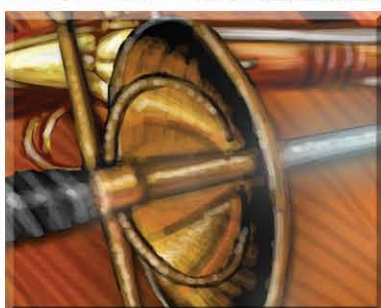
Play when searching for or distributing booty. You find a mysterious coffer containing a randomly-determined relic. It comes with a curse: The GM draws an Adventure Deck card and uses against you and/or your ship at the next opportunity. Beware! This may not be the end of your woes....



BARREL O' MONKEYS

Quit 'cher jumpin' aroun' like a squiffy monkey!

For the remainder of this scene, you may perform one Trick each round as a free action, though you must come up with a new idea for a trick each time. You do not suffer a multi-action penalty for combining the Trick with an attack or other action.



READYED WEAPONS

Oh, you picked a right bad time to start a fight, now!

Maybe it was time to clean the weapons or test the cannons, or your lookout is just that good. Whatever the case, your crew is ready. Play if anyone in your crew is surprised; instead, your entire crew automatically passes and is dealt in as usual, with any available weapons at the ready.



DRIFTWOOD ESCAPE

My strength ebbing, I clung to a loose timber....

Play when any character would be killed (and not by patently suicidal means); the damage from this attack is negated, but the character is knocked unconscious and conveniently borne away from danger. Once the fight or scene is over, he is just as conveniently discovered and rescued.



EXTRA POWDER

Wait 'til my mark ... FIRE!

For this round, you and your entire crew may spend Bennies to reroll damage. You may also spend your Bennies on behalf of Extras under your command to reroll damage.



FINE WINE

A bottle of the good stuff. Bottoms up, lads!

The captain had a stash stored away for the right occasion, and shares it with the crew to boost morale. After a night of celebration, the crew gets the effect of carousing, even if still at sea, and any wounded crew may make an immediate Natural Healing check (and ignore the result if it makes things worse).



ALBATROSS LUCK

'Tis bad luck to find a dead albatross.

Your foe must have found one, because luck isn't in his favor. He's standing on a trap door, under a chandelier, etc. You cut the right rope and mayhem ensues. Play this to make a "ranged" attack (using Fighting instead of Shooting), doing 2d6 damage on a hit (3d6 on a raise) against a foe anywhere in line of sight in the fray.



ROTTING HULL

Avast ye there! That wood's about to give way!

Play when rolling damage against a ship or other non-living object. You manage to find a weak spot, granting +4 to damage, and allowing damage to Ace against objects.

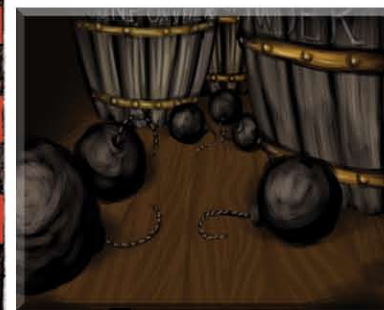
Alternate Use: Damage from an ordinary attack is treated as inflicting Heavy Weapon damage.



WITTY REPARTE

'Tis a bad plan that admits of no modification.

Play in any combat as you verbally tear into your foe. For this scene, you get +2 to Fighting each time you come up with a pun, relevant quote, or insult to accompany it. Your foe gets +2 to Parry if he comes up with an appropriate retort—and he can try the same thing when attacking you.



EXPLOSIVES

Mind where you point that thing!

Play after a successful ranged attack roll; you hit a powder keg or other convenient "accident waiting to happen." Instead of normal damage, deal 2d6 damage to all within a Large Burst Template of your original target (3d6 if you got a raise). Anyone who passes an Agility test at -2 avoids the damage.



PIRATE'S PENSION

Pira— er, I mean, sailors never retire.

A ship has sailed off, abandoning some of its crew. Play to double the number of crewmen you find when hiring in port. At least one is an experienced crewman of your choice, even if you find fewer than 5 men in total (see p. 131, *Pirates RPG*, "Hiring Crew").



WOLVES

ArooooooOOOOO!

Play at any time; there's an encounter, even if you're already in the middle of one. The GM determines the type. On land, for "wolves," see "Guard Dog," p. 224, *Pirates RPG*. If at sea, more figurative "wolves" (pirates) attack. If there's a fight going on, they attack both sides indiscriminately, starting with whomever is closest.



NEW HENCHMAN

Cheer up, lad! I've got just the job for ye.

Play on an allied Extra who has distinguished himself in some way. He becomes your Henchman (p. 188, *Pirates RPG*), and gains one Advance. You may only have one Henchman or Sidekick at a time. If you already have a Henchman or Sidekick, play this card to give him a Benny.



WHIRLPOOL!

Rough waters ahead!

Play to place a whirlpool (p. 230, *Pirates RPG*) on an open water area (not on any terrain). It remains for the rest of this scene. It may touch one or more ships, but each ship's lookout gets a Notice check; on a success, the ship avoids the Whirlpool.



EXTREME SWASHBUCKLING

Inconceivable!

For the rest of the scene, convenient ropes, chains, tentacles, etc., allow you to use the Rope Monkey Edge (p. 41, *Pirates RPG*) even if you're not on a ship (in which case you move 12" per use). Treat a sea monster as a "ship" for purposes of this effect. If you are already a Rope Monkey, add +4 to your Climbing rolls for this scene.



GHOSTLY ENCOUNTER

Did you hear something just now?

Play on any ship; a ghostly horror or some other apparition appears to the crew, prompting Guts checks (a single Guts check is made for general crew). Any who fail are Shaken.

Alternate Use: Play during any scene (shipboard or otherwise) and ALL parties present (friend or foe) must roll Guts.



LUCKY FIGUREHEAD

It protects the ship!

Play this card to act as a Benny to for any roll pertaining to the ship or its operation: Boating checks, cannon Shooting or damage rolls, group Guts checks by the crew vs. fear, etc. It can even be used for a Soak roll (using the pilot's Boating skill) against damage to the ship.



FIREWORKS

That's it! Give it everything ye've got!

You go all out with a crazy scheme to end this fight quickly. Add +1d6 to damage for every attack you make this round (this can Ace). If you're commanding a ship's crew (or other group of Extras), you may alternatively apply this bonus to damage rolls made by Extras under your command this round.



MARKSMAN'S MAP

X marks the spot!

You just happen to have a "treasure map" you acquired in the last port, and some of the details are actually right. For the rest of the session, you gain a +1 bonus to Knowledge (Navigation), Notice, Survival, and Tracking checks. (You may play this card immediately after making such a check, to adjust the result.)



DRASTIC MEASURES

I'll see ye burn in Perdition—all of ye!

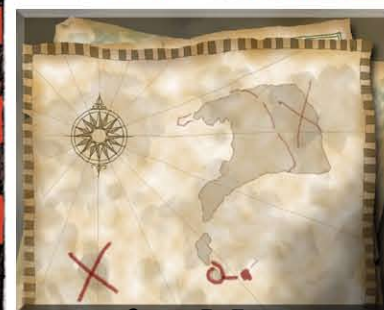
Play in a combat situation, right after you've done—or said—something particularly horrific or intimidating. It brings the area to a standstill. All other characters, friend or foe, are Shaken. Even the undead, beasts and sea monsters are given pause!



VOLCANO

Oh, it would have to erupt right now, wouldn't it?

Play this card at any time. A disaster strikes. The GM introduces a Hazard (p. 227-230, *Pirates RPG*) of his choice. Every player may immediately draw an Adventure Card.



BAD MAPS

This ain't an island. It's a stain!

Play on a ship or character; it suffers -4 to one Boating or Piloting check as the navigator or helmsman makes a critical error. If it suffers an Out of Control result, you can force it to reroll and take the worse result (using your judgement of what's "worse").



EYE OF INSANITY

The dreams! Make them stop!

Tormented by strange visions, you see alternate possible fates. You may copy the effect of any Adventure Deck card held by another player or already played this session, as if you played it instead of this card.



INSIDE KNOWLEDGE

Wait! I recognize those sails!

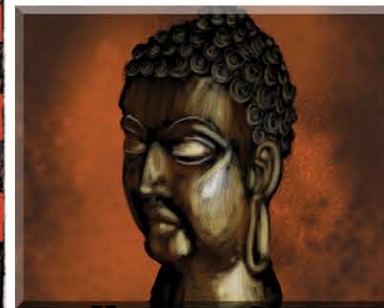
You get sudden insight into a ship or character you encounter; you've got prior experience, or maybe you've just heard rumors. You get a rough idea of the captain's ability, the ship's allegiance, general reputation, etc., though there still may be some *secrets*.



RELICS

This here is my lucky charm.

Instead of taking Wounds from a damaging attack or incident, some item in your possession (chosen by the GM) takes the brunt of the attack and is destroyed instead.
Alternate Use: Play to save your ship from damage; an item of cargo is destroyed instead.



KARMIC IDOL

To everything a season.

Due to a blessing, strong faith, plain old luck, or maybe a dramatically-appropriate speech to build the resolve of your crew, one supernatural effect upon you, your allies, and your ship (such as a mermaid's song enticing the sailors, or a storm magically conjured by a sea hag) is negated for this scene.



HIDDEN COVE

I know these waters like the back of me own hand.

Your maps are remarkably detailed about this area, with notes from someone who's been here several times—or maybe you've come this way yourself, a long time ago. For the rest of this scene, you gain a +2 bonus to Boating, Swimming, and local Area Knowledge checks.



VOODOO

Do ye really believe in such nonsense?

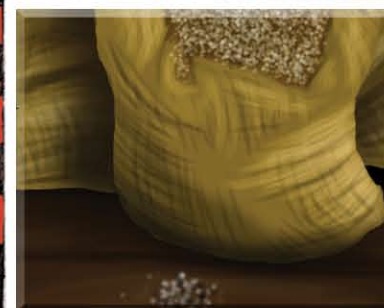
Somehow, via voodoo, fervent prayer, or a clever trick, you tweak fate for one individual. Play to force anyone to reroll or redraw any result (trait roll, damage roll, critical hit table roll, action card draw, etc.), and take the better or worse result, by your judgement. (The "victim" can still spend Bennies, if he has any and he doesn't like the outcome.)



SACRIFICIAL LIVESTOCK

Better you than me, poor beastie.

If your ship takes a crew or passenger hit, eliminate one cargo space of livestock or provisions instead. If the attacker is a sea monster, this will usually end the encounter as it withdraws to eat its meal.
Alternate Use: If you or an ally is attacked, a nearby unlucky beast is hit instead.



RARE SPICES

...imported from faraway Cathay!

Play when selling treasure, cargo and goods in port. You may double the sale value of one cargo or item thanks to your uncanny performance at underscoring its fine qualities. Alternatively, play this card for a +4 bonus to any single Streetwise roll involving buying or selling goods.



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