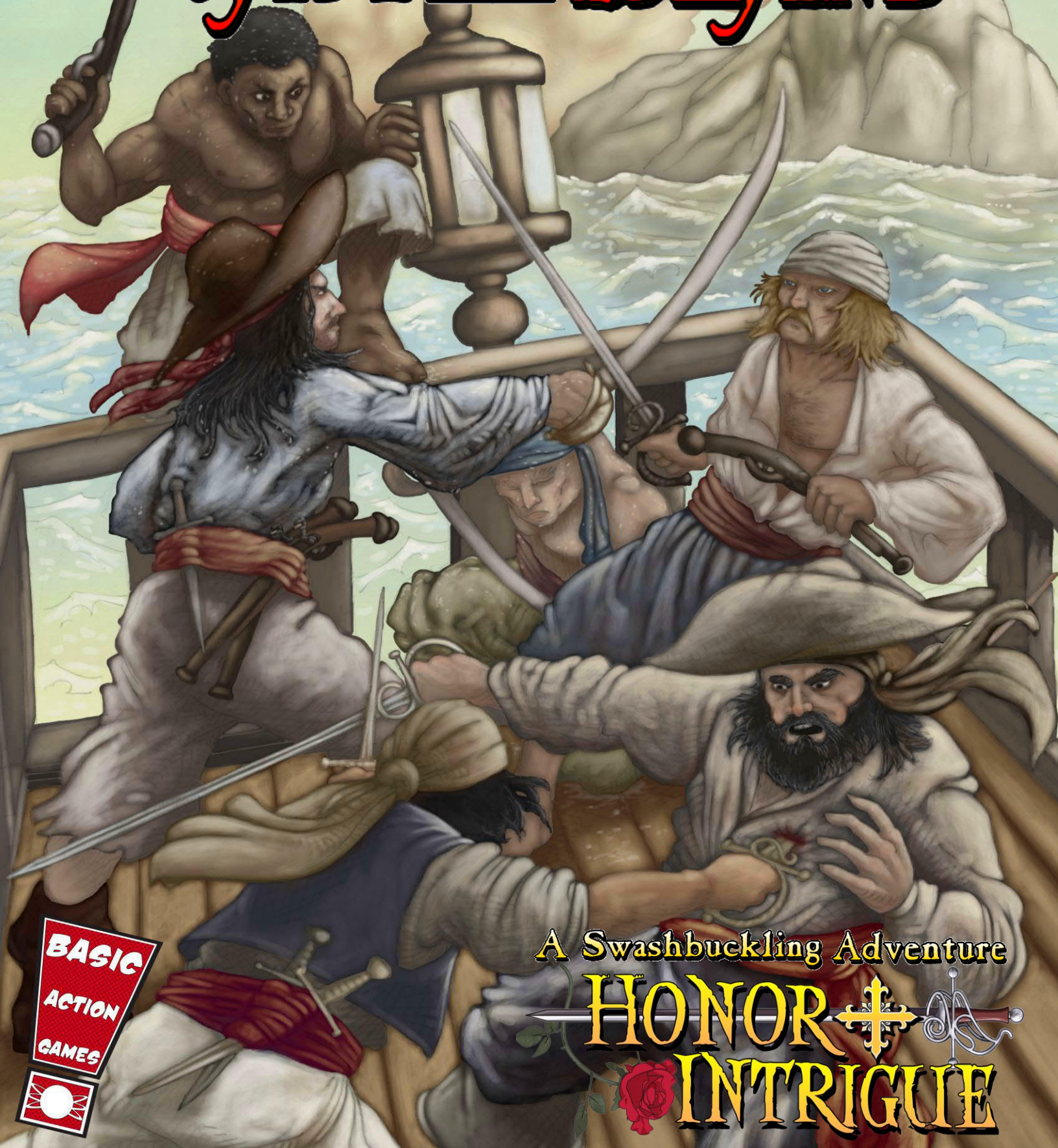


# ESCAPE FROM CASTLE ISLAND



**BASIC  
ACTION  
GAMES**



A Swashbuckling Adventure

**HONOR**  **INTRIGUE**



# CREDITS

**Story:** Rob Wieland

**Artwork:** Miguel Santos

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## About this Adventure

While the ultimate goal of the adventure is for the PCs to escape from the island, give them a while to explore the island and meet the people there first. You might also have some other events occur between the scenes laid out in the adventure. It's possible that the NPCs presented here will show up again later on in the campaign as enemies or allies, so don't be afraid to re-use them.

In the course of the adventure, at the beginning of each scene, you'll see some *italicized* text. This is meant to be read out loud to the PCs.

In addition to the adventure itself, there are two new Dueling Styles presented: the Schwartzpulver style (for pistols), and the Dance of Blades style (for knives).

## Reading the Stat-Blocks

For the sake of convenience, the stats of the NPCs in this module have been arranged in a manner for optimal space. In the list of Favored Maneuvers that each character has, you might notice that some are underlined. This means that the character has *mastered* the maneuver in question. Next to each listed Maneuver is the bonus to the 2d6 roll, which has been pre-calculated for ease of use, barring any modifiers by the GM later.

## Languages

In the list of languages each NPC knows, there is a note regarding the level of fluency. (F) means the character is fully fluent, but has a noticeable accent, while (N) means the character is a native speaker of the language (or has learned to sound like one). A language listed with no notification next to it means the character has basic fluency in the language (a small vocabulary and very noticeable accent).

In addition to the three levels of fluency discussed in the *Honor + Intrigue* rule book, some characters are in the process of learning a new language and only speak a smattering of words. A character who is learning a language has put at least 1 Advancement Point towards it, but has not put in enough for a full language slot. Understanding anything beyond a very basic phrase requires a Savvy roll, adding the number of Advancement Points spent towards the language slot instead of a Career. So if you had 1 Advancement Point towards a slot in French, and you had a 1 Savvy, you'd roll 2d6+2. The difficulty the GM assigns this task roll varies by how complex the statement was.

## THE HISTORY OF CASTLE ISLAND

Hundreds of islands dot the Spanish Main. Though Spain's influence crawls across the islands like a spider, dozens of islands lay undiscovered. In one island's case, this is exactly how it is to be arranged. *La Isla Castillo*, or Castle Island, is home to dozens of prisoners, supposedly executed or lost at sea. The prisoners are brought here to work a secret diamond mine in the name of a mysterious patron known only as The Admiral. The Admiral ensures a steady flow of prisoners to the island and diamonds off the island. Castle Island is the secret of his success. He is willing to kill to keep that secret to himself.

The island was initially discovered by accident. A storm caught the Spanish treasure fleet unaware. A small escort frigate was separated from the larger convoy. The frigate came across the island. It seemed inaccessible due to the high cliffs that surrounded the island. The crew was desperate for supplies and sent a party to find a way onto the island. The party discovered the caves on the western side of the island, which allowed access to the island proper. Inside the caves, the walls shimmered with precious stones. The men excitedly grabbed as many stones as possible, but the captain had grander plans. He murdered each of his crewmates. He alone returned to the ship with a wild tale of a strange creature in the caves. The ship went searching for supplies elsewhere. The captain returned to the continent with a sack full of diamonds. The captain bought himself a life of luxury and a return trip with a small crew to mine more diamonds. Soon, the captain's influence raised him in rank to admiral, which is what he is known as today.

It soon became obvious that the loose lips of the sailors would bring curious onlookers to the island as well as rival digs, government officials and even his old crew asking questions about what really happened on the island. The captain

found a solution in a corrupt prison official named Hector Blanco. Blanco took the first of many bribes in exchange for manpower that would not be missed. Prisoners set for execution would instead be sent to Castle Island to mine diamonds. They could be worked until they were dead anyway, and nobody would believe any escapee's tales of a hidden Spanish diamond mine.

The prisoners on the island were primarily Spanish in origin. The arrival of the second Commandant brought an expansion of whom the island accepted as prisoners. Powerful men and women across Europe would be interested in making troublesome individuals disappear. Most of the prisoners on the island are still allegedly executed criminals, but the number now includes inconvenient heirs, heretics, mutineers, spies and even political prisoners. The island does see the rare female prisoner. Special prisoners are kept in cells in the cave system.

There have been three men put in charge of Castle Island. Each man has left his mark on the island. The first commander, Hector Blanco, turned the cave system into the fortified facility it is today. Blanco returned to Spain to build a new castle for the royal family. Many on the island believe there are still a few undiscovered chambers in the cave system. Blanco was followed by Ignatio Montoya del Corazon. Corazon offered the Admiral's services to those looking for a place to put someone they couldn't kill but also wanted out of the way. Corazon disappeared from the island suddenly. Some think he took more than his fair share of the monies his idea earned. He could be anywhere from another private island to somewhere on the bottom of the ocean. The Admiral appointed Mattias Shirtz as the new Commandant two years ago.

Shirtz has a secret agenda beyond profit. Hidden in a cave accessible only through his quarters is a secret room filled with various devices meant to inflict maximum pain to the human body. The rack, hot pokers and gibbets are just some of the tools he uses for these nefarious activities. The men taken from the island are often the ones who attempt to steal the diamonds for themselves, or make an attempt to escape. Sometimes Shirts continues to torture them for his own education and amusement. His library is filled with handwritten diaries full of the observations he's made as a torturer and provocateur. These books are filled with detailed sketches of anatomy, and chilling notations on effective techniques.

## Notes from Commandant Shirtz's Journals

*"No. of teeth extracted before subject N.L. swore he was possessed by a demon: 11."*

*"Suggestion was made to V.Q. that Y.O. had reported him for stealing stones. After standard procedure, V.Q. regained consciousness, was returned to the population, and immediately bashed Y.O.'s head in with rock."*

*"C.P. was given two options. Swallow two stones for every one he attempted to steal or arrange an accident for G.G., M.I. and V. Funerals are tomorrow for all three."*

*"As predicted, reducing to half rations has caused an increase in hostility between prisoners. Five additional homicides have been reported in the last 27 days. Will restore rations when sample period is complete in three days."*

## ISLAND TOPOGRAPHY

The only sign that Castle Island is inhabited is the small dock located on the western side of the island. This area includes a small harbor that can fit a single ship. The rest of the island is surrounded by hard to navigate shoals and deadly shallows caused by rocks crumbling off the cliffs. Ships rarely dock for longer than necessary. If a ship is going to be needed for longer than a few hours, it usually anchors off shore and rowboats are used to transport materials.z

The docks lead into the caves on the western cliff. The caves are the only way to the rest of the island. As such, they have been heavily fortified and serve as the fort where the guards and soldiers live. The mines are also here and prisoners are brought to work two days on, one day off. The armory and guard quarters are all underground. Guards are expected to walk patrols at least once a day but few rarely make it very far inland.

Cliffs surround the entire island. They vary in height from 10 feet to 30 feet above sea level. Climbing the cliffs is a deadly proposition between the rough water, winds and jagged rocks. Occasionally, pieces of wrecked ships float onto the rocks under the cliffs. The inmates are allowed to use ropes to lower down to the wreckage and haul it back up for use as pre-built housing in an around Lockerton. The wreckage must be hauled away from the edge of the cliff. A passing ship once brought some uncomfortable questions back to the Spanish court, which cost the Admiral both time and money to fix.

The majority of the island is covered in thick jungle. There are sporadic clearings hacked away by enterprising inmates, but most of the easy shelter has long since been spoken for. The jungle is dangerous not only for the expected predators but for the desperate men unable to find shelter. The jungle is the main reason the island is used as a prison. The wild beasts, the heat and the work naturally thin the population out.



The closest thing to any sort of civilization is Lockerton. These shanties were built from pieces of wreckage hauled up from the rocks and surplus no longer needed by the soldiers. Lockerton surrounds the main source of fresh water on the island. There are other places to get water, but often times its just easier to pay whatever "toll" the residents charge for water. When one of the residents of Lockerton dies or leaves the island, fierce rivalries flair up over who gets to move in and claim that person's home. Originally, the guards would track down and make sure that everyone did their fair share of work. But that process is left up to the prisoners now. So long as twelve men show up at dawn and twelves at dusk, the guards don't care who it is. The prisoners make sure to track down anyone shirking their 12 hour shifts.



## WARDENS OF THE ISLAND

### Matthias Shirtz, Island Commandant, Villain

Commandant **Matthias Shirtz** is in charge of Castle Island. Shirtz considers himself a scholar and the island a chance to study the human condition. In addition to watching the natural tribalism that occurs in the prisoners, he finds the limits of human endurance fascinating. He's using those studies to keep extensive notes on the subject. He knows his studies could never have been pursued like this on the continent. Shirtz conducts himself with the quiet confidence of a professor, even in the midst of a battle or an interrogation. He rarely loses his temper. He enjoys the company of learned people which are a rarity on the island.

#### **Motivation:** Knowledge

Might 0 Daring 1 Savvy 3 Flair 0

Brawl 0 Melee 1 Ranged 2 Defense 1

Courtier 0 Scholar 3 Torturer 1 Soldier 0

**Lifeblood:** 10 **Advantage:** 3 **Fortune:** 3

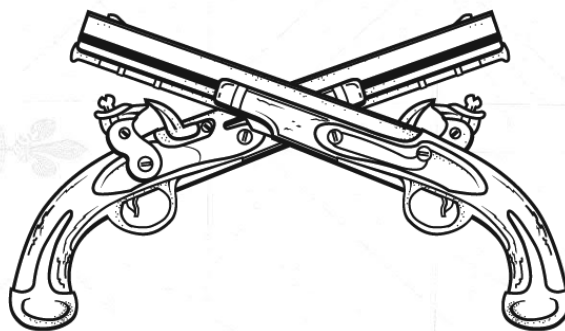
**Languages:** German (N), Spanish (N), French (F), Latin (F)

**Boons:** Excellent Laboratory, Dueling Style (Schwarzpulver)

**Flaws:** Obsession (His Research)

**Equipment:** Wheel-Lock Pistol 1d6+1 Dmg, 10' Range, Misfire 2; Reload 2

**Favored Maneuvers:** Quick Draw +2, Quick Load +5, Aim Shot, Hilt Punch +1, Disarm +5, Ranged Attack +5, Bladework +2



## Schwarzpulver Dueling Style

While the rules of pistol dueling vary from land to land, and the sword is still the primary weapon used for dueling until the 18th century, in the lands of Germany, pistol dueling achieved its most savage interpretation. Rather than consider the matter settled after a single shot, the duelists would draw their pistols on a signal and exchange shots and reload until only one man remained standing. Thus the ability to reload quickly was of great importance! This style was also proved practical on the battlefield in addition to the field of honor.

**Benefit:** Using a pistol, you can attempt to shoot a foe's weapon out of their hand! This works as a "Quick Disarm" made using Savvy instead of Might and the Ranged Combat Ability instead of Melee. Ranged penalties apply to the roll in addition to the base difficulty. An opponent disarmed in this fashion also has a Close Call.

**Maneuvers:** Quick Draw, Quick Load, Aim Shot, Hilt Punch, Disarm

**Final Secret:** The key to victory is never to flinch: it ruins your aim. When you spend Fortune to avoid a ranged attack, you do not get unnerved by a Close Call. This is instead of gaining +1 Advantage. Also, you automatically succeed to Quick Draw pistols (no roll required).

### Bradley Davies, Brutish Bully, Lv. 3 Retainer

The island has less guards than one might expect for the amount of prisoners. To hear **Bradley Davies** tell it, he's worth ten men anyway. Davies enjoys his job far too well. He has no qualms with taking frustrations out on prisoners,

especially with an appreciative audience of guards (who can also help him out when he bites off more than he can chew) Davies can see himself as Commandant someday. He is usually the guard sent to fetch a prisoner for one of the current commander's experiments. He is unaware what goes on behind those closed doors, but is not above adding some of his own brutality into the mix on the way back from the caves.

**Motivation:** Power

Might 2 Daring 1 Savvy -1 Flair 1

Brawl 2 Melee 2 Ranged -1 Defense 0

Soldier 3

**Lifeblood:** 12 **Advantage:** 1

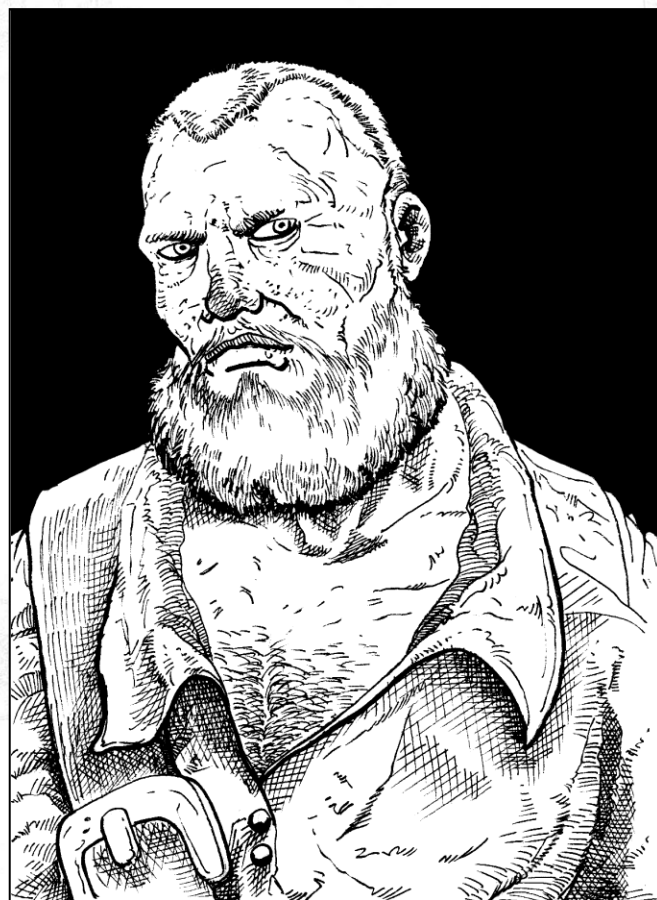
**Languages:** English (N), Spanish

**Boon:** Hard to Kill

**Flaw:** Drunkard

**Equipment:** Cutlass 1d6+2 Dmg +1 dmg to Quick Cut, Fist 1d2+2 Dmg

**Favored Maneuvers:** Quick Cut +3, Feint +3, Choke/Crush +4, Grapple +4, Bladework +3, Brawling +3



## **Fernando Aguilar, Sympathetic Doctor, Hero**

**Fernando Aguilar** joined the military like many men do, ready to write his own tales of heroism. The carnage and blood of the battlefield often break a man, but Aguilar's resolve was forged in the fires of battle. He dedicated his life to saving lives instead of ending them. His arguments with his superiors led to his transfer to Castle Island. His career as a soldier may be over, but Fernando couldn't be happier. He is the one man on the island respected equally by the prisoners and the guards. If anything were to happen to him, both sides would not rest until the culprit was brought to justice.

**Motivation:** Altruism

Might 0 Daring 0 Savvy 2 Flair 2

Brawl 0 Melee 0 Ranged 0 Defense 2

Scholar 2 Doctor 3 Explorer 1 Soldier 0

**Lifeblood:** 10 **Advantage:** 3 **Fortune:** 5

**Languages:** Spanish (N), English, French (F), Latin (F)

**Boons:** Healing Touch, Gifted Healer

**Flaws:** Non-Combatant

**Equipment:** Doctor's Bag

Dagger 1d3+1 Dmg, +1 Called Shot, 5' Range

Flintlock Pistol 1d6+1 Dmg, 10' Range; Misfire 3; Reload 3

**Favored Maneuvers:** Quick Cut +2, Quick Draw +2, Ranged Attack +2, Grapple +0

## **Zeus, Invisible Sniper, Lv. 2 Retainer**

The guard known only as **Zeus** is rarely seen but his presence is felt everywhere on the island. He is given free rein to fire on any prisoner that is causing trouble. Yet, Zeus is no murderer. Zeus shoots to end conflicts rather than lives. He targets hats, weapons, and aims for warning shots first. He can use a ranged variant of "Tag" using Ranged instead of Melee. He is impressed with Commandant Shirtz's pistol accuracy and trying to learn some of the same tricks. Zeus is often stationed in a high cave that overlooks the island with several rifles pre-loaded for quick shooting. Zeus is respected by the prisoners as well. He's

ended plenty of fights before they could prove to be fatal.

**Motivation:** Peace

Might 0 Daring 0 Savvy 0 Flair 2

Brawl -1 Melee -1 Ranged 4 Defense 0

Soldier 2

**Lifeblood:** 8 **Advantage:** 1

**Languages:** Spanish (N), English

**Boon:** Crack Shot

**Flaw:** Land Lubber

**Equipment:** Wheel-Lock Pistol 1d6+1 Dmg, 20' Range, Misfire 2; Reload 2

Flintlock Musket 2d6 Dmg, 60' Range, Misfire 2-3; Reload 4

**Favored Maneuvers:** Tag (with musket shot!) +6, Aim, Ranged Attack +4

## **PRISONERS OF THE ISLAND**

### **Greasy Pete, The Smuggler, Lv. 1 Retainer**

No matter how desperate the situation or desolate the location, there is always someone able to get the right supplies or the right information. **Greasy Pete** is this man on Castle Island. Pete's oily charm makes him well liked by the prisoners and the guards. He gets prisoners building tools, extra rations and small comforts to make their stay slightly better. He gives the guards rumors, gossip and information that allows them to quell any uprisings looking to occur. Greasy Pete is the only fat man on the island. His excellent position doesn't look to change that anytime soon.

**Motivation:** Comfort

Might 0 Daring 0 Savvy 1 Flair 0

Brawl 0 Melee 0 Ranged 0 Defense 1

Charlatan 1

**Lifeblood:** 8 **Advantage:** 1

**Boons:** Friends in Low Places

**Flaws:** Greed

**Languages:** English, Spanish, French

**Equipment:**

Dagger 1d3+1 Dmg, +1 Called Shot, 5' Range

**Favored Maneuvers:** Call for Help!



## Edmund Royce, The Prince of Pirates, Hero

The name **Edmund Royce** is a false name. Royce gave it to protect his identity. He possesses one of the deadliest secrets on the island: he knows the identity of the Admiral. He has been biding his time, gathering loyal men to one day make his way off the island and to reveal the Admiral's inhumanity to the courts of Europe. Even in his current state, Royce commands respect and loyalty from most men on the island. If anyone can break free of Castle Island, Edmund Royce will be the first. His true identity is left up to the GM to fit into his or her campaign.

**Motivation:** Revenge

Might 0 Daring 2 Savvy 1 Flair 2

Brawl 0 Melee 2 Ranged 1 Defense 1

Noble 2 Duelist 1 Sailor 0 Prisoner 1

**Lifeblood:** 10 **Advantage:** 3 **Fortune:** 4

**Languages:** English (N), French, Italian

**Boons:** Devil's Own Luck, Daredevil

**Flaws:** Double Life

**Equipment:** Cutlass 1d6+1 Dmg +1 dmg to Quick Cut

**Favored Maneuvers:** Quick Cut +4, Riposte +3, Tag +4, Bladework +4, Parry +3



## Fortunado, The Helpful Young Lad, Lv. 1 Retainer

**Fortunado** claims that was his real name even before he washed up on the island. This young boy is not a true prisoner, but he is often found underfoot around the prisoners. The soldiers have tried to discipline him and take him under their wing, but their drills and discipline bore Fortunado and drive him back to the outrageous tales of the pirates. He serves a purpose to the prisoners. The guards speak more loosely around the boy and he reports back what he hears to Greasy Pete in exchange for odds and ends. He will not be left behind when Royce makes his move. The young boy only speaks Italian fluently, and can only converse at length with Royce.

**Motivation:** Curiosity

Might -1 Daring 2 Savvy 0 Flair 0

Brawl -1 Melee 0 Ranged 2 Defense 0

Farmboy 1

**Lifeblood:** 7 **Advantage:** 1 **Fortune:** 0

**Languages:** Italian (N), Learning Spanish

**Equipment:** Fruit

**Favored Maneuvers:** Tag (fruit splats the person) +2, Aim Shot, Dodge





## El Torcero, aka "The Twist", The Dangerous Prisoner, Villain

Nobody knows the real name of the man who calls himself El Torcero or "The Twist". He mostly keeps to himself. Even on an island of killers and thieves he is allowed a wide berth. He openly carries a vicious knife on his person. The guards that have tried to take it find themselves losing fingers, eyes or worse. The Twist believes Royce can get him off the island. But once that is complete, all bets are off.

### Motivation: Thrills

Might 1 Daring 1 Savvy 1 Flair 2

Brawl 0 Melee 3 Ranged 0 Defense 1

Criminal 2 Assassin 2 Sailor 0 Prisoner 0

**Lifeblood:** 11 **Advantage:** 3 **Fortune:** 5

**Languages:** French (N), English, Spanish

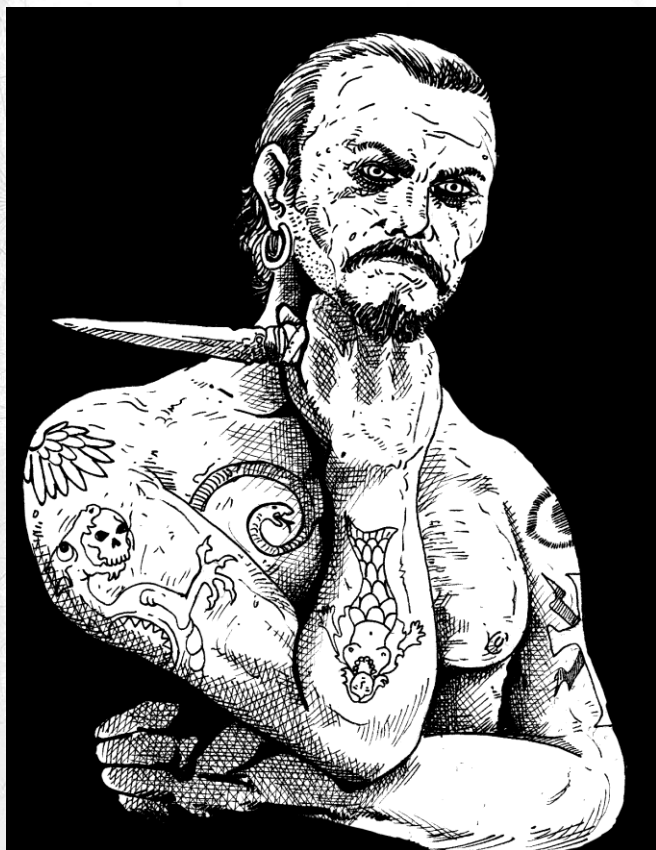
**Boons:** Dueling Style (Dance of Blades), Sneaky

**Flaws:** Illiterate

### Equipment

Dagger 1d3+1 Dmg, +1 Called Shot, 5' Range

**Favored Maneuvers:** Feint +5, Grapple +1, Dirty Fighting +2, Lunge +4, Footwork +4, Bladework +4



## Prison Gang Thugs, Competence 2 Pawns

The prison is home to a number of roving gangs of about 2-12. When they run across the PCs, if they outnumber them, they'll demand the PCs hand over all their possessions. If the PCs refuse, they'll attack. If the gang is fewer in number than the PCs, they'll either let them pass unprovoked or try to recruit them to join their gang.

Might 1 Savvy -1 Brawl 1 Melee 1 Prisoner 0

**Equipment:** Shiv (Improvised Knife) 1d3+1 damage

## The Dance of Blades

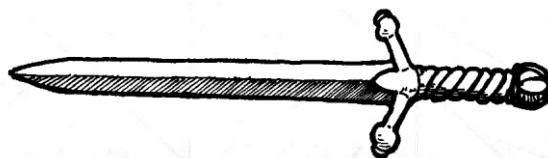
*While nobles and aristocrats fight their duels of honor with swords, criminals settle their differences in the streets with knives. In a knife "duel" the combatants usually begin with their off-hands tied together- essentially beginning the fight in a grapple that cannot be broken (but control of this grapple can change). This style is also prevalent among spies and assassins. For times when the fighters are not tied together, being able to throw the knife is also of great*

*importance.*

**Benefit:** You are adept at fighting in close quarters with a knife. You can use any of the style's maneuvers while fighting Corps-a-Corps and/or grappled, including Footwork and Lunge.

• **Maneuvers:** Grapple, Dirty Fighting, Lunge, Feint, Footwork

**Final Secret:** Deadly Skill: You are so lethal with a knife that you do 1d6 damage when performing a Called Shot with one.



## On the Lethality of Knives

One thing you may notice during this adventure is the prevalence of knives, and the rarity of rapiers and other weapons. However, the humble knife is still a deadly weapon. Its  $1d3+1$  damage may not seem like much, but used properly, a knife can do much more.

First, consider that a knife gives a +1 to Called Shots. This means you take -1 to hit, you get +2 to damage. Next consider the Lunge maneuver. It does  $+1d6$  damage with the downside that you cannot Yield Advantage and have -1 Defense until your next turn. But if you are attacking with surprise, this is unlikely to matter because the victim would get no actions until next round.

Not only that, but when you attack a surprised opponent, you get a Bonus Die to hit, and they cannot Yield Advantage. Using the Bonus Die, you can likely make up for the -3 to Hit, you'll get with a knife making a called shot for +4 damage. So against an unready target, using the Lunge maneuver, you get a Bonus Die to hit which should offset the -3 to attack using a Called Shot, and do  $1d3+1d6+5$  damage. That is an average of 10 damage with a single knife attack.

The key is ensuring the target is unready. If the target is aware of you, the next best thing would be to use the Feint maneuver to set up your next Called Shot for the best odds of success.

Now consider the use of the knife when fighting against an opponent with a sword. Sure, the knife does less damage and has less reach. But that short reach can be turned into an advantage once you get Corps-a-Corps with your opponent. Once you get inside their reach, if you can grapple with your offhand, you prevent the opponent from using their long blade against you, while you can continue to use your knife.

## ESCAPE FROM CASTLE ISLAND - A SHORT ADVENTURE

### SCENE I: A KITTEN UP A TREE

Our story begins on a pleasant day. It's easy to forget Castle Island is a prison on days when the sun beams down through the trees. Under the canopy, the heat dials down to an easy wave of warm wind and sea breezes. The soothing rush of the waves is soon broken by the harsh laughter of men. Some of the guards have surrounded one of the trees and are chucking rocks at the boy hiding behind the leaves ten feet off the ground. Their efforts are directed by Brad Davies, a brutish bully and one of the self-proclaimed leaders of the guard. The mashed fruit dripping from his face suggests he may have a score to settle with young Fortunado.

Fortunado's is up the tree because of what he claims was a simple accident. The guards wanted a mid-afternoon snack during their patrol. They happened upon Fortunado and ordered him to forage for some fruit. He headed into the jungle and in the meantime, the men uncorked their rum ration. By the time the boy returned, the men were surly and threatened to beat the boy. He scurried up the tree and in the process, accidentally dropped one of the fruits on Davies. The other men laughed at him until he growled to get the boy down whatever the costs.

Davies is very upset. He is already not the type to listen to reason. He also treasures his position of power like any bully. Rather than take it out on the other guards, he is quite happy to take it out on some meddling prisoners. He won't back down from menacing Fortunado. If the PCs persist, he turns his temper toward them. He quickly starts trying to intimidate the PCs and order them away or to get the boy down. There is no way out of this scene without conflict, but the PCs can choose what type of conflict they face.



The most obvious solution is combat. Davies takes the first swing and the battle is joined. The PCs should mostly start unarmed but as the pawns go down one by one, picking up a blade and showing off some fencing moves is easy. Davies is a pushover against anyone with actual fighting skill. If the pawns go down before he does, Davies attempts to retreat. He sputters a few curses back at the heroes but gives them a wide berth for the remainder of the adventure. Should the PC's falter against Davies, Fortunato leaps to their aid, dropping coconuts on pawns until things even back up.

Some PC groups may want to try out the Social Combat system, though a battle of wits with Davies is like fighting an unarmed person. His composure is 3, but the pawns jeering and cheering him on will aid him. The downside to social combat is that the PCs will be unable to pick up any weapons from downed pawns, as their defeat means they are just shut down into silence. Talking their way to victory does net the PCs a unique prize. Fortunado immediately takes a shine to them and will be as helpful as possible for the remainder of the adventure.

### **Guards, Competence 1 Pawns**

There is one guard for each PC.  
Might 1, Savvy -1, Melee 1, Soldier 0.  
Equipment: Cutlass (1d6+1 Dmg)

## **SCENE II: ROYCE'S REWARD**

*Following Fortunado through the brush is like staying on the tail of a chattering monkey. The jungle finally clears and Fortunado leads you to one of the less prominent buildings in Lockerton. He knocks - two short, one long - and the door opens. Inside sits a man with a noble bearing despite his low surroundings. He introduces himself as Edmund Royce and seems to pull you all as close as brothers to speak to you.*

Fortunado quickly tells Royce how the PCs helped him. He senses they are men of a higher character and decided to draw them into his

## **What Are You In For?**

This adventure begins with all the PCs already on Castle Island. Letting the players decide why is an excellent way to get buy-in to the scenario. Some will choose heroes unjustly imprisoned by nefarious forces connected to their Flaws. Others may want to play criminals looking for some redemption or at the very least, a second chance. Ask the players to think about how they ended up on the island as play begins. That information can then be used in game in a couple of ways. Mix and match these ideas to give your players a unique **Honor + Intrigue** experience!

**Begin at the End:** Before jumping into the battle with Davies, go around the table and ask each player how they became prisoners. Play a short scene with the player in the minutes leading up to the deed that did them in. This method is great for small groups and groups playing **Honor + Intrigue** for the first time. Each scene can be used as a small introduction to a piece of the rules, such as how the dice mechanics work, how to use Fortune and so on. It is also a good chance to show characters that might be out of their element on the island, like court dandies or City Dwellers, in a more comfortable environment for a few moments.

**Fortune Favors the Flashback:** Groups looking to dive into the action should start with the opening battle with Davies and his men. The players should still think about why they are on the island. During the session, the players can use the reason why they are on the island as a flashback connected to their current scene. For example, if the player is on the island because of excessive dueling and finds himself in a duel, he can make a brief declaration of how the situation is similar (and gain some Fortune for it). This lets the players save an interesting detail for when they most need it.

exciting plan. Tonight, a ship is docking at the island. The captain is one of Commandant Shirtz's oldest friends. While Shirtz is occupied with his dinner, two sets of men will set out down the cliffside. One will take the rowboat at the dock and the other will take the skeleton crew on the ship. Royce knows that such bravery should be rewarded. He knows where a fabulous treasure is buried and offers to split it with the PCs once they get off the island.

He needs their help in one additional affair. He needs to get enough rope for the men to make their climb tonight. Only Greasy Pete has access to the rope and if they go through normal channels, Pete will let the plan slip to the Commandant. The PCs either need to steal the rope while Royce distracts Pete or distract Pete while Royce's men get the rope.

### SCENE III: PUTTING ONE OVER ON PETE

*Greasy Pete is finishing his lunch as the sun begins to drift downward in the sky. He mutters to himself as he waddles about his "shop". He flips over items, repositions a few others and makes himself look much busier than he needs to be. He would be counting his money if he had any. Instead, he polishes the nicest items he has on display. As customers enter, his oily smile breaks across his face.*

Royce distracts Pete if the PCs want to be the thieves. The rope is wrapped around a huge spool. To get the rope out of the shop, the PCs must complete four separate rolls. A Might roll is needed to carry all that rope. A Savvy roll is needed to get into the shop without Pete's notice, with another Savvy roll to find where the rope is hidden. A Flair roll is needed to keep cool when Pete makes an unexpected move. If the players come up with parts of the plan on their own, that's great! This technique spreads the rolls around and gets the whole group in on the heist rather than just any sneaky characters. Regular failures accumulate. If three rolls fail, Pete figures

out what's going on. This also occurs on a Calamitous Failure. This doesn't mean the heist is off. It just means Royce has to give up his family's signet ring for the rope...and he'll be back for it someday.

One of the easiest ways to distract Greasy Pete is to offer up any of the weaponry that was lifted from any pawns defeated in the opening scene. Weapons are a very valuable commodity on the island. Pete has a few, of course, traded by guards for extra rum and the like. The quantities aren't large, but the trade should be even enough so that a PC can get a favored weapon instead of a cutlass (such as ones needed for a Dueling Style). During the negotiations, Royce and the others steal the ropes necessary to make the escape. Treat this as a Social Combat. If the PCs win, or manage to continue for 5 rounds, Pete is none the wiser. If any of the PCs lose all their Composure, Pete catches on to the ruse. In this case, he'll demand something from one of the PCs for his silence - preferably an item of great value that the PC will want back in a later adventure.

### SCENE IV: SOME NIGHT AIR

*The waves rush quietly against the bottom of the cliff, each one a quiet killer. Descending these ropes in broad daylight is dangerous enough. By the light of the moon it is nearly jumping into Hell itself. If that's what it takes to get off the island and back home, the men gathered here are clearly ready to kiss the Devil on the way down.*

Climbing down the ropes allows characters with physical skills to shine. They can aid others by rolling. Successes allow those aided to apply a bonus equal to half the proper career to the climb roll. Failures are a Major Fall. Calamitous failures are a Deadly Fall. Mighty Successes allow characters to automatically help someone down the cliff side.

Swimming out to the boat takes several minutes. In this case, it is a Might roll, as the swim is not difficult but arduous. Failure on a swimming roll



does no damage, but costs a point of Composure each time. If all Composure is lost, the character begins to drown.

Mighty Successes allow characters to automatically help someone swim the distance.

The crew aboard is not much of a fight. A single Lieutenant is on watch with enough Lv. 1 pawns for each PC. As the prisoners dispatch the crew, the ship lifts its anchor and begins to make way for anywhere but Castle Island

### Naval Officer lv. 3 Retainer

Daring 1 Savvy 1 Flair 1

Melee 1 Ranged 1 Defense 1

Explorer 1 Sailor 2

**Lifblood: 8 Advantage: 1**

**Equipment:** Cutlass 1d6 Dmg, +1 Quick Cut Dmg  
Pistol 1d6+1 Dmg

### Sleepy Crewmen, Competence 1 Pawns

There are two per PC present.

Might 1, Flair -1, Melee 1, Sailor 0.

**Equipment:** Cutlass (1d6+1 Dmg)

## SCENE V: BETRAYAL MOST FOUL

*Royce laughs heartily as the ship makes way under its own sail. The crewmen unwilling to join the freshly minted pirate crew are set adrift on the launch and told to inform the Commandant what's happened. The air is electric with excitement as the crew waits for Captain Royce to make his first speech. Suddenly, Royce tumbles to the deck! A bloody stain spreads across his back. The Twist wipes his blade on his scarred left hand before offering the blade as a silent challenge to anyone upset with his betrayal. Captain Twist is ready to make his name.*

Twist has made his treacherous move. He will face anyone in a knife duel to be the new captain of the vessel. The other crew members surround Twist as well as anyone willing to face him and his knife technique. The duel is meant to be one on one, but others may get involved, so that a number of one-on-one duels take place on the

deck. Twist is not above dirty tricks to win. Should he be on the verge of losing, allies jump into the battle to turn the odds.

### Twist's Interlopers, Lv. 2 Retainers

Might 1 Daring 1 Savvy 0 Flair 0

Melee 1 Ranged 1

Pirate 2

**Lifblood: 9 Advantage: 1**

**Equipment:** Cutlass 1d6+1, +1 to Quick Cut Damage

Pistols (x2) 1d6+1 Dmg

## EPILOGUE

If a PC would make a good captain, Royce will shortly die from his wound. Nobody else challenges the new captain. Royce entrusts the captain with his identity and signet ring. He urges the new captain to return it to his family. He also tells the new captain the name of the Admiral should the PCs ever return to Europe. If the PC are having trouble finding a name for their new vessel, Fortunado quietly suggests *Royce's Revenge*.

If the PCs want the fun of being pirates but none of the responsibility, Royce's wound is not fatal. Any PCs with the physician career should use this opportunity to save the day. The crew rejoices in their new found freedom. Royce offers each PC an officer's position on board the newly-named *Sea Lion*. Even if they refuse, he always asks their advice as they plot a course for the next prize, the next battle and the next adventure

If you want a simple segue into your next adventure, you can have the PCs get ahold of a treasure map. Perhaps it was one that Royce had all along (maybe it is even tattooed on somebody in the crew), maybe the PCs get it the next time they are in port. A complication you can throw in here is that Royce only has half of the map, but knows all the bearings by heart. The Admiral has the rest... but does not know the bearings, which is why he had Royce put into Shirtz's tender care from the beginning.

## SAMPLE PCs

Included in this adventure are several possible characters that can be used as premade characters either for PCs or as NPC prisoners on the island. Feel free to make adjustments as needed.

Obviously the equipment listed on these characters is likely not on them when the adventure begins, but it should be *somewhere* on the island. These were in their possession before they were brought to the island.

Below is a brief description of each character and some ideas as to how they might be involved with Castle Island.

### THE THIEF

You managed to get yourself a position in the service of a nobleman. For a time, it was an easy living, until you were caught red-handed trying to fence the silverware. You managed to escape the baron's men, but the "friend" who took you in also turned you in! You found yourself on a ship heading for an island prison soon thereafter.

### THE MARKSMAN SCOUT

It was a hard life trying to make a living herding sheep, and so you turned your talents to soldiering. In the army, you discovered yourself to be an excellent shot. However, between wars you have been languishing on half-wages and your family needed to eat. That's when you turned to poaching, and for a time, you never ate so well. Until you got caught, that was. Now on the island, your survival skills are more useful than ever before. Replace "Active Duty" with "Obligation" to Family.

### THE PRIVATEER

You've been in love with the sea as long as you can remember, but she has not always loved you back. One day, after a daring raid on a Spanish galley, you were making your escape when the wind came to a stop. The galley soon caught up

with you, and you found yourself in a cell awaiting execution. However, when they placed the bag over your head and marched you out of your cell, you were surprised to find yourself placed in the brig of a ship. You were dropped off on the island along with a cargo of supplies.

### THE KID

You've been living by your wits ever since your mother died. Your father had gone to sea years ago and never returned, leaving a strange medallion as your only memento. You went to the city in the hopes of joining the circus, but instead fell in with a group of thieves and tricksters. But when you were caught, your new "friends" were nowhere to be seen. A guard noticed your medallion and accepted a large bribe from an unknown person. You were then led from your cell and onto a ship, which dropped you off on the island. Curiously, nobody tried to take the medallion from you...

### THE SHIPWRECK SURVIVOR

You don't know who you are, and barely remember a burning ship sinking beneath the waves. They tell you that you washed up on the beach of the island clinging to a barrel. The warden kindly offered you the same accommodations as the other prisoners, and all you had to do in exchange was work in the mines. Nevertheless, some of the other prisoners have taken to calling you "Lucky" because since you've been here you've survived a cave-in and another prisoner who was plotting to kill you stumbled and fell from a cliff.

### THE MASKED PIRATE

You have only one rule: *nobody gets to know what's under that mask*. You have something special planned for the only other man who does know. But first you've got to get off this wretched island that traitor had you sent to. This isn't the first prison you've escaped from, but you know it won't be the easiest either.



# HONOR + INTRIGUE



**Name:**

**Thief**

**Background:** French

**Motivation:** Wealth

## Qualities

Might -1 Daring 1 Savvy 2 Flair 2

## Combat

Brawl 0 Melee 2 Ranged 1 Defense 1

## Careers

Farmgirl 0 Cook 0 Charlatan 1 Thief 3

Lifblood: 9 Advantage: 3 Fortune: 5

**Languages:** French (N), English, Spanish

**Boons:** *Membership* (Court of Miracles), *Sneaky* (bonus die using stealth), *Excellent Thieves Tools* (bonus die on rolls vs. locks and traps)

**Flaws:** *Illiterate*, *Hunted* (Baron DuMont wants his valuables back!)

## Equipment

*Flintlock Pistol* (1d6+1 dmg, 10' Range inc. Misfire 3, Reload 3), *Dagger* (1d3 dmg, +1 Called Shot), *Excellent Thieves Tools*, Mask, disguise kit

## Favored Actions

Called Shot, Dirty Fighting, Aim Shot, Quick-Draw

# HONOR + INTRIGUE



**Name:**

**Marksman Scout**

**Background:** French Basque

**Motivation:** Survival

## Qualities

Might 0 Daring 0 Savvy 3 Flair 1

## Combat

Brawl 0 Melee 0 Ranged 3 Defense 1

## Careers

Soldier 2 Hunter 2 Gunsmith 0 Alchemist 0

Lifeblood: 10 Advantage: 3 Fortune: 4

**Languages:** Basque (N), French (F), Spanish (F)

**Boons:** *Keen Eyesight* (bonus die to vision checks), *Crack Shot* (increased range and bonus die to damage with Firearms), *Mastery* (Quick-Draw, Hilt Punch)

## Flaws:

*Illiterate, Active Duty*

## Equipment

*Wheel-Lock Musket* (2d6 Dmg + Bonus Die; Range Increment 60'; Misfire 2; Reload 3)  
*Brace of 4 Wheel-Lock Pistols* (1d6+1 Dmg + Bonus Die; Range Increment 20'; Misfire 2; Reload 2)

**Favored Actions:** Quick Load, Aim Shot

**Mastered Actions:** Quick Draw (automatic), Hilt Punch (bonus die to hit)



# HONOR + INTRIGUE



**Name:**

**Privateer**

**Background:** English

**Motivation:** Freedom

## Qualities

Might 1 Daring 1 Savvy 1 Flair 1

## Combat

Braw 1 Melee 2 Ranged 0 Defense 1

## Careers

Pirate 3 Scoundrel 1 Duelist 0 Explorer 0

Lifeblood: 11 Advantage: 3 Fortune: 4

**Languages:** English (N), French (F), Spanish, Dutch

**Boons:** *Born Sailor* (bonus die to sailing rolls), *Carouser* (bonus die while carousing), *Drake's Dueling Style* (no penalty w/ improvised weapons offhand)

## Flaws:

*Cursed* (bad things happen... get a Fortune Point), *Hunted* (The Spanish Navy)

## Equipment

*Flintlock Pistol* (1d6+1 dmg, 10' Range inc, Misfire 3, Reload 3), *Cutlass* (1d6+1 dmg, +1 dmg with Quick-Slash)

## Favored Actions

Dirty Fighting, Shove, Bind, Beat

**Mastered Maneuver:** Quick Slash (Go 1 phase sooner, does half damage two times)

# HONOR + INTRIGUE



**Name:**

**The Kid**

**Background:** French

**Motivation:** Ambition

## **Qualities**

Might -1 Daring 1 Savvy 2 Flair 2

## **Combat**

Brawl 1 Melee 0 Ranged 0 Defense 3

## **Careers**

Farmboy 0 Street Urchin 2 Charlatan 1

Lifeblood: 9 Advantage: 3 Fortune: 7

**Languages:** French (N), English, Spanish

**Boons:** *Favored by Fortune* (+2 Fortune),

*Maguffin* (Medallion with strange writing),

*Born Athlete* (Bonus Die to athletic rolls)

**Flaws:** *Young* (Reduced Careers), *Illiterate*

## **Equipment**

*Dagger* (1d3 dmg, +1 Called Shot), Cards,

Thieves' Tools, Bag of marbles

## **Favored Actions**

Dirty Fighting, Trip, Riposte, Footwork, Tag



# HONOR + INTRIGUE

**Name:**

**The Shipwreck Survivor**

**Background:** Irish

**Motivation:** Unlock the Past

## Qualities

Might 1 Daring 1 Savvy 1 Flair 1

## Combat

Brawl 2 Melee 1 Ranged 0 Defense 1

## Careers

Farmboy 0 Pugilist 2 Sailor 2 Vagabond 0

Lifblood: 11 Advantage: 3 Fortune: 3

**Languages:** Gaelic (N), English (F), Spanish

**Boons:** *Destiny* (Only 1 Advancement or Fortune point to escape Certain Death until Destiny is fulfilled), *Blessed* (2 Blessings per session or +1 Advancement Point), *The Devil's Own Luck* (2 Fortune Points to Reroll any Dice Roll)

**Flaws:** *Amnesia* (You don't know who you are; old enemies and friends you've never seen before keep turning up, Penalty Die in certain situations), *Cursed* (-1 Fortune, Bad things keep happening to you)

## Equipment

*Dagger* (1d3+2 dmg, +1 Called Shot), *Cutlass* (1d6+1 Dmg, +1 Quick Cut dmg),

## Favored Actions

Dirty Fighting, Trip, Riposte, Footwork, Tag



# HONOR + INTRIGUE



**Name:**

**The Masked Pirate**

**Background:** English

**Motivation:** Revenge

## Qualities

Might 0 Daring 3 Savvy 1 Flair 2

## Combat

Brawl 0 Melee 3 Ranged 0 Defense 1

## Careers

Noble 1 Duelist 1 Prisoner 0 Pirate 2

Lifblood: 10 Advantage: 3 Fortune: 5

**Languages:** English (N), Spanish (F), French

**Boons:** *Beguiling, Dueling Style (French),*

*Daredevil*

**Flaws:** *Distinctive Appearance,*

*Hunted (The Royal Navy)*

## Equipment

*Flintlock Pistol (1d6+1 dmg, 10' Range inc.*

*Misfire 3, Reload 3), Rapier (1d6 dmg, +1*

*Parry), Locket with Sweetheart's portrait,,*

*Mask to cover the scars, Cloak (+1 Feint, Bind)*

## Favored Actions

Glide, Tag, Footwork, Feint

## Mastered Maneuvers

Riposte