

QUESTLINE

CAPTAIN BLOOD'S TREASURE



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for Jasper

The story so far

You Have Travelled to Zerenia, you hear tales of a deadly pirate called Captain Blood and his ship The El Cor'ed. He is terrorising the seas, disrupting merchant trade and stealing cargo.

You attend a meeting in the town hall, where an official request is issued to take care of the evil Captain Blood, a fully crewed small ship is being readied for anyone who will help.

If you succeed you can then keep his treasure and ship.

Your adventures continue

PLEASE TAKE TIME TO READ THESE RULES:

To make the game more random each time you play, many rules have changed.

Setting up the game

Set up the board. Select your Character and ship token. your Ship token is placed on the Port square. Character placed in the Town. Deal out 6 monster cards on any free land spaces. The remainder are placed in a draw pile.

LP = Life points/ health, RP = Roll points, these are obtained by buying equipment, they are added to the dice roll during combat. L = LUCK (see Luck), gained through prayer/magic.

You start with : 5 LP, 2 RP, 1 Luck, A Small Ship, Short Sword, Leather Armour and 500 GOLD. If you are continuing your character from previous games you may bring with you a weapon or armour, 2 spells, 1 general item, 1000 GOLD, also you may bring 1 LP for each game played and 2 extra Luck.

Playing the game

You start in TOWN.

The TOWN square has all the places in the Stores section.

The PORT square is used to repair your ship. (See Ship section).

Roll a dice, Move clockwise on land, any direction ahead at sea.

It costs 1 move to embark/dis-embark the ship.

You may only dis-embark at a beach.

If you land on a square with writing on it follow directions.

If your move ends at sea, roll on the SEA ENCOUNTER chart.

If your move ends on land, roll on the LAND ENCOUNTER chart.

If you land or stop on a Building (see building chart). Further moves are lost.

If you meet a ship (see ship combat).

If you land on or meet a monster, See if you can fight it,(see Combat and Magic). Bows shoot 2 squares.

If you don't wish to fight you can FLEE, (see Flee).

Proceed around the board, moving inwards and outwards, buying and selling items as you go, until you are ready to go into the Pirate Stronghold.

You may not kill merchants or traders and you cannot kill other players.

You can only use items stated in the lists, anything else should be sold. You may only carry 20 items and 20 magic scrolls. Your ship can carry 50 items.

Every 5 kills you can gain 1 LP.

If your LP's reach zero you are dead, you may then elect to return to the start.

Winning the game

Enter the Pirate Stronghold moving one square at a time.

If you land on the El Cor'ed square, you may plunder it or capture it, for future games.

Once you enter you may not go back.

The winner is the one who kills the Captain Blood you may advance to the treasure square.

You can also win by being the last one alive.

Restoring Life Points

You may either use Magic or miss a turn for each LP you wish to restore.

You may not restore your LP's to more than start point of 5.

You can restore full LP's by stopping on the Port square, extra moves are lost.

COMBAT

For ship combat see the SHIPS section.

When you find a monster, consult with the monster chart to find out it's LP's and RP's.

If the monster has a star next to them they have special rules, so consult this section as well.

IF a monster is marked with **M** are magical and may only be affected by magical objects or spells.

1. Roll two different coloured dice. One is yours and One is theirs.

2. You add the RP's to the dice, 1 weapon, 1 armour and any other bonuses, to give a total score.

3. If your score is higher, you get the hit. If theirs is higher they get the hit. If both scores are the same the blow is blocked, go back to step 1 or (see LUCK).

4. Deduct 1 LP from the relevant LP's, unless using magic.

5.If LP's reach zero they are DEAD, otherwise go back to step 1.

You may now write down what they are carrying on your character sheet. Then take the card put it in the draw pile, shuffle and place a card on a free space.

MAGIC

To use a spell, hold the scroll and say the word, this can be done any time and they will always work, except during combat,(see below).

Once used a spell is gone, it is a one shot spell scroll. You may only carry 20 spells.

You may cast 1 spell before combat begins.

To use magic during combat, you must roll for the hit as before, the spell then counts as the hit, deduct any LP's.

If you use a spell during combat and you don't get a hit, it is regarded as a miss, the spell is still lost.

FLEE

If you do not wish to fight a monster/ship you have the chance to flee before combat, however there may be a price for doing so.

Roll D6 On ODD numbers (1,3,5) you get struck fleeing LOSE 1 LP / 1 crewman.

On EVEN numbers (2,4,6) you get away unharmed.

LUCK

Luck is gained by magic or by praying and a donation to the CANAR the god of chaos. 1 GOLD = +1 Luck for each prayer.

You can only pray at each temple or shrine only once. You must then move on.

You may spend Luck to: Re-roll any dice.

Add to a dice roll.

You may lower the damage result for ships.

SHIPS

A Ship will have it's own LP's and RP's depending on size and armaments.

They will also come fully crewed and have an item capacity.

You do not count towards crew.

It takes 3 crew to sail it properly, 1 must be always at the helm. -1 movement if not crewed properly.

You can upgrade ship.

To use a cannon, grenade or oil you must have a fuse for each use and a fire kit to light it.

SHIP	LP	RP	CREW	CAP	DESCRIPTION
SMALL SHIP	20	10	10	40	6 x 6 pounders, 500 xd6 gold, 2 gunpowder, 20 cannon balls, 6 fuses
LARGE SHIP	25	15	15	50	6 x 12 pounders, 1000 x d6 gold, 4 gunpowder, 25 cannon balls, 10 grapeshot, 10 fuses
EL COR'ED	30	15	15	60	6 x 12 pounders, 25 ball shot, 10grapeshot, 4 gunpowder, 10 fuses, 1000 x 2d6 Gold

SHIP WEAPONS

CANNONS

Cannons come in 6 pounder and 12 pounder versions and must be manned.

Each have a range limit, the 6 pounder- 2 squares, the 12 pounder 4 squares.

The cannons and the shot have their own RP's.

A 6 pounder takes 2 crew 2 rounds to load and fire. 12 pounders will cause +4 damage, but need 3 crew.

To get total RP Add CANNON RP + SHOT RP + any other bonuses

GRENADES

A grenade will take 1 round to light and throw. They will explode causing +7 Damage.

OIL

You can set oil on fire, It will take 1 round to throw and light. It will burn for 3 rounds causing +5 Damage each round.

GUNPOWDER

You need a fuse and a grappel hook, you add it to the barrel an make a swinging bomb.

It takes 1 crew 1 round to prepare.

GRAPPEL HOOK and ROPE

The RP's for these will be added to the combat.

REPAIRING and RECREWING SHIPS

If a ship returns to PORT it can be repaired and recreated.

Miss a turn to recrew.

You can Pay a carpenter 50 Gold for each point of damage. Only carpenters can 'heal' a ship.

SHIP COMBAT

Both ships will fire. Enemy will always shoot normal cannon balls.

You may get to shoot one long range shot. Roll a dice, add your LUCK, if you get 6+ you can get a free damage shot before combat.

Roll a D6 add relevant RP for the weapon involved. (see ship weapons)

If your score is higher you shoot first, else enemy shoots first.

At this point on your go, YOU may now cast magic. Roll for damage and apply any magic damage.

DAMAGE

Roll D6 Add total LUCK

1 = A miss

2 = damage sails -1 movement

3 / 4 = 5 hull damage + Kill a crewman.

5 / 6 = 10 hull damage

7+ = 15 hull damage + Kill 2 crewmen.

You may spend LUCK to reduce enemy rolls.

If ship LP is more than 4 go back to top of this section

Once a ship is reduced to 4 LP or less it can be boarded.

Once a ship is boarded it can be plundered, Take what is listed. but is allowed to go back to port. If a ship is reduced to Zero, it is SUNK. You May restart from PORT, but you will loose ALL the cargo.

TOWN STORES

BANK

The Town has a bank where you may put your gold.

You can have access to this gold in every shop.

Note ** Traders will only accept gold. **

TEMPLE

Pay your tribute (1 gold) and pray.

Roll to see which god will answer your prayer

DICE	RESULT
1 / 2	MARS - god of WAR +1 RP
3 / 4	PAX - god of PEACE +1 LP
5 / 6	CANAR - god of CHAOS +1 LUCK

At the TOWN square you may pray to all 3 gods.

TRADER

Roll 3 Dice for Weapons

Roll 3 Dice for Armour

Roll 4 Dice for Magic

Roll 1 Dice for General Store

They will buy not listed items scrap for 60 Gold

They will only accept gold

WEAPONS

DICE	WEAPON	RP's	BUY	SELL
1	SHORT SWORD	1	300	150
2	RAPIER	1	300	150
3	LONG SWORD	2	400	200
4	CUTLASS	2	450	225
5	SCIMITAR	3	500	250
6	SAMURAI SWORD	3	600	300
	MAGICAL SWORD	4	1200	600
	ELVEN LONGBOW (can shoot 2 squares)	5	1500	750
	ARROWS - 25		50	1 each
	OTHER WEAPONS CAN ONLY BE SOLD			60

ARMOUR These are full suits of armour

DICE	ARMOUR	RP's	BUY	SELL
1	LEATHER	1	300	150
2	STUDED LEATHER	1	400	200
3	RING MAIL	2	500	250
4	CHAIN MAIL	2	550	275
5	SPLINT MAIL	3	700	350
6	PLATE MAIL	3	800	400
	MAGICAL PLATE ARMOUR	4	1200	600
	GODREN ARMOUR	5	1500	750
	OTHER ARMOUR PIECES CAN ONLY BE SOLD			60

MAGIC

DICE	SPELL	DESCRIPTION	BUY	SELL
1	RESTORE	Restores LP's to start level.	200	120
2	ARMOUR	Adds +1 Rp during a fight.	300	150
3	FREEZE	Freezes enemies for 4 rnds.	300	150
4	LOWER	Lowers RP's by 3	300	150
5	INCREASE	Increases LP's by 1	400	200
6	DECREASE	Decrease LP's by 3	400	200
	REMOVE	Removes evil curses	400	
	FLOAT	Float over an obstacle or monster	500	250
	LUCKY	Adds +1 Luck	600	300
	IMPLODE	Decrease LP's by 5	1000	500
	RED EYE	Decrease LP's by 10	1200	600
	RAPTURE	+3 LP, +3 RP, +3 damage for 3 fights.	1200	600

GENERAL STORE

DICE	OBJECT	DESCRIPTION	RP	BUY	SELL
1	GRAPPEL HOOK AND ROPE *		2	200	100
2	ELF SWORD	Causes +2 damage to ALL	4	1000	500
3	OIL BARREL		2	300	150
4	GOLBAR's FLUTE	Slows down an enemy under 10 LP causing double damage if played before battle.		500	250
5	VENTIL ROPE	Very strong rope, (see below)	1	600	300
6	BLUE GLOVES	Adds +2 RP to any weapon	2	500	250
	FIRE ARROWS	25 arrows +2 Damage	2	60	30
	EGG SHELL SALVE	Restores +1 LP		100	50
	RABBIT FOOT	+1 luck (5 uses)		500	250
	FIRE LIGHTING KIT	(unlimited uses)		100	50

ANYTHING ELSE IS BOUGHT AS SCRAP

60

VENTIL ROPE - create a lasso, capture an enemy, if you are going to land on their square.

Roll a dice add 1 RP (for the rope), 5+ and you caught them, Imobile for 3 rounds.

You may now do two things, FLEE or you may fight.

You may also attach this rope to the grappel hook, add it's RP to the hook RP.

<u>CHANDELERS SHOP</u>					
OBJECT	DESCRIPTION	RP	BUY	SELL	
GUNPOWDER	25 shots +20 Damage		500	250	
SMALL CANNON	6 pounder 1 shot Rng 2	3	1000	500	
LARGE CANNON	12 pounder 1 shot Rng 4	4	2000	1000	
GRENADE	+7 damage	3	400	200	
CANNON BALL	25 balls	2	50	25	
GRAPE SHOT	25 shots, get a hit kill 1 crew	3	75	35	
SAILS	+2 Movement		500	250	
FUSES	25 Fuses		25	10	
HULL ARMOUR	+5 LP to ship		1000	500	
SMALL SHIP	fully crewed		2000	1000	
LARGE SHIP	fully crewed		4000	2000	

BUILDINGS

DICE	RESULT
1	Abandoned Building
2	Find a Weapon Shop
3	Find an Armour Shop
4	Find a Magic Shop
5	Find a General Store
6	Find a Temple

LAND ENCOUNTERS

DICE	RESULT
1	Roll on Monster list 2D6
2	Nothing happens
3	Roll on Monster list 2D6
4	Nothing happens
5	Roll on Monster list 2D6
6	Find 50 Gold

SEA ENCOUNTERS

DICE	RESULT
1	Meet no-one.
2	Meet a Merchant Ship (roll on trader chart)
3	Meet a Sea Serpent
4	Meet a small Pirate Ship
5	Meet no-one
6	Meet a Large Pirate Ship

DICE	MONSTER	LP	RP	ITEMS CARRIED
2	PIRATE	7	5	Cutlass, Splint Mail, 40 gold, Gunpowder
3	CROCODILE	3	1	
4	PIXIE *1 M	5	4	Pixie Knife +1 RP, Faro's Ring, LUCKY, 100G
5	TROLL	6	2	Mail Vest +1 RP, 10 x 1d6 Gold
6	ZOMBIE	4	0	Axe, 20 Gold
7	SKELETON	4	3	Longsword, Chain mail armour, D6 x 20 Gold
8	BEAR	3	1	
9	ORC	5	4	Scimitar, Leather armour, 20 x 1d6 Gold
10	KOBOLD	6	3	Bow, 12 Arrows, Leather armour, 50 Gold
11	THE CAGLAH *2	9	6	
12	THE SWAMI *3	8	7	Samurai Sword, 3 D6 Magic, REMOVE, IMplode, D6 x 100 Gold
	CAPTAIN BLOOD * 4	20	9	Magic Sword, Plate Armour, 1 Ruby 3000Gold
	BLOOD'S SNAKE * 5	12	8	
	PIRATE GUARD	9	7	Splint Mail, Cutlass, D6 General item, 100 Gold
	SEA SERPENT	6	4	4 Serpent Scales +1 protection
	* See Special Rules.			M - Magical.

1 - PIXIE

If it is not dead in 4 rounds, it will Teleport away stealing d6 x 10 Gold.

2 - CAGLAH

Has a whip-like tail +2 RP, causes +2 Damage, Strikes every other round.

3 - THE SWAMI

The swami will attempt to cast a the spell IMplode every other round.

4 - BLOOD'S SNAKE

Will start constricting in round 2 and will do +1 damage every round, if you have not killed the snake in 10 rounds you will be unable to breathe and DIE.

5 - CAPTAIN BLOOD

He has cast RAPTURE on himself and will shoot a pistol every 3 rounds that will cause +5 damage if it hits.