**Sweet Dreams**

_A Pirates of the Spanish Main Adventure_
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_Sweet Dreams_ is a complete adventure designed for 4-8 characters of any Rank and is intended to be a continuance that can be inserted anywhere into your Pirate Campaign.

Make sure you’ve read it through at least once before you begin play. Read text in italics to the players. All other text is for the GM’s eyes only.

**GM’s Background**

This adventure involves adventure in and around the Windward Islands where the party will be hunting down exotic components for a remedy to save their own lives from a deadly disease that they have contracted from what seems to have been a legitimate endeavor. The party will have to make some hard decisions along the way as they travel throughout the Spanish Main.

**GM’s Notes**

The players will need to own or be aboard a ship as travel from island to island will be a must in gathering many components. Specific Knowledge skills may also come into play especially Herbalism or Plant Lore of some sort. _Fatigue_ will be a major factor throughout the adventure as the party becomes sicker and sicker as they try and continue their quest.

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**Scene 1: The Cargo**

The party finds themselves in the port of Bridgetown Barbados, awaiting 1 Cargo Space worth of figs to be delivered to their ship. A buyer for the figs in St. Vincent has been prearranged, and at a set price of 1000 pieces of eight, which is twice the going rate for the little jaunt it will take to transport the cargo there. The port of Bridgetown is all a bustle as trading is very high throughout the small port with many merchants and vendors buying and selling their wares.

After a short time a rather large horse-drawn cart wheels down the docks and stops at the ships loading dock. In the cart is the shipment of figs which is plum full of tethered sacks of figs. Each sack weighs in around 50 pounds and there are 40 sacks all together for a grand total of 2000 pounds. The ship’s crew begins offloading the sacks from the cart and into their ship’s cargo hull which fills up 1 cargo space worth of cargo.

The smell of fresh figs can be smelt during the loading process which is rather potent. With a Successful Notice roll, the party realizes that some of the fig sacks are on the verge of being over ripe so time is of the essence. The party figures the figs will exceed their freshness after 3-4 days. Any longer than that and they will take a loss in pay or not be sellable at all.
The Sickness

Barbados is the easternmost island and is plagued by severe storms from time to time and this is one of those times. As the ship leaves port a thunderous storm looms on the horizon and catches up with their ship just before they make it to St. Vincent. The GM should run a *Storm, Sea* scenario per (page 229) of the Pirates of the Spanish Main book.

After the storm subsides the captain and crew assess any damages and count their losses. When checking the cargo, they see that a couple of the fig sacks have broken open and spilled their contents. With a Successful Notice roll, they see something sticking out of the top of one of the sacks which looks like a fury animal of sorts. Upon further inspection it’s not an animal at all but the hair from a severed rotting and diseased head! If the other sacks are opened, each one of the sacks contains one of these ghoulish surprises.

The skin on each severed head is a very dark shade of blackened blue. With a Successful Knowledge Medicine, Knowledge Disease or a Knowledge skill of the GM’s choosing, it is very apparent that these 40 poor souls contracted some sort of disease. With a Raise, it is deduced that the disease is contagious and precautions should be taken immediately.

No matter the number of Raises achieved, the disease itself is not known.

The Rumors

After an hour or so goes by, a ruckus begins to swell throughout the ship as dark blue spots begin to appear on some of the crew and party. Within two hours, everyone aboard the ship begins to show signs of the disease. No physical pain or Fatigue has set in at this time, but emotions run high throughout the crew as rumors of the disease begin to run rampant as the GM can convey below.

“It be the curse of Montenegro I tell ye! That foul deathly buccaneer who spat in the face of his own executioner, cursing all those that sail these waters.”

“Rats! Rats! Rats I tell ye! They bring disease and these accursed dark spots on us all. Find the rats and kill them all before we dine with Davy Jones!”

“I heard this very thing happen to another crew. Never really dying but becoming servants of ye undead, roaming the seas in search of more victims to unleash this here scourge upon.”

“I heard rumor of this here affliction. They calls it the Black Shade! They say only the most ruthless and black hearted of pirates in league with the devil ever receive such a curse. Even after death, they plague the living with their plight, passing on ye Black Shade as a reminder of their wickedness. No one survives!”

“We set sail on Friday. It be bad luck to set sail on Friday. Every sailor worth his rigging knows ye don’t set sail on Friday!”

“This here ship is the cause of all this here trouble. It be many a month since she be careened and cleaned of the filth that plagues her, and now us devoted souls. If we wantin’ to live, we need to swab away the death that surrounds her and all of us.”
When the party finally reaches St. Vincent, they can dock and offload their cargo space of figs in a designated storage area. Their buyer is nowhere to be found but after a little while, a small boy walks up and offers the party a sealed envelope with a circle and the initials W. V. K. inscribed in wax. The boy runs off immediately after delivering his parcel. Upon opening the letter the following message is read aloud to the party.

Bad luck follows ye and your crew as by now ye have certainly developed the first stages of the Black Shade from the forty that journeyed with ye. They were the crew of the Sea Devil, a damned lot of sailors set on killing and murder around these here parts. Finally caught and executed, they still plague these waters with their foul curse. We require a stoppage to this madness, which is why ye and your crew are going to help us or die a fate worse than death itself. Cry not ye weary eyes for there resides a cure to ye quandary and a hansom reward for ye troubles. Many have tried; all have failed, for the cure to the Black Shade is a recipe of danger. Bring all the components back in two weeks’ time to Bridgetown for that is the longest any have lived while under the Black Shade’s spell. We look for your hopeful return.

Sulfur from the rim of Mount Soufrière  
Petals from the deadly Bogado flower  
Water from Neptune’s Cauldron

With a Successful Knowledge (The Spanish Main) roll, or if they ask anyone from the island, the party realizes that Mount Soufrière is in fact an active volcano which makes up the island of St. Vincent.

Any hero with Knowledge (Herbalism or Plant Lore) can roll to see if they have ever heard of the Bogado flower. With Success, they have heard tale of its rarity that blooms high on the jungle tops of St. Lucia Island. With a Raise, tales of the flowers deadly fragrance come to mind. Its healing properties are also said to be unmatched to any natural antidote.

The last component of Neptune’s Cauldron eludes even the smartest of sailor. Only with a Successful Streetwise roll at a -2 penalty do they find someone old enough in town who knows of its location. Myth and legend speak of a whirlpool located in an island cove with a mystical column of stone directly in the center of its eye. A perfectly worn stone bowl of liquid resides on the top of the column which is said to have the tears of Neptune himself inside, a true gift of the gods. The island in question exists in the waters of the Grenadines, which consists of over 600 small islands.

GM’s Notes

From this point on, the party can go in many different directions and each direction ties to a specific scene. The GM can just choose the corresponding scene to use when the party ventures there. All three scenes can be done in any order, but time should be a factor as far as the days it takes to travel from destination to destination. Travel Speed of the party’s ship should be higher than 1 square per day so to give them a good chance of completing this quest.

If their ship is not fast enough, they may try to hire another ship to complete the quest. Any arrangement can be used and role-playing should ensue if this route is taken. A 2-masted ship is the fastest available on the island of St. Vincent no matter what deal is sought after.
Mount Soufrière can easily be seen as it is the dominate feature of St. Vincent. The trek to the top of the volcano will be very arduous and take half a day to reach the rim where the sulfur fumes collect and eject a fine spray of dust deposits. Once the party begins, they begin to feel the ground shake a bit as a small earthquake rumbles ever so slightly. A large plume of smoke can be seen rising from the volcano immediately after the quake ends.

On a Successful Tracking roll, the party finds a very usable path leading through the jungle towards the base of the volcano. Several other small quakes begin to shake as they continue. Half a day goes by when they reach a height where they will have to climb to reach the very top. The rim of the volcano is some 80 yards (40”) up so four Successful Climbing rolls will be required to ascend the rock face. The very last 20 yards is almost completely vertical with very little handholds so incurs a -2 penalty. All falling damage applies if someone should suffer a mishap.

Once the party reaches the rim of the volcano a new danger looms in the distance. Poisonous Fumes are emitted constantly from Mount Soufrière and anyone at the rim must make three Successful Vigor rolls or suffer a level of Fatigue for each failure. Incapacitated crew left in the area must make a Vigor roll every hour or die from asphyxiation.

The Quake

Collecting the fine sulfuric powder is relatively easy as it covers almost everything at the top of the rim. Any container will suffice. Huge plumes of smoke bellow from the volcano at a constant rate. Once the party successfully climbs back down and is making their way back, the ground begins to shake violently as a powerful Earthquake rocks the island per (page 228) of the Pirates of the Spanish Main book. The GM can describe the carnage as trees fall and the ground cracks and buckles all around the party. A very huge cloud of smoke pours from the volcano and jets up to the sky.

Time is of the essence and the party needs to get back to their ship and leave before the volcano erupts which could possibly destroy the island and everyone still on it. Endurance is the key factor here as the party must hurry through the jungle. Running for long distances will require two Successful Vigor rolls for them to keep up the rapid pace. Just as the party can see the outskirts of town, the GM can read the following passage.

“Silence suddenly surrounds you. Then it hits. A thunderous underground eruption from Mount Soufrière rocks the soil as an enormous earthquake mounts below you, heaving you to the ground. Looking up you see the sky go dark as a mighty plume of ash cascades upwards. Then you see it. The bright eerie glow of molten lava racing down the cliffside burning everything it comes into contact with. Your only hope is to RUN!”

The party makes it back to their ship and sets sail just in time. Everyone receives one or another level of Fatigue due to the Black Shade which cannot be remedied by any means until a cure is created.
Arriving at a lush and mountainous Windward Island, the party can make port. The entire island is covered in rich green jungle as far as the eye can see. A mountain range resides squarely on the island and has an elevation of 3000 feet. The best chance of acquiring the fabled Bogado flower would be closer to the upper regions. The day is hot and the humidity clings to every piece of clothing. There are no European settlers currently residing on the island, only natives who are nowhere to be seen.

There is no clear path up the mountain side. All sorts of animals can be seen and heard, ranging from many varieties of birds, monkeys, reptiles, snakes and of course insects. Small Game is also available if so desired with a Successful Survival roll producing 1d6 Provisions worth every four hours. There are several areas where standing water has pooled in what looks like rain water from the mountain top. The water is clean, crystal clear and very refreshing. The party can fill their waterskins or other containers freely. With a Successful Notice roll, they see something near one of the pools of water. Closer inspection reveals a dead monkey covered in some sort of goo. No injuries are apparent but with a Successful Knowledge (Healing or Anatomy) roll, the monkey’s bones appear to have been crushed! It takes a half a day to reach the upper parts of the mountain which is very beautiful.

The Big Squeeze

With a Successful Notice roll, the party hears what sounds like a waterfall. Peering through some underbrush they look over a pond of water filled by a waterfall trickling down the cliff side. In the middle of the pond are three rather large flowers attached to Lilly pads. The Bogado flowers are a striking purple hue with yellow Anther stalks jutting straight out of their middle. Each person entering the pond must make a Successful Vigor roll or succumb to the Bogado flower’s potent pollen aroma which is very sweet smelling. With failure, the victim becomes delusional and all Trait rolls are at -4 penalty for 1d6 hours. No known cure has been discovered besides waiting for the effects to wear off.

While in the pond, the party begins to see ripples from the far side of the pond. Something has entered the water. Within seconds a Giant Anaconda rears up and tries to put the squeeze on anyone in the pond. This is the Anaconda’s den which just so happens to be attracted to the Bogado flowers. The GM can add as many Giant Anacondas to this scene as he or she sees fit. Be wary if the party has already received a level of Fatigue when deciding the number of snakes to unleash on them. Collecting the Bogado flower afterwards is then all too easy and can be transported in any type of container as long as it has ample water as well.

**Giant Anacondas:** as Snake, Constrictor (page 242)
The waters around the Grenadine Islands are a deep dark blue. The over 600 small islands are scattered over a 30 square mile area so finding the correct island will be a challenge all in itself. There are other dangers however throughout the area that men tell tale about. Mermaids are said to play in and around the coral reefs that inhabit the isles. The GM can incorporate the following on any day he or she sees fit to liven things up a little.

The Song

“Your ship rounds yet another island in hopes of finding Neptune’s Cauldron but to no avail. A sweet smell rises on the air and penetrates your nasal cavity causing you much delight. For some reason you feel yourself for the first time, at ease. Your cares seem to be drifting away as you hear a soothing melody inside your head, filling you up with a careless freedom you have so longed for. Thoughts of a loved one infiltrate your memories as you continue to sway to the rhythm. You open your eyes to see one of the most beautiful of women that you have ever seen swimming in what looks like golden waters. You think to yourself if this can surely be true. But if it is, you won’t waste any time in swimming out to your long lost love and embrace her forever till your dying days.”

At this point the GM can have every male aboard the ship make a Spirit roll per the Siren Song Special Abilities of Mermaids per (page 233-234) of the Pirates of the Spanish Main book. With Failure, they obliviously walk off the ship and into the water where the Mermaids will waste no time in dragging them under, trying to send them down to Davy Jones. Women aboard the ship are unaffected by the Mermaids song

Mermaids (6): as Mermaids (page 233-234)

The Search

Navigating the ship through all the islands is a treacherous act as coral reefs of all sorts are just waiting to rip holes in any ship’s hull. Each day in and around the Grenadine islands will require a Successful Navigation and Group Boating roll to avoid any unwanted collisions with the reefs. Searching for the correct island with the correct cove may just be left up to luck.

The GM should have the party make multiple Notice rolls each day as active searching for sure is taking place. This part of the adventure should take many days and the party should begin to become a little antsy as time is running out for every day that slips by. The GM can calculate how many days are left and the time it will take to travel back to Bridgetown, Barbados so as not to let the party search too long before finally coming to the elusive island whirlpool. When the time is right and when hopes are waning, the party rounds yet another reef and yet another island which looks like the last hundred or so already checked. With a Successful Notice roll the party begins to hear the sound of falling water and then they see it in all its glory.
Looking at the island cove is absolutely frightening for the entire cove is a swirling torrent of water rushing clockwise with only one way in and out. The whirlpool is generated by a subterranean crack deep below the small island which is sucking in the constant stream of water and pushing it out to sea at a lower level which has created a natural vacuum of sorts, a never-ending swirling tempest of raging fury. The deep dark blue water severely lightens in color as white water can be seen crashing against the center rock pillar as it goes around it.

The stone pillar resides directly in the middle of the vortex and rises to only half way up the whirlpool. The party can barely see the top of the pillar from their ship which does have a smooth round bowl shape on the top. The liquid inside the bowl is very reflective and almost looks completely white in the daytime. Unless the party can think of some way to get to the pillar without using their ship, there is no way to really get close enough to the pillar without turning into the maelstrom and begin a ride of a lifetime inside Neptune’s Cauldron.

The whirlpool is divided into three sections per the Whirlpools on (page 230) of the Pirates of the Spanish Main book. No Boating roll is required to sail into the whirlpool, but coming back out will require three Successful Boating rolls as described in the Whirlpool description. Once inside the last and lowest section of the whirlpool, the ship will be close enough for anyone to try and leap across the expanse to the pillar with a Successful Agility roll. Once the jump is complete, a Successful Climbing roll is required to climb up to the top of the bowl to retrieve their prize.

The reflective properties of the water are a mere trick. It isn’t the water that is reflective but the bottom of the bowl itself that has been smoothed to a mirror finish and lined with potassium. The liquid inside the bowl is normal salt water but possesses a very high concentration of potassium which is a very good sterile healing agent. Collecting the water can be done with any sort of container or waterskin. Another Successful Agility roll is required to leap back onto the ship as it rounds the whirlpool.

The ship will take damage each round while in the whirlpool per the whirlpool description and may enter or leave one section per round. While in the closest section to the pillar, the captain must make a Successful Boating roll at a -2 to maintain the ships route and not crash into the center. Leaving the closest or maelstrom section still requires a Successful Boating roll at a -6 which brings the ship into the turbulent waters section and a Successful Boating roll at a -4 to make it out to the outer edge. Once in the outer edge, a Successful Boating roll at a -2 is required to completely sail out of the whirlpool.

The party can now leave and either set sail to another component’s location or back to Bridgetown. Everyone receives one or another level of Fatigue due to the Black Shade which cannot be remedied by any means until a cure is created.
Scene 6: The Cure

Setting sail back to Bridgetown, the entire party should have 2 levels of Fatigue which could impede their travels. Upon reaching Bridgetown and pulling into port, the party should have very severe symptoms of the Black Shade. Their body’s have many large areas of blackened blue patches of skin. Their energy seems to have drained completely from them. Even walking is difficult as they make their way off the ship. They are the embodiment of the walking dead and they should know that if they do not receive the cure soon, death is imminent.

Everyone around town runs at the sight of the party, screaming “Death” and “Black Shade” everywhere they go while barricading themselves within their dwellings. It isn’t until all seems lost that a finely dressed man comes into view. The man approaches and introduces himself as Sir William Vincent Kingston, a Nobel and spokesman for the city of Bridgetown. Within seconds of his appearance, three full squads of the city’s Watch arrive and flank the party on all sides with rifles drawn.

Role-playing should ensue between the staunch English Nobel and the party. He is more concerned with obtaining the components for the cure without any confrontation as his own daughter was stricken with the Black Shade as well, but if push comes to shove, he will not hesitate to use force. He is willing to honor a reward of 2,500 pieces of eight to the party after they have relinquished the sulfur, Bogado flowers, and water from Neptune’s Cauldron over to him.

His only instructions are that they wait inside a small dwelling for the cure to be produced so they will not infect anyone else in town. When the cure is complete, they will administer it to the townsfolk and then send a sufficient amount to the party’s ship along with the reward. These terms are nonnegotiable and the party really has nothing to lose as they are going to all die in a matter of hours anyways.

Sir William Vincent Kingston: as Noble (page 236)

City Watch (30): as City Watch (page 223)

One way or another, dead or alive, the party is brought to a small dwelling and locked inside. Hours go by and all seems hopeless when the door unlocks and the party is escorted to their ship. Children of all sorts begin to emerge in the streets and begin to wave goodbye to the party for half the city was also infected by the Black Shade. Aboard their ship they find a sealed note like before with a circle and the initials W. V. K. inscribed in wax, a small wooden box and a leather satchel. The note reads as follows.

“Bridgetown thanks ye captain and her crew for saving us all. Administer two ounces to every soul aboard and ye night shall be fair. Please accept this reward and our thanks for ye troubles. Ye ship and crew shall always have a safe haven here in Bridgetown from this day on.”

Inside the leather satchel is 5,000 pieces of eight, double the quoted amount. Inside the wooden box is a large glass jar with a dark green liquid inside. There is enough for 50 men or women. No more or no less. If there is more than that aboard, the captain and crew will have to make some hard decisions on who to choose. Everyone in the party will receive +3 Fame, for their tale will surely spread throughout the Spanish Main.

This adventure comes to an end once they set sail from Bridgetown and cured of the Black Shade. This can be a great lead-in into a new pirate adventure as the party has more money, a new safe haven and the Spanish Main to explore.

Drink up, me hardies, yo ho!