

Pirate Variant Campaigns

More Pirate Fun by Pythagoras (www.gurps.hardpoints.de)

Introduction

These are variant ideas for a pirate game. Most are blatant rip-offs of movies, other role-playing games, and pop culture in general. Enjoy!

The League of Extraordinary Pirates

They are outcasts, their supernatural origin separating them from normal mankind. The Ghost Sailor. Loup Garou. Quasimodo. The Man with the Iron Mask. Rejected by their country and family, these men have joined a pirate crew and use their extraordinary abilities to loot and plunder. However, the inquisition is at their heels, as are the alchemistic hunter creations of Isaac Newton, the master alchemist.

Alchemical Warfare

The War of Spanish Succession saw the first use of alchemical sun bombs. Other inventions - the fire spitter, the mercury-powered mechanical horse, or the zombie serum - soon followed. People talk in fear about the war and many feel that the next war will be the last one mankind ever fights. Meanwhile, mercenaries-turned-outlaws, disgruntled alchemists, and maniacal madmen make use of the abundant alchemical wonders to reach their nefarious goals.

Invaders From the Deep

Port Royal was first! New Providence was next! The Atlanteans, slimy creatures from the depth, have been roused from their isolation by the increased ship traffic of men. Highly

advanced and perfectly adapted to a life underwater, these creatures have started their crusade to whipe the surface-dwellers from the face of the oceans.

Dawn of the Dead

First came confusing tales of a new plague in Europe, then of civil war, and finally of the apocalypse. The dead had started walking the Earth again. When the ships finally stopped coming, there was confusion and fear in the Caribbean. Now, there are drifting hulks filled with mindless zombies, which are sunk before anybody can be bitten. For now, the Caribbean is safe, but there are bizzare signs and portents that remind of the Book of Revelation. When there is no more room in hell, the dead start walking the earth!

Cabal Battles

Ever since the Trojan War, powers beyond human control have used man as pawn in their bizarre hidden war. The Vampire Lords seek to gain control over the Fey of the Unseelie Court. The Garou Tribes works as mercenaries for both sides, while the Changelings try to play both sides against each other.

The Awakening

The comet of 1653 led to the awakening of magic. Dragons, Elves and Dwarves returned from their underground vaults. Mankind rediscovered magic. Orcs and Trolls emerged from the deepest forests. In a Europe torn by war, these creatures were welcomed with open arms, providing an essential edge to those able to recruit them. Today, many of these creatures have mingled with human

society and many have moved to the Caribbean to make quick gold by joining pirate crews.

Flying Aces of the Spanish Main

The liftwood plants discovered in the jungles of the new world made the creation of flying ships possible and revolutionized both warfare and traffic. When alchemists discovered a way to make reliable rockets from black powder, the concept of "air plane" was born. These fast, shortrange winged terrors operate from flying carriers and have created a new form of knight - the Winged Warriors. When many planes and carriers were decommissioned at the end of the War of Spanish Succession, the fringes of the modern world were flooded with these dangerous vehicles, leading to a resurgence of piracy around the world.