

# Anchorage of Scallywags Contributions

## **Narrative:**

Six pirates have been abandoned by their captains and crew for creating mishaps, not living up to the pirate name and betrayal. Having all been stranded on a series of islands known as Sanctuary of the Lost, they find that they have a few supplies and one piece of a ship. It is just enough for them to be able to make it from island to island in the race to find more pieces with one goal in mind: build a ship and escape. Items are limited, so the pirates need to either get pieces first or try to negotiate for the desired piece. Otherwise, they're screwed.

## **Blurb:**

In *Anchorage of Scallywags*, choose from 6 different pirates all abandoned by their captains for various reasons (ranging from silly to serious, but all valid reasons). Use the small amount of supplies you are given at the start of the game to travel amongst the Sanctuary of the Lost in search of pieces to ultimately build a ship and escape. Items are limited, so it is a race between pirates to get things first. Will you be able to make it back onto the sea and prove to your captain that the pirate life *is* for you?

## **Character Descriptions/Backstories:**

### **Ailen Mildenhall - Avian**

- **Captain:** Calico Jack
- **Reason for Abandonment:** Ailen was never at his post or doing his job. Whenever the Kingston was docked, he could be found in countless brothels spending the gold his captain and crew pillaged on alone time with the ladies.
- **Advantage:** Doesn't need a pirate ship piece to move off the first island since he can fly. Doesn't have to lose a turn if they get lost with Lead the Way since they can just fly to see where they are.
- **Disadvantage:** Doesn't have a parrot because he himself is a bird??? Therefore, the companion card is void. Tragic.

### **Osric Rakshasas - Human**

- **Captain:** Blackbeard

- **Reason for Abandonment:** Osric always wanted to be the person to take charge and sail the ship. So while everyone was in town, he decided to test out the waters. However, the lad knew nothing of ships and wrecked Queen Anne's Revenge before even leaving the shallow waters.  
**Advantage:** +1 to movement on land (dice rolls)
- **Disadvantage:** Requires a pirate ship piece to move off of the first island. Being human kinda sucks.

### **Faxon Reed - Zombie**

- **Captain:** Captain Flint
- **Reason for Abandonment:** Faxon, a kind man, was never cut out for the pirate life. The act of stealing has always been appalling to him, which is why he would always return his crew's bounty while everyone slept. A 5-page letter of apology would also be left whenever he returned things.
- **Advantage:** Can't necessarily die since he's already dead? Nothing happens during The Big Sick since he can't get sick.
- **Disadvantage:** Requires a pirate ship piece to move off of the first island because he's a zombie and can't swim.

### **Ainsley Loki - Human**

- **Captain:** Sir Francis Drake
- **Reason for Abandonment:** Ainsley Loki, a.k.a. Ainsley Loose Lips, could not be trusted with sensitive information. She would always go around talking about the location of treasure her crew had been searching for four months, making it easy to find for any pirate who listened to her. Her crew was unable to find any treasure since they were constantly beaten to it by pirates Ainsley accidentally helped.  
**Advantage:** +1 to movement on land (dice rolls)
- **Disadvantage:** Requires a pirate ship piece to move off of the first island. Being human kinda sucks.

### **Rosalie Vayne - Shark**

- **Captain:** Hector Barbossa
- **Reason for Abandonment:** Rosalie had a big mouth for such a small body. Her crew mates were used to angry pirates and townsfolk coming after them because of something Rosalie said, but that didn't make it any less troublesome. Especially when she took it upon herself to anger the baddest pirate of them all, Anne Bonny.
- **Advantage:** Doesn't require a pirate ship piece to move off the first island since she can swim/breathe underwater. Temperamental Ocean has less of an impact on her.
- **Disadvantage:** -1 on movement when on land (dice rolls)

## **Elvira Acheron - Octopus**

- **Captain:** Captain Kidd
- **Reason for Abandonment:** Elvira was the captain's best mate. However, she only used their close relationship in order to get otherwise secret information out of him. She took this information over to Hendrick van der Decken, her true captain, betraying Kidd.
- **Advantage:** Doesn't need pirate ship piece to make it off of the first island since she can swim/breathe underwater. Temperamental Ocean has less of an impact on her.
- **Disadvantage:** -1 on movement when on land (dice rolls)

## **Events:**

### **Crocodile Cove**

- You come across a cove and want to explore. However, ridiculously large crocodiles lurk in the waters surrounding it.
- Stats, benefits, etc.: Roll the die to see what happens.
  - If the player rolls a 2 or below, you fail to make it past the crocodiles and are torn apart. Shocking. Lose 1 life.
  - If the player rolls a 3-5, you run away scared and drop a few items in the process. Scaredy cat. Lose 3 supplies and cry about it.
  - If the player rolls a 6 or above, you make it into the cove and find the good stuff. Gain 5 supplies.

### **The Big Sick**

- You got scurvy. Go eat a lemon or something, you need serious vitamin C.
- Stats, benefits, etc.: Roll the die to see what happens. Just kidding, you just lost 1 life. You don't know how to cure scurvy yet. Oh, the sad agony!

### **Thunderstorm**

- A really nasty thunderstorm is approaching. You are trying to avoid the thunderstorm, but to no avail. That just sucks.
- Stats, benefits, etc.: Roll the die to see what happens.
  - If the player rolls a 3 or below, you are unlucky enough to get struck by lightning and tragically lose 1 life. You must've angered Zeus in your past life.
  - If the player rolls a 4 or above, your supplies get soaked to the point where they can't be saved. Lose 3 supplies (if you have no supplies, then that sucks for you already. You lose nothing as you already have nothing).

### **Robbed!**

- You were robbed. Your giant bottle of rum, your compass, your treasure map, your favorite weapon. Gone. That really sucks. Look at the bright side...at least you weren't robbed of your dignity.
- Stats, benefits, etc.: Lose all of your items, including ship pieces and legendary treasures.

### **Hit Your Head?**

- You were walking by a palm tree and a rather large coconut decides to drop and land right on top of your head. Ouch. That will definitely leave a mark.
- Stats, benefits, etc.: The player loses a turn to recover.

### **Lead the Way**

- You pull out your faulty compass with the never-ending needle of spinning. The needle has never stopped spinning and slowed down to land on one solid direction, but you still decide to follow it anyway. That might be a really dumb decision.
- Stats, benefits, etc.: Roll the die to indicate what kind of event will take place.
  - If the player rolls a 4 or below, they get lost and lose a turn.
  - Roll a 5 or higher to stumble across an item/treasure.

### **Companion Abandonment**

- Your parrot flies away for no apparent reason. You are not entirely sure if your parrot will come back, but you are very worried and concerned if your parrot may have been eaten.
- Stats, benefits, etc.: Roll the die to indicate what kind of event will take place.
  - If the player rolls a 2 or below, your parrot does not return. How unfortunate. If the player rolls 3-5, the parrot comes back, but with nothing in tow. Again how unfortunate.
  - If the player rolls a 6 or above, the parrot comes back with a shiny item in tow. Draw an item card.

### **Buried Treasure**

- You were just searching around when all of a sudden, your foot runs into something heavy. You start digging with your bare hands to see what it is and find that it is buried treasure! What a great event!
- Stats, benefits, etc.: Roll the die to see how much buried treasure you gain.
  - If the player rolls 1-3, you gain 3 supplies. Not a full chest there.
  - If the player rolls 4-6, the player gains 15 supplies. A bit better.
  - If the player rolls a 7, they gain 23 supplies.
  - If the player rolls an 8, they draw for an item card and gain 5 supplies on top of that.

### **Temperamental Ocean**

- While rowing to another island, a huge wave crashes over your small boat. Now you're wet and there's a fish flopping around.
- Stats, benefits, etc.: Roll the die to indicate what kind of event will take place.
  - If the player rolls a 2 or below, their tiny morsel of a boat is capsized, and they are having a tough time swimming. Tragic. Lose a life.
  - If the player rolls a 3 or 4, nothing happens; they are just wet.
  - If the player rolls a 6 or higher, the ocean has bestowed upon them an item (draw an item card).

### **Backstabbed**

- Another pirate decided to have a "closer look" at your weapon since it just looks so cool. That pirate quickly figured out how to work your weapon and aims it straight at you. How unlucky for you.
- Stats, benefits, etc.: Roll the die to see what happens.
  - If the player rolls a 3 or below, the other pirate shot you in the leg, and the very important artery at that. Lose 1 life.
  - If the player rolls a 4 or above, the bullet only grazes you. Either way, you lost your weapon. Oh well.