

# **Rampage on the Rusty Cutlass**

## **Notes**

There are tasks in this puzzle that have an order to them. However, it is possible to do the second task before the first. In this case, the GM must change the different story scenarios so that they make sense to the players.

## **Intro**

After many months of marauding, pirating and plunder, you and the rest of the crew of The Rusty Cutlass have come to the end of your voyage. Captain Redwig (formerly known as Redbeard before he lost his hair. Swordfish incident) has sailed you all to a deserted island so you can count your booty and celebrate at the Annual End-of-voyage Beach Party! This is why he's the best Captain in the business!

"Arrr, mates! Here's to another successful year!" toasts the Captain, knocking back his bottle of rum. The crew roars back in agreement, grabbing their own bottles and cheering together. You snatch up a bottle of grog and settle yourself to enjoy the party. There's a bonfire, food, sunbathing, paddling, generally everything you need to have a good time. As the party goes on through the afternoon, Captain Redwig waves you over.

"Arrr, lads! We're out of grog! Back to the ship with you and fill 'er up! And bring my tobacco too!"

"Aye, Cap'n!" you shout back. As the newest member of the crew, it is your job I suppose. At least this job is better than swabbing decks. You climb into one of the row boats and head back to the ship. You heave yourself over the railings, quickly refill the casks and drop them into the boat. Right, now the tobacco. You let yourself into the Captain's cabin for the first ever time. As you let the door swing shut behind you, you hear a click. Oh no! It won't open! Great, now you'll have to find your way out as well! Annoyed, you look around for the tobacco and freeze. The back of the ship is covered in floor to ceiling windows and on the horizon you can see a black speck. Is that another ship? Impossible! Only the Captain knows how to get to this island!

You squint your eyes and your heart drops to your stomach. That's a warship! If they capture The Rusty Cutlass, you and the entire crew will be imprisoned and maybe worse! What to do!? You look around the cabin in a panic.

As you stand with your back to the windows you are face on to the only door in or out of the cabin. In the middle of the room is a large, ornate desk. No chair, Captain Redwig doesn't believe in sitting on the job! Next to you is a telescope on a tripod stand. On the right wall is a shelf with a glass display case on it and in the corner is a large cage hosting a brightly coloured parrot. On the other side of the room, on the floor is a large wooden sea chest.

You know the Captain has emergency instructions here somewhere. Where do you begin?

## **The Cabin**

**Captain's desk** - This desk is very impressive and intimidating. It's made from black wood with decorative carvings of sea monsters going up the legs and across the front to a shiny badge of a ship. The surface is huge with a leather covering, and placed on the top are blank sheets of parchment, a quill and ink and a large book. The Captain's Logbook!

**Captain's Logbook** - This is the most important item on the ship! Captain Redwig writes in here everyday to record what's going on as well as general information about the ship, sailing and everything! Maybe there's something useful in here! You open it up and on the very first page, yep there's the emergency instructions, all in capital letters.

IN CASE OF ENEMY VESSELS

Step 1: Alert the crew

Step 2: Disguise the ship

Step 3: Prepare the cannon

Nice! Now you know what to do but you still have to get out of the cabin first!

**Captain's Logbook looking for flags/countries** - You flick through the pages looking for anything useful. Ah, here we go, Seafaring Nations of our World! **Show SNooW document**

**Compass** - This is the Captain's personal compass, its gold and has a chain so he can attach it to his coat. You open it up to see the black needle pointing to N. You give it a shake and the needle wobbles to ESE back around to WNW, around to NE before settling back on N.

**Display case** - As you approach the display case, your eyes widen. Inside it is a beautiful sword, all shiny and everything. As much as you'd like to swing it around the cabin, the case is locked with a 5 digit combination lock

**Display case + code from parrot** - As you put the code 22104 into the lock, there's a click and it opens. You lift up the lid to the display case and reverently take out the sword.

**Door** - The wooden door has a handle but you can't actually turn it. You examine the keyhole. It looks like you'd need something really thin to get in there and pick it. You hear a squawk behind you, "Squawk, to get to the deck, pay attention! Look for the point!" Thanks parrot

**Door + Sword** - You line up the point of the sword with the keyhole and push. There's a click and the door swings open! Yes! Freedom! **Go to Main Deck**

**Gunpowder box** - a small tin box full of explosive powder, best keep it shut until you need it

**Parrot** - You approach the large metal cage and the parrot swings its head around to look at you with beady black eyes. He is beautiful, with long feathers of red, yellow, green, blue, purple, all

the colours! He can't fully open his wings because the cage is a bit small. Poor parrot, at least he knows he'll be let out when the captain's back. There's a small gold padlock on the outside of the cage, hmm, I wonder if the Captain took the key with him.

**Shiny Badge** - You notice that there seems to be some sort of covering here. You touch it gently and a glass disc comes off in your hands. Oh no! Did you break it?!

**Sea Chest** - The wooden sea chest is about 4 foot long and 2 foot deep. It doesn't look like there's a lock on it. You slowly heave open the lid and look inside. On the left is a pile of the Captain's clothes, on the right is a bundle of parchments, they're probably maps. The middle section is full of miscellaneous objects. The captain's tobacco, matches, his compass, a posh bottle of rum and a tin box.

**Sword** - The sword is one of those long and thin ones tapering to a point so fine it would probably cut you no matter how gently you touched it. You better be careful! The handle is gold and there's a velvet tassel dangling from the end.

**Telescope** - It's a beautiful telescope set at just the right height for the Captain to watch the dolphins. You take a quick peek and...strange. Don't telescopes usually make things bigger? You check the front and aha! There's a piece missing from the front.

**Telescope + Glass disc** - You fix the disc onto the front end of the telescope and take a look. Eureka! You can see the ship more clearly now, it's flag unfurling. It looks like it's split in half, the left half is blue and the right half is white. Now if only you could remember your vexillology...

**Windows** - Floor to ceiling glass, What a great view! That ship is definitely coming closer!

**Writing Implements** - Normal sheets of blank parchment ready for the Captain. A long peacock feather quill and a bottle of black squid ink lie above them.

## **Main Deck**

You burst through the door into the bright sunlight. Shielding your eyes, you look across to the island, maybe they'll see you. Unfortunately, none of your crewmates are paying you any attention, they're all sitting around the campfire having a sing-song. Their loud voices drift across the water. "What do you do with a drunken sailor! What do you do with a drunken sailor! What do you do with a drunken sailor!? MAKE HIM WALK THE PLANK!" Ooh they're getting rowdy! You look around the deck.

You are standing with your back to the open door of the cabin. To your immediate left is the ladder that leads up to the poop deck. There is a fishing rod balanced against the port-side railings with the line in the water. Over the railings on the port side is your rowboat and the island in the distance. In the middle of the deck is the ship's mast and high above you is the crow's nest. At the front of the ship are three wooden cages stacked on top of one another. Lined up along the starboard side are three black cannon. Next to you on your right is a wooden table with a set of balance scales sitting on it.

**Cages** - As you walk towards the front of the ship, there are three wooden cages stacked on top of each other. They're all full of cannonballs. Each cage has a different pattern to its bars, the top one is made up of lots of triangles, the middle one of circles and the bottom one of squares. Each cage has a door with a latch that you can easily open.

**Cannon** - There are 3 huge cannon lined up and facing out to sea. From left to right, the crew have nicknamed them Ranger, Greatbang and Big Bertha. You know that to fire each cannon, you need the right amount of gunpowder, the right cannonballs and the right type of fuse. Also some sort of flame...

Ranger - Ranger has 10G etched into the metal

Greatbang - Greatbang has 6G etched into the metal

Big Bertha - Big Bertha has 18G etched into the metal

**Door** - Hanging on a hook on the door is a small golden key

**Fishing Rod** - As you approach the fishing rod, you can see that something is tugging it under the water. **After pulled up** You grab the rod and heave and wind the line back in, there's a small wriggling fish on the end - It's a Red Herring!

**Key + Parrot** - The key fits into the lock! He's free! He can take a note to the Captain! You quickly write one out and the parrot clasps his claws around it. With a loud SQUAWK he flies out of the cabin and soars across the sea. You follow him out and watch as the Captain takes the note and then jumps up, yelling madly and waving his arms around. Several of your crewmates fall over backwards before scrambling to their feet and looking around wildly. Great! The crew has been alerted! Step 1 complete! You head back into the cabin and take a quick look inside

the cage. Good thing you did! There's a small treasure chest, the parrot's booty? You open it up quickly and its full of small gold pieces of eight.

**Ladder** - Wooden steps leading up to the **Poopdeck**

**Mast** - The mast towers above you. As you walk around it you spot some markings, a red circle, a blue square and a green triangle

**Pieces of eight** - There must be about 20 pieces of eight here, they're not worth much, probably why they were given to the parrot in the first place. All of them have a capital G on them.

**Scales** - A set of balance scales with a large flat dish on either side

**Scales + Pieces of eight + Gunpowder** - You measure out the different amounts of gunpowder you need for each cannon - equal to 6, 10 and 18 pieces of eight

**Table** - Just an ordinary wooden table. If you look underneath there's something scratched into it. What be a pirate's favourite vegetable? ARRtichoke!

## **Poopdeck**

You climb up the ladder to the poopdeck. This is where Captain Redwig steers his ship. The big Ship's wheel is in the middle and a wooden chest is on the floor just in front of it. Two sets of rigging stretch up from the back corners towards the crow's nest where you can see the Jolly Roger flying proudly. A large metal chest sits underneath them.

**Crow's nest** - Woah...this is really high...you gulp and scamper back down to the poop deck

**Crow's nest + flag of Finway** - you reach the crow's nest and haul down the Jolly Roger. The skull seems to look at you with reproachful eye holes. Sorry old boy, it's a matter of survival. You attach the flag of Finway to the flagpole and heave on the rope. There we go, hopefully the Chance warship never spotted the Jolly Roger and they'll just pass you by. Success! Ship disguised, Step 2 complete!

**If an ally's flag (Britalia/Denmany)** - It looks like the warship is still coming towards you, maybe to trade, at least they won't attack immediately

**If an enemy's flag (Ausland/Engales)** - The warship is still heading towards you and you can see the barrel of cannon being rolled out to the side of the ship, oh no, this isn't good...

**If crew has already been alerted** Before you go back down the rigging you look back at the island. Captain Redwig is standing in the rowboat screaming at the crew to hurry, the first one jumps in and the boat wobbles precariously. Another jumps in and trips, knocking the captain over the side! There's a huge splash and you can see him sitting in the shallow water, drenched. He may have to change his name to Red Face...

**If crew has not yet been alerted** You look over to the island and try waving your arms around again. No luck! Your crew are just not paying the ship any attention whatsoever! You need to get a message across to them somehow...

**Metal Chest** - A large metal chest with a lock on it, why don't you know any of these codes!? The lock requires 8 letters, there's no way you can just guess this. On the lid of the box is a plaque with what looks like a puzzle carved into it. **Show Ladder puzzle**

**Metal Chest + LDANBOLG/LDANBLOG** - You put the changed letters into the lock and yes! It springs open! You lift up the lid and see a bundle of brightly coloured materials inside. Flags! So many flags! Which one do you need?

**Finway Flag** - You rifle through the box looking for the multicoloured flag of Finway. Quickly you find it and slam the lid of the chest back down.

**Rigging** - Long ladders made of rope. You put your hand out and shake it, that is so wobbly.

**Ship's Wheel** - A large carved wheel. It's polished and shiny and has 16 wooden spokes sticking out of it. The one at the top is painted black to show that the ship is going straight forward

**Ship's Wheel + Compass** - When you turn the ship's wheel around in the same way as the compass needle, the lid of the wooden chest clatters open.

**Wooden Chest** - A medium sized wooden chest. It doesn't look like there's a lock or anything but you just cannot open the lid no matter how hard you try.

**Wooden Chest open** - This chest contains lots and lots of fuses for the cannon. It looks like they're colour coded, some have red wax on one end, some have blue and some have green.

## **Conclusion**

You pile up the correct fuses and cannonballs next to their cannons. You pour the correct amount of gunpowder into the little fuseboxes. Looks like you're ready! The cannon are prepped! Step 3 complete! Except... you grab the Captain's matches, light one and eye it speculatively. A large hand comes down on your shoulder.

"Arrr, I'll take that matey!" Captain Redwig growls, "Well done, me lads, very well done! Unfortunately, it looks like we've got a battle on our hands!"

You look around the deck and see all your crewmates have made it back to the ship. They're rushing around to get the ship in order. As the main sail unfurls and you turn towards the oncoming enemy ship you pick up a cannonball and grin.

**The End!**