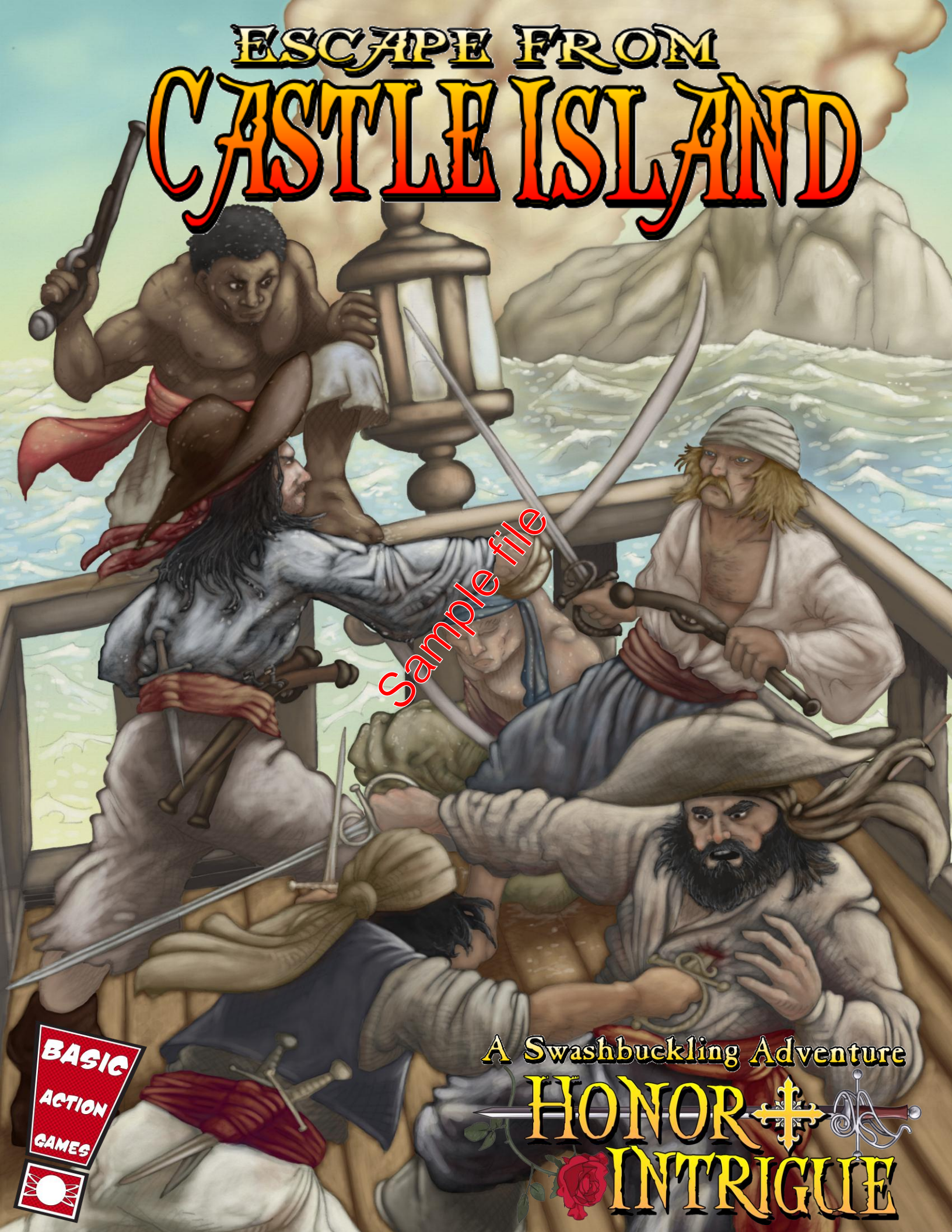


# ESCAPE FROM CASTLE ISLAND



Sample file



A Swashbuckling Adventure

HONOR  INTRIGUE 



# CREDITS

**Story:** Rob Wieland

**Artwork:** Miguel Santos

**Editing:** Chris Rutkowski

**Layout:** Chris Rutkowski

## About this Adventure

While the ultimate goal of the adventure is for the PCs to escape from the island, give them a while to explore the island and meet the people there first. You might also have some other events occur between the scenes laid out in the adventure. It's possible that the NPCs presented here will show up again later on in the campaign as enemies or allies, so don't be afraid to re-use them.

In the course of the adventure, at the beginning of each scene, you'll see some *italicized* text. This is meant to be read out loud to the PCs.

In addition to the adventure itself, there are two new Dueling Styles presented: the Schwartzpulver style (for pistols), and the Dance of Blades style (for knives).

## Reading the Stat-Blocks

For the sake of convenience, the stats of the NPCs in this module have been arranged in a manner for optimal space. In the list of Favored Maneuvers that each character has, you might notice that some are underlined. This means that the character has *mastered* the maneuver in question. Next to each listed Maneuver is the bonus to the 2d6 roll, which has been pre-calculated for ease of use, barring any modifiers by the GM later.

## Languages

In the list of languages each NPC knows, there is a note regarding the level of fluency. (F) means the character is fully fluent, but has a noticeable accent, while (N) means the character is a native speaker of the language (or has learned to sound like one). A language listed with no notification next to it means the character has basic fluency in the language (a small vocabulary and very noticeable accent).

In addition to the three levels of fluency discussed in the *Honor + Intrigue* rule book, some characters are in the process of learning a new language and only speak a smattering of words. A character who is learning a language has put at least 1 Advancement Point towards it, but has not put in enough for a full language slot. Understanding anything beyond a very basic phrase requires a Savvy roll, adding the number of Advancement Points spent towards the language slot instead of a Career. So if you had 1 Advancement Point towards a slot in French, and you had a 1 Savvy, you'd roll 2d6+2. The difficulty the GM assigns this task roll varies by how complex the statement was.



## THE HISTORY OF CASTLE ISLAND

Hundreds of islands dot the Spanish Main. Though Spain's influence crawls across the islands like a spider, dozens of islands lay undiscovered. In one island's case, this is exactly how it is to be arranged. *La Isla Castillo*, or Castle Island, is home to dozens of prisoners, supposedly executed or lost at sea. The prisoners are brought here to work a secret diamond mine in the name of a mysterious patron known only as The Admiral. The Admiral ensures a steady flow of prisoners to the island and diamonds off the island. Castle Island is the secret of his success. He is willing to kill to keep that secret to himself

The island was initially discovered by accident. A storm caught the Spanish treasure fleet unaware. A small escort frigate was separated from the larger convoy. The frigate came across the island. It seemed inaccessible due to the high cliffs that surrounded the island. The crew was desperate for supplies and sent a party to find a way onto the island. The party discovered the caves on the western side of the island, which allowed access to the island proper. Inside the caves, the walls shimmered with precious stones. The men excitedly grabbed as many stones as possible, but the captain had grander plans. He murdered each of his crewmates. He alone returned to the ship with a wild tale of a strange creature in the caves. The ship went searching for supplies elsewhere. The captain returned to the continent with a sack full of diamonds. The captain bought himself a life of luxury and a return trip with a small crew to mine more diamonds. Soon, the captain's influence raised him in rank to admiral, which is what he is known as today.

It soon became obvious that the loose lips of the sailors would bring curious onlookers to the island as well as rival digs, government officials and even his old crew asking questions about what really happened on the island. The captain

found a solution in a corrupt prison official named Hector Blanco. Blanco took the first of many bribes in exchange for manpower that would not be missed. Prisoners set for execution would instead be sent to Castle Island to mine diamonds. They could be worked until they were dead anyway, and nobody would believe any escapee's tales of a hidden Spanish diamond mine.

The prisoners on the island were primarily Spanish in origin. The arrival of the second Commandant brought an expansion of whom the island accepted as prisoners. Powerful men and women across Europe would be interested in making troublesome individuals disappear. Most of the prisoners on the island are still allegedly executed criminals, but the number now includes inconvenient heirs, heretics, mutineers, spies and even political prisoners. The island does see the rare female prisoner. Special prisoners are kept in cells in the cave system.

There have been three men put in charge of Castle Island. Each man has left his mark on the island. The first commander, Hector Blanco, turned the cave system into the fortified facility it is today. Blanco returned to Spain to build a new castle for the royal family. Many on the island believe there are still a few undiscovered chambers in the cave system. Blanco was followed by Ignatio Montoya del Corazon. Corazon offered the Admiral's services to those looking for a place to put someone they couldn't kill but also wanted out of the way. Corazon disappeared from the island suddenly. Some think he took more than his fair share of the monies his idea earned. He could be anywhere from another private island to somewhere on the bottom of the ocean. The Admiral appointed Mattias Shirtz as the new Commandant two years ago.