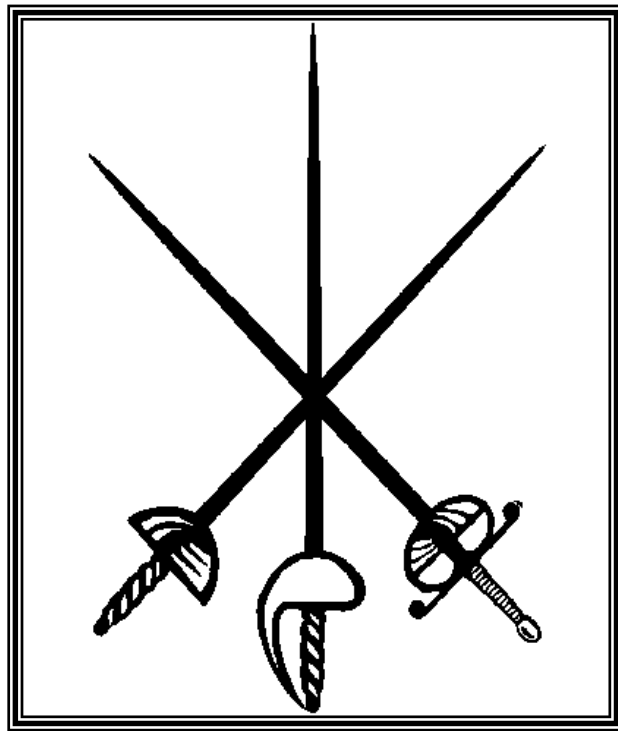


BLADES of the Buccaneers



The Weapons of
Captain Red Jack Roberts

DEMO

Welcome Matey... Allow me to introduce my self - the name's Pete but 'most everyone calls me Old Pete, The Voice of the Sea. Ya see, I am somewhat of a historian and I have made it my business to learn and record the tales of the sea. Over the years I have sailed with princes, merchants, navy men and pirates and I have learned their tales. I have made many close friends in me travels and penned many books of notes on the stories of the sea and now that I find my gunny sack overflowing with notes I stop my travels to begin recording these stories in a series of volumes. I shall begin my work with a collection of books about the famed weapons of the pirates and the tales they hide, for as I have learned in me long years at sea, all sailors share two traits: 'Salt water in their veins and a good weapon by their side.' This then will be a collection of the second's stories.

To begin this series of journals I have decided to concentrate on a pair of pirates that were known for their love of using a myriad of different weapons in their travels. The charismatic Captain 'Red' Jack Roberts and his skillful partner Ezekiel Drake are notorious in every port up and down the coast. The stories of their scams and conquests are told in every tavern and pub. The charismatic Red Jack began life as the youngest son of a wealthy aristocratic family. As a young boy he would sneak down to the docks and listen to the tales of the sailors. It was on these docks that he met a young street urchin named Ezekiel Drake. Red Jack's heart greatly yearned for the life of adventure that he heard about in the tales of the docks sailors and so he convinced Ezekiel to stow away on a freighter with him and begin a life of adventure. From these humble beginnings the pair quickly rose to become master thieves and able sailors. Red Jack himself eventually became the captain of his own ship, the Fallen Lady, and one of the most feared and respected pirates on the seas. But through it all Red Jack has been known for three things. He is never far from his partner Ezekiel, he has a wit and charisma that could charm a snake, and he loves to wield unusual and unique weapons. This, then, is the story of this pair of gentlemen of fortune as told by the weapons they wield.

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Introduction

Welcome to the first product in a new magic item-based series from Healing Fireball Publications. Each book in the *Blades of the Buccaneers* series will present a group of magical and mundane bladed weapons used by pirates, scoundrels and buccaneers. This book line will present these weapons and the stories of their owners from the point of view of Old Pete, a scholar and sailor that has been given the title *The Voice of the Sea*. To start this series we present the large collection of weapons used by “Red” Jack Roberts, a charismatic scoundrel and pirate and his friend, a skilled and silent thief Ezekiel Drake. So to inaugurate this new line we invite you to sit back and listen to the tale of “Red” Jack Roberts and his collection of weapons.

Just who is this Red Jack?

Red Jack Roberts and Ezekiel Drake are actually a pair of characters created by me and my partner Kevin “Flash” Deakins for a high adventure swashbuckling game. They were designed around the classic swashbucklers of the movies. They each have their own unique quirks, such as Red Jack’s love of collecting unique weapons and Ezekiel’s use of the crossbow instead of noisy firearms. However, they are otherwise a rather common fantasy trope of the pair of thieves and pirates with a heart of gold. I chose to center this book around them for two reasons. First, Red Jack did really wield a rather eclectic collection of swords and daggers and I wanted to present the myriad of weapons he used in print. Second, the pair are in fact rather generic and therefore can be easily substituted for NPCs or historic characters in your game without having to change much of the history given for the weapons.

Future products in this line will likely not focus on the weapons of a single pair of characters but instead just present a collection of unique weapons with a swashbuckling theme and related history.

Sample Weapons

Last Defense

Description: Last Defense is a sturdy well-crafted dirk that is attached by a thin, strong chain that connects to a leather bracer. This bracer has a special spring-launching system that the dirk can be loaded into and launched from by pressing a concealed button on the back of the bracer.

Powers/Use: By pressing a concealed button on the back of the bracer, the dirk is launched out. Pressing this button again retracts the chain and reloads the dirk into the bracer. To catch the launched dirk, the wearer must make a Dexterity check (DC 10).

History: Invented by a tinkerer named Kenny Begg as the last line of personal defense. Red Jack procured one of these devices when he and Ezekiel aided Kenny by protecting his devices from a group of saboteurs hired by one of his competitors. Kenny hired the pair to guard his shop as he was planning to unveil an improved ship steering system the next day and he feared an attempt at sabotage by his largest competitor, Rupert Ryan, who currently had a contract with the local shipyard. That night, a group of thieves hired by Rupert broke in to the shop only to find Red Jack and Ezekiel waiting. They quickly dispatched the thieves who had not expected organized resistance in the shop. As a thank you for their help Kenny gave Red Jack a prototype of his new personal defense weapon, the Last Defense. Red Jack has found this weapon to be quite handy and always carries it strapped to his right arm.

Statistics: Small Simple Weapon; 120 gp.; Damage 1d4; Critical 20/x2; Range –; Weight 1 lb.; Damage type Slashing, Piercing.

Crimson Waves

Description: Crimson Waves is a truly unusual-looking saber. Its blade is made of a strange clear, crystalline substance. The spine of the saber is cut in a characteristic wave shape and the edge of the weapon is razor sharp. When the weapon is used in combat, the blade turns a dark clear red upon striking the first foe. After combat, the color slowly fades back to clear over the next hour. The handle of the weapon is made of whale bone that had been scrimshawed with the scene of a violent sea. A simple silver basket hilt engraved with swirling wave patterns and round pommel provides the user's hand protection and balances the weapon's weight.

Powers/Use: Crimson Waves is a weapon linked with the power of the surf. Its crystal blade is remarkably sharp and deals devastating blows to its targets (Wounding). When its wielder scores a critical attack on an opponent, it is said the weapon roars with the sound of the surf injuring, opponents and leaving them deaf (Thundering). Finally, the sight of Crimson Waves once it has turned red is enough to strike fear into the strongest heart and thus the weapon gives its wielder a +2 to all intimidate checks in this form.

History: Crimson Waves is a weapon of war, forged during a time of great strife by the sea elf king Edal Swift Water. At the time, the great sea elf kingdom was in a war with the coastal towns of the human empire of Serada for control of the sea. The war was going badly for the sea elves, mainly due to the large number of mages the humans were able to bring to bear. In his desperation Edal planned a final assault on the largest of the humans' ports. He himself would lead this last assault and so he called on his kingdom's mages to make him a weapon suitable to use in this battle.

To do as their king commanded, the sages scoured the sea for rare plants and corals. These they would meld together with the magic of the sea itself, infusing the weapon with the power of the thundering surf and the desperation and anger of the elven people. The result was Crimson Waves. The sages presented the weapon to their king on the eve of the battle. With his new weapon held high, the king led his people in a last desperate assault on the human lands. The battle was long and chaotic and with his new weapon it almost seemed like the day would go to the elves. That is, until the port received the aid of the empire's army of warrior mages. With their aid, the people of the town were able to push the elves back to the sea and kill king Edal. With his last ounce of strength, Edal heaved the weapon into the surf, refusing to let it fall into the hands of the hated warrior mages.

Red Jack first came across this weapon after he was forced to seek shelter in a large coastal cave during a brutal storm. As the men disembarked the ship to search the cave, a glint of silver caught Red Jack's eye. When he looked down into the shallow salty bay he saw the glint of the pommel of Crimson Waves. He quickly extracted the weapon and recognized it as the fabled sword. He took this as a sign and quickly set about making the cave a more permanent hideout.

Statistics: Medium-sized Martial Weapon; Moderate Evocation; CL 12th; Craft Magic Arms and Armor, *Blindness/Deafness*, *Mage's Sword*, *Fear*; 12,200 gp.; Damage 1d6+1; Critical 19-20/x2; Range –; Weight 2 lb.; Damage type Slashing.

The Full *Blades of the Buccaneers: The Weapons of Captain Red Jack Roberts* is the first book in a collection of books written by Old Pete, a scholar and sailor that has been dubbed "The Voice of the Sea." This product tells the story of the charismatic Red Jack Roberts and his companion, the skillful Ezekiel Drake through the blades that pass through their hands. This book contains 16 weapons with a unique feel, detailed description and a history that both tells the story of the weapon and its wielders. Most of the weapons in this product have a nautical or gadget-like feel to them. The book also contains detailed rules for weapon entrapment and breaking and six feats that enhance these rules.

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