

The Illicit Isles

Pirates and Doom for a GM and Players

Characters are pirates sailing the dark seas of the Illicit Isles, attempting to gain treasure, power, and cheat fate. When they act meaningfully, they roll 1d6 with another d6 for each of their Aptitudes, Look, Effects, or Ship that apply. Lose a d6 for each person, place, or thing opposing you or because of Dooms. Always roll at least 1d6. Look at only the highest number rolled...

Roll Results

- 1-3: Failure, create/advance Doom
- 4-5: Succeed, create/advance Doom
- 6: Total Success

APTITUDES *Choose 8*

IRON – Sword, pistol, blasting canon
RUM – Making friends, singing
BODY – Physical fitness, ship shape
STORM – Fury and rage
SALT – Cooking, succoring companions
STEADY – Composure, courage
CROW – Perception, yelling
LAND – Striding solid ground
CHARTS – Maps and navigation
ROPES – Knots, climbing
FINGERS – Legerdemain, thievery
GUILF – Lies and slander
ACCORD – Empathy, contracts
HAT – Respectability, poise
COIN – Matters of money and gambling
BLASPHEMY – Dark pacts, forbidden arts

LOOK *Create one or roll*

- 1: Peg Leg, Hook Hand, or Eye Patch
- 2: Distinctive scars or tattoos
- 3: Smelling of rum and tobacco
- 4: Glasses and large eyes
- 5: Scowling yellow teeth
- 6: Fancy ways and clothes

EFFECTS *Create one or roll*

- 1: Lucky coin
- 2: Spyglass and compass
- 3: Father's cutlass or pistol
- 4: Smart boots and plumed hat
- 5: Treasure map
- 6: A pet (Parrot or Monkey)

SHIP *Table decides together*

- ✕ Fast Clipper
- ✕ "Borrowed" Merchant Vessel
- ✕ Bristling with Cannons
- ✕ Heavy Galleon
- ✕ Wanted by the Crown
- ✕ Inconspicuous Sloop
- ✕ Stocked in Abundance
- ✕ Barnacled Frigate
- ✕ Cursed by the North Wind

DOOM

The GM doesn't roll dice, but creates and advances Dooks instead. Dooks are named on cards and put on the table, and have a d6 with them to show how close they are to maturity. When there is a new problem, obstacle, or issue at the start of a scene or game, create a Doom by writing it on a card or advance a Doom already in play. A new Doom starts its d6 at a higher number when it is more imminent.

Dooks advance by increasing the number shown on the d6. When it shows 6, the Doom has matured and it befalls the crew.

Starting Number

- 4: Sudden Doom
- 3: Approaching Doom
- 2: Visible Doom
- 1: Faraway Doom

THE PLOT

The GM should feel free to create one, to roll from these options, or just pick some

THE TREASURE

- 1: The Forbidden Symphony
- 2: More Gold than you can spend
- 3: The Best Ship to sail the Seas
- 4: The Bones of Wataluri
- 5: The Imperial Crown Jewels
- 6: Forgiveness for your Crimes

THE ADVERSARY *Possibly a Doom*

- 1: Rival Pirate Crew
- 2: The Famed Vault of St. Lorelei
- 3: The Imperial Navy
- 4: The Pirate Queen
- 5: She Who Cannot Be Sunk
- 6: Self loathing and doubt

THE COMPLICATION *Likely a Doom*

- 1: Mutinous Crew
- 2: The Kraken
- 3: Rescued Orphans
- 4: Thrown in Jail
- 5: 70 Year Storm
- 6: Equinox or Eclipse

Written by Adam Slattery