История, основанная на настольной игре «Лазеры и Чувства» (“Lasers & Feelings”). Игра переделана в фэнтезийной тематике с пиратами, «Сабли и Заклинания» (“Cutlasses & Conjurings”).

Команда, состоящая из трёх незнакомцев собранная наспех ввиду слаживающейся ситуации. Сможет ли это трио пережить это приключение?

A regular sailing ship in the middle of the ocean. It had simple mission, transporting cargo and passengers from one continent to another. It has minimal weaponry and almost no ammunition.

Out of the crowd, we could see three outstanding figures. In the middle of the room, slightly to the side, an envoy is sitting surrounded by her retinue discussing some future plans they will follow once they reach the land. Further down, in the shades, a mysterious figure is sitting, his face is unseen due to the hoodie he is wearing, who knows what is he up to. Going to the deck, right on the edge, a hot-shot lady is standing and gazing far into the sea horizon.

Table 1. A table with suggestions for GM to create a fantasy adventure. Roll or choose on the tables below.

|  |  |
| --- | --- |
| A THREAT… | |
| 1. The Dark Fleet | 1. The Cursed Corsairs |
| 1. The Siren's Coven | 1. The Undead Horde |
| 1. The Forsaken Captain | 1. The Serpent Cult |
| WANTS TO… | |
| 1. Plunder/Destroy | 1. Protect/Enchant |
| 1. Curse/Capture | 1. Build/Forge |
| 1. Merge with | 1. Subdue/Bewitch |
| THE… | |
| 1. Pirate King’s Crown | 1. Mystic Sea Gate |
| 1. Ancient Sea Relic | 1. Eternal Compass |
| 1. Sunken Warship | 1. Forbidden Island |
| WHICH WILL… | |
| 1. Sink all ships in the kingdom’s waters | 1. Start an island war / invasion |
| 1. Reverse the tides and seasons | 1. Open a portal to the Abyss |
| 1. Enslave the coastal towns | 1. Return the Old Gods |

Table 2. A table with the results of the rolling to decide on the fantasy adventure.

|  |  |
| --- | --- |
| Roll Result | Adventure Result |
| 5 | The Forsaken Captain |
| 2 | Protect/Enchant |
| 2 | Mystic Sea Gate |
| 3 | Reverse the tides and seasons |

If the players do not defeat the captain, the mystic sea gate will reverse the tides and seasons!

Table 3. A table with the players and their character parameters.

|  |  |  |  |
| --- | --- | --- | --- |
|  | Player 1 (Ксюша) | Player 2 (Лиза) | Player 3 (Руслан) |
| Character Style | Explorer | Envoy | ? |
| Character Role | Hot-Shot | Savvy | ? |
| Lasers & Feelings | 2 | 3 | ? |
| Character Name | Selena | Lilu | ? |
| Character Goal | Solve Weird Space Mysteries | Find New Worlds | ? |

Pick two strengths for the ship:

1. Fast
2. Nimble
3. Well-Armed
4. Powerful Shields
5. Superior Sensors
6. Cloaking Device
7. Fightercraft

Pick one problem for the ship:

1. Fuel Hog (always needs energy crystals)
2. Only One Medical Pod (and Captain Darcy is in it)
3. Horrible Circuit Breakers (in battle, consoles tend to explode on the bridge)
4. Grim Reputation (Captain Darcy did some bad stuff in the past)

|  |  |  |
| --- | --- | --- |
| Picked Name | The Tempest’s Whisper | |
| Picked Strengths | Fast | Nimble |
| Picked Problem | Fuel Hog (always needs energy crystals) | |