



While the lands are ruled by magic and kings, the sea remains wild and free with only the pirates to bow to her whim.

The most notorious and famous of these pirates was the dreaded Perilous Pearl.

Defeating the largest of Sea Monsters, stealing more gold than any king could count, and thieving from the Great Neptune himself, Pearl was feared by many and respected by all.

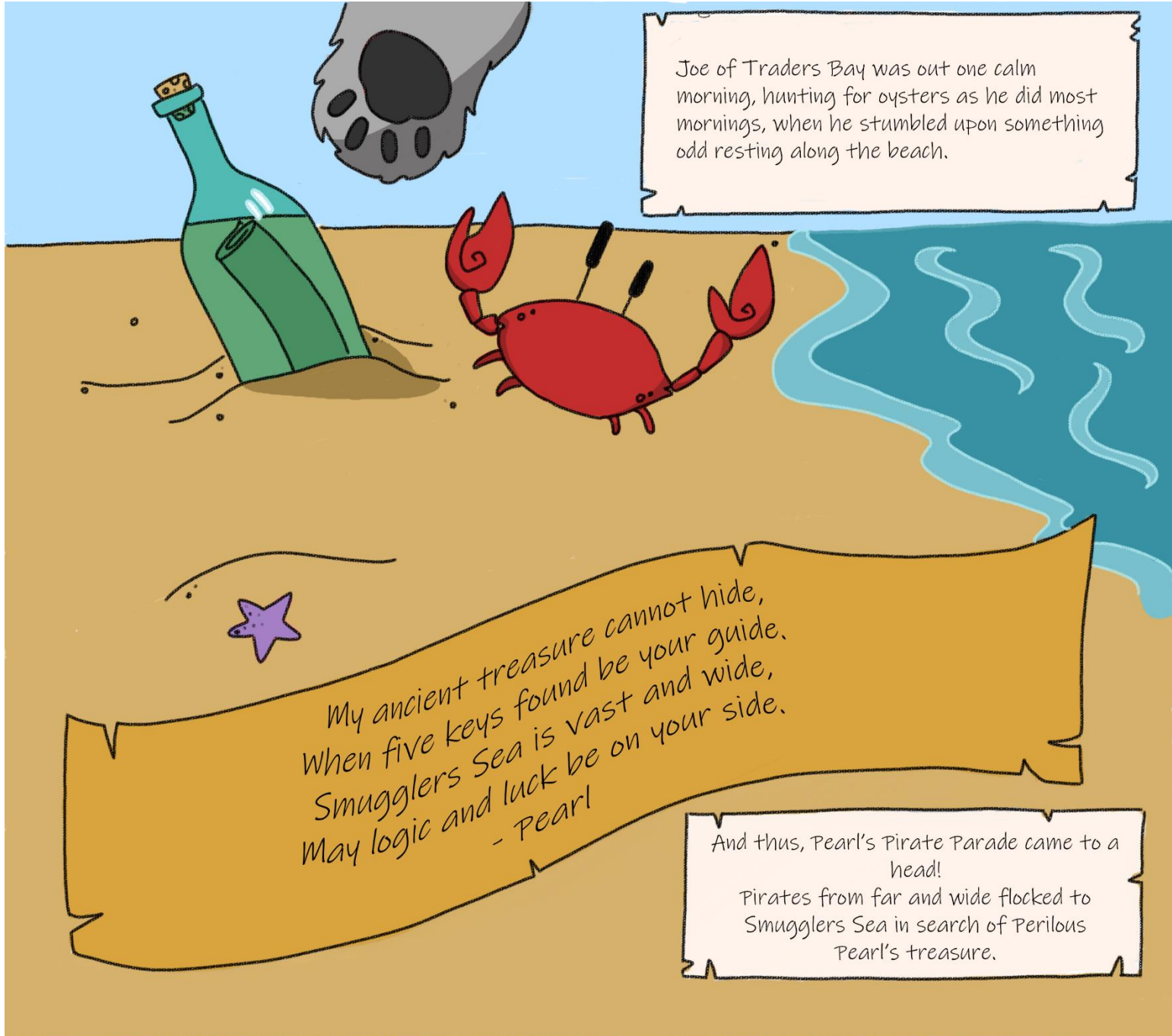
Nothing stood in her way, that is until the day she vanished.

Some hoped she parted ways with the pirate world peacefully, but many feared only a beast of legend could take down a pirate as passionate as Pearl.

Pearl, her crew, and their treasure were lost.

Many hunted for Pearl and her treasure, only to come back empty handed.

As time went on Pearl's stories lived but her treasure was forgotten, until one week ago...



Joe of Traders Bay was out one calm morning, hunting for oysters as he did most mornings, when he stumbled upon something odd resting along the beach.

My ancient treasure cannot hide,
When five keys found be your guide,
Smugglers Sea is vast and wide,
May logic and luck be on your side.
- Pearl

And thus, Pearl's Pirate Parade came to a head!

Pirates from far and wide flocked to Smugglers Sea in search of Perilous Pearl's treasure.

Adventure Key

Encounters

Game Mechanics

Character Backgrounds

Map Guide

Narratives

Captain Genevieve:

You belong to the crew of The Rusty Unicorn, captained by the rookie pirate Genevieve, a fiery soul and much loved by her pirate family, but not a pirate who is yet well known. Being the child of

the famous pirate duo, Dastardly Deena and Mischievous Michael, Genevieve's hope is to one day gain an amazing pirate name. A name her family and her crew can be proud of. A pirate's name and fame are very important after all, and what better way to guarantee an amazing pirate name than by finding the forgotten treasure of Perilous Pearl!

Arriving on the tenacious tides of Smugglers Sea you hear a sudden, "Land Ho!"

"It's about time! Let us make a quick stop and restock," Genevieve says with a sigh of relief.

"No telling what dangers lie ahead for the crew destined to find the treasure of Perilous Pearl!"

first mate Bun-Bun rallies, an attempt to lift the crew's spirits after such a long journey.

Gearing Up!

Players may either use a seasoned character or make a new character for this adventure. If a new character is made, players will start with the base gear for their chosen class and are to be given a credit of 100 gems to spend at Joe's Trade Goods. Any remaining credits can be given as gem chits. Players can return to Joes at any time during their adventure to upgrade gear.

Training Encounter:

Skip this encounter if your players are already familiar with the Castles & Cats Combat System.

Debris!

What is this?! The dock is blocked by some unwanted debris! A round of magic attacks shall surely clear your path!

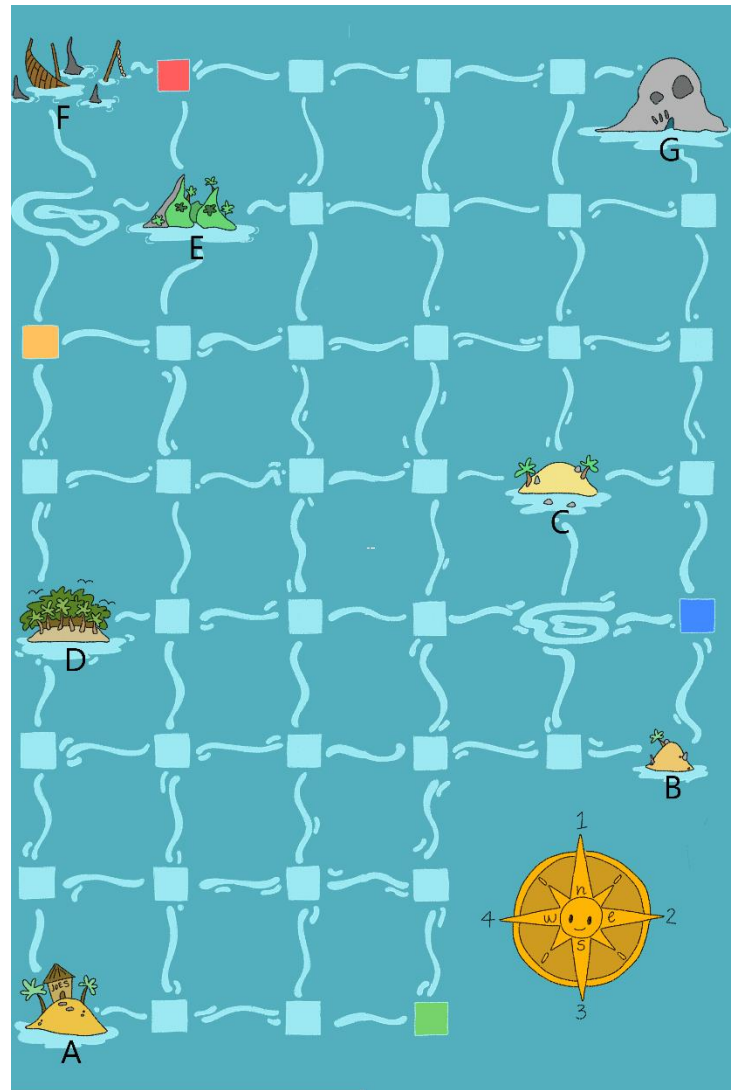
Training Encounter: Clear the Debris

Ship Debris				
Loot: 10 Gems per Player				
HP	Damage		Special	
6 - 20	-	-	-	-
Players	1	2	3	4
Debris HP	6	12	16	20

Use Map 4 and debris standee

Summon a Crew Mate:

In Pearl's Pirate Parade, players have a wide variety of crew members able to assist them in battle. Before starting "The Hunt Begins! Navigating Smugglers Sea," have each player pick a summon card they would like to take into battle. If there is no Cleric in the party, it might be wise for one player to grab a summon who can heal.



Map I: Smugglers Sea

- A. Joe's Trade Goods
- B. The Glittering Sands
- C. Turtle Trove
- D. The Aviary
- E. Mermaid Cove
- F. Shipwreck Point
- G. Skull Rock

A. Joe's Trade Goods:

You walk into the rickety old shop covered with oddities and knickknacks from various places across the ten seas.

“Argh!” An overwrought greeting from an old Seadog as he abruptly slams a box of trinkets on the counter. His fur is gray and matted. A patch lays across his left eye near the jagged scars upon his face and ears.

“Welcome to Joe’s Trade Goods. What ye be needing today?”

Shop Items:

Cleric	Full Deck Available*
Fighter	Full Deck Available*
Mage	Full Deck Available*
Ranger	Full Deck Available*
Potions	Heart, Power, Wake-Up Available

*Players can look through their class deck from the Castles & Cats Core Game/System and select what they like as long as they can pay the price in the banner.

Joe the Trader:

Joe is an old seadog who lives a very quiet life now that he is retired, or at least he did until he found Pearl’s message. Despite his appearance he is very friendly and helpful. If asked he will allow the players to look at the message and the bottle he found.

On a **13+ History Check** players will discover that the bottle used to hold Pearl’s message is from a traditional mermaid beverage and will lead the players to Mermaid Cove.

On a **10+ Charisma Check**, Joe also informs the crew that a beast of legend, one possibly able to best even the Perilous Pearl, was sighted near Shipwreck Point not too long ago.

Safe Zone: Joe’s Trade Goods

Players can rest at Joe’s Trade Goods to fully max out Heart Points. Players will retreat to Joe’s Trade Goods in the case of a full party faint.

The Hunt Begins! Navigating Smugglers Sea:

Pick a path to get through the dark waters of Smugglers Sea. Pirate ships will start on their

designated color tiles with The Rusty Unicorn starting at Joe’s Trade Goods.

The Rusty Unicorn and pirate ships will be represented by their boat standees for this map excursion.

Each ship will get one roll per round. For each turn a ship will need to make a **D20 Navigation Check of 5 or greater**. Ships can also move multiple tiles when they roll a number divisible by 5. For example, rolling 15 will allow a ship to move 3 tiles. But players can choose to stop at any location along their path.

On a failed roll or if a ship lands on a whirlpool, the ship will roll a D4 and be tossed to the next tile, but in a random direction according to the compass on the map. (1) North (2) East (3) South (4) West. If a ship cannot move any further in said random direction they will stay on their current location.

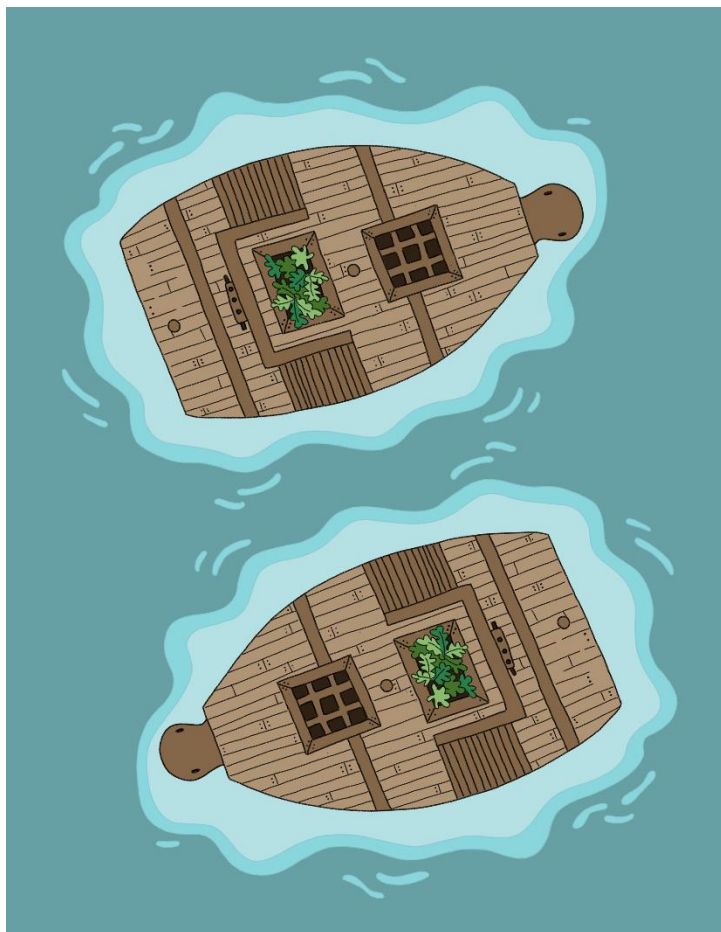
The hostile pirate ship’s goal is to encounter The Rusty Unicorn. As the Game Master you will need to choose the most logical path for the hostile ships to reach The Rusty Unicorn. If a hostile ship catches up to The Rusty Unicorn the encounter for that ship will take place. Use Map 2 for these encounters. Once a ship has been defeated that ship is to be removed from the map permanently.

When The Rusty Unicorn stops on an Island it will activate the designated activity for that island.

Map 3 will be used for Island encounters and Map 4 will be used for combat encounters that do not involve another pirate ship.

Good luck, ye scurvy dog!





Encounter 2: Yellow Ship

Maniacal Monkee**

Loot: 10 G/Player

HP	Damage	Special
10	D4	+1 to Hit

Sea Dog				
HP	Damage	Special		
4	D4	+1 to Hit		
Players	1	2	3	4
Monkee	1	1	1	1
Sea Dog	0	2	4	6

**Swing Attack: Rolling a 15+ on hit will activate this move. Monkee will swing behind the enemy dealing double damage.

Maniacal Monkee: *Maniacal Monkee is known for his acrobatics and cunning, but he is also known for his playful nature. It's common knowledge (Charisma Check 10+) that many have defeated this foe by telling him a good joke.*

Encounter 3: Green Ship

Sluggish Sloan

Loot: 10 G/Player

HP	Damage	Special
10	D10	-

Sea Dog				
HP	Damage	Special		
4	D4	+1 to Hit		
Players	1	2	3	4
Sloan	1	1	1	1
Sea Dog	0	2	4	6

Sluggish Sloan: *Sluggish Sloan is the master of the balanced blade. Due to her sluggish speed many have underestimated her in the past only to meet their untimely end at the edge of her sword.*



Map 2: Ship Battle

Use Map 2 for Ship Encounters 1 – 4.

Encounter 1: Red Ship

Bouldering Boarous

Loot: 10 G/Player

HP	Damage	Special
10	D8	-

Sea Dog				
HP	Damage	Special		
4	D4	+1 to Hit		
Players	1	2	3	4
Boarous	1	1	1	1
Sea Dog	0	2	4	6

Bouldering Boarous: "It's hammer time!"

Bouldering Boarous is an immensely powerful pirate with an ego that matches. His boulder hammer slows him down quite a bit but don't be fooled, he can pack quite a punch!

Encounter 4: Blue Ship

Alchemist Akina**				
Loot: 10 G/Player				
HP	Damage		Special	
10	D4		+1 to Hit	
Sea Dog				
HP	Damage		Special	
4	D4		+1 to Hit	
Players	1	2	3	4
Akina	1	1	1	1
Sea Dog	0	2	4	6

**Concoction: In place of an attack, roll a D4 to cast heal on Akina or her allies. Gain the number of Heart Points rolled, but be warned, Heart Points cannot exceed max health. Akina can only heal a maximum of three times in one encounter.

Alchemist Akina: *Akina is known for her keen knowledge of nature and potion mixing. Having the ability to heal herself and her allies with relative ease, Akina is quite a difficult foe to defeat.*



Map 3: Island

The Island map will be used for Puzzle Encounters 6 and 7 along with Gathering Encounter: Glittering Sands.

B. Glittering Sands:

The Island is empty, a great time for a treasure hunt!

Gathering Encounters:

Gathering Encounters run much like a memory card game. All gathering game cards will be put face down on the map. In combat order each player will have **2** chances to turn over a card and find a match. When players find a match, the pair of cards will be removed, and the player's turn ends. When a match is not found, both cards are to be turned over and put back face down on the map. Some cards can damage the players and end their turn early. Once all matches are found the encounter ends and the players will receive loot for the encounter. Potions of Power can be used for an extra card flip. If a player faints during this encounter, instead of looking for matches the player will roll element dice on their turn to revive, as if it was a combat encounter.

Gathering Encounter 5: Glittering Sands

Pink Gem	X2
Orange Gem	X2
Yellow Gem	X2
Green Gem	X2
Blue Gem	X2
Purple Gem	X2

Players receive the Red Key and 10 gems per player upon finding all matches.

Geologist Genevieve:

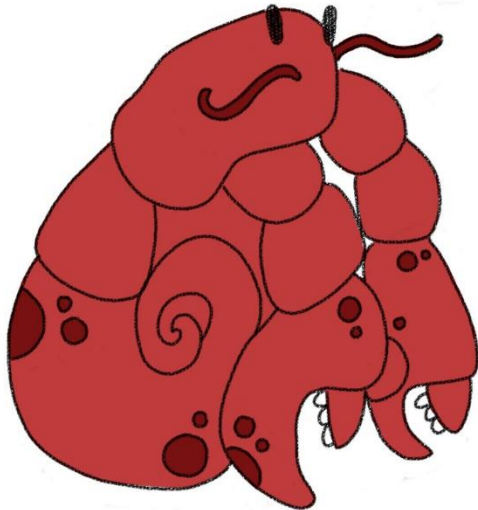
"That was fun!" Genevieve shouts as everyone boards back onto the ship. "Geologist Genevieve has a nice ring to it, maybe digging around for

rare gems and treasures is what I'm meant to do," she says to herself.

C. Turtle Trove:

Upon landing on the golden shores of the tiny island you see a very serious tortoise with what looks like an equally serious problem.

"Let me guess... You are looking for a key?" he says, barely looking away from a rambunctious rally of hermit crabs. "Look I don't have time to assist you right now. These hermit crabs are disrupting my nap! They all want new shells, but they are being entirely too picky and loud! I'll tell you what, I know this island like the inside of my shell. If you save me a headache and take care of this crab catastrophe, I will help you look for any keys hiding on this island."



Puzzle Encounters:

Turn on your critical thinking skills! Players will need to put their heads together and solve a puzzle with the information provided by the non-player characters.

Puzzle Encounter 6: Hermit Hunt

Help Torttule find the best home for each hermit crab. Make sure to listen closely to their requests, hermit crabs are very particular when it comes to their shell homes.

Hermit Crab A wants a shell the same color as his claws.

Hermit Crab B wants a triangle shaped shell.

Hermit Crab C wants the shell with the largest door.

Hermit Crab D wants a shell with more than one window.

Key:

A:1, B:3, C:4, D:2

Happy Home:

As the smallest little hermit crab moves into his new shell, you hear "Hey what is this doing in here!" echo from inside. A small yellow key flies out of the shell and lands at Torttule's feet. A look of relief washes across everyone's face before an unexpected laughter fills Torttule's belly. "It's funny how these things work out," he says as he hands you the Yellow Key. Finally, calm and quiet, Torttule retreats to a sunny patch of sand for a long and overdue nap.

"That was lucky! Maybe I am a lucky pirate, Jammy Genevieve!" Genevieve says as the crew waves farewell to four very happy crabs and one very sleepy tortoise.

An Alternate Path:

If players decide to take a combat route for this encounter, hermit crabs have 1 HP and will scurry back into the water with any shell they can manage to get their claws on. Afterwards the players will need to roll a Detect Check 15+ to find the key. Players can keep looking around the island by rolling or Torttule can eventually find the key for them as promised.

Players receive the Yellow Key.

D. The Aviary:

The island is lush with fruit trees of all types and inhabited by the most spectacularly colorful birds you will ever see.

Suddenly an equally beautiful iguana approaches you from out of the lush trees.

"Looking for this?" she asks, swinging a green key around her claw. "You pirates are all the same!" the frustrated iguana shouts. "You come in here to a place of sanctuary and science,

trample habitats, destroy nests, and for what? This key?!"

"These birds are running low on food now because of this silly treasure hunt!"

"Look, if you pick up all this fruit and get it back to the right nests, I'll forget all about this disaster and even give you this key as payment."



Puzzle Encounter 7: Particular Parrots

Help Izzy the Iguana pick up the fruit and feed the birds. Each bird should get their equal share of food, but make sure to listen to their request carefully. All these birds are very particular about what they eat.

Key:

Each Bird will get 10 pieces of fruit.

A has 1 strawberry and only likes red fruit. She will get: 3 strawberries, 3 cherries, and 3 red apples.

B has a strawberry, a blueberry and a raspberry. He only likes berries. He will get 3 strawberries and 4 blueberries.

C has 3 kiwi and 2 bananas and he wants an even number of green and yellow fruit. He will get 3 bananas and 2 green apples.

D has 9 red apples and only eats apples! She will get 1 green apple.

Full Bellies:

Thanking you for your kindness, Izzy gladly hands you the Green Key.

Players receive the Green Key.

"All the birds here are so beautiful and bubbly. Maybe I can be like them. Joyous Genevieve is what they will call me!" Genevieve says as the ship slowly glides back out to Smugglers Sea.

An Alternate Path:

Players could also decide to just fight Izzy and take the key. If this happens use the combat statistics for Maniacal Monkee. Izzy can camouflage for a sneak attack similar to Monkee's swing attack.



Map 4: Single Ship

Use for Encounters 8 & 9.

E. Mermaid Cove:

A symphony of melodies fills The Rusty Unicorn as it slowly drifts into Mermaid Cove. Looking ahead for danger the fearfully silent crew holds their breath in anticipation as two wisp-like mermaids emerge from the waters below.

“You’re here looking for a key, aren’t you?” asks the savvy siren with the emerald scales. “I might know where you can find it, but you’ll have to part with some of your gems.”

“Yes, yes, lots of gems!” giggles the other.

“Gems please!” they say, holding out their hands towards the crew.

Encounter 8: The Karaoke Queens

Lara**				
HP	Damage		Special	
3-12	D6		+2 to Hit	
Steph**				
HP	Damage		Special	
3-12	D6		+2 to Hit	
Players	1	2	3	4
Lara HP	3	6	9	12
Steph HP	3	6	9	12

**Siren’s Song: Rolling a 15+ to hit will not only hit the target but make them dizzy.

Lara and Steph: *There is only one thing that Lara and Steph love more than a good sing-along, and that is Gems! They are willing to give up information about the key if players toss a decent number of gems their way (10+). Singing a good song might also be a funny way to impress these two melodious mermaids.*

Success!

With a hand to her mouth, the emerald scaled mermaid lets out a whistle so shrill it must have broken every window in Smugglers Sea. A few moments later, from out of the water hops a very happy dog fish with a blue key hanging out of his drooly mouth.

“Simon finds all sorts of things in the water. Here you go!” The mermaid tosses the key up to the ship. “Lucky for you, none of the other pirates believed two silly little mermaids could possibly know anything about keys belonging to the great Perilous Pearl. You pirates are ok by us, come back any time!”

Players receive the Blue Key

“Good Luck!” the mermaids sing as they splash back into the icy cove waters.

Listening to the mermaids laugh and sing, Genevieve shares her ideas of being a pirate known for her harmony and spirit. “Jazzy Genevieve, that’s me!” she sings, prancing around the deck of The Rusty Unicorn.

F. Shipwreck Point:

The old ships creak and groan as the waves and wind beat against the gnarled wood. With no alarm from Bun-bun up atop the crow’s nest, the crew prepares to turn back when a sudden gush of water engulfs the deck! Bracing and balancing, the crew watch in horror as a new foe arises from the depths. A Colossal Squid! Is this the beast of legend who could have taken down Perilous Pearl?

“Captain, it has a key in one of its tentacles!” shouts David.

Encounter 9: Octo-Attack!

Squid Head				
HP	Damage		Special	
6-24	D8		+2 to Hit	
Squid Tentacle				
HP	Damage		Special	
2	D4		+2 to Hit	
Players	1	2	3	4
Head HP	6	12	18	24
# Tentacle	2	4	6	8

Defeating the Beast:

The tentacle grasped around the Purple Key releases as the monster descends back into the waters below.

Receive story Item: Purple Key

All 5 Keys:

Putting the tops of the all five keys together will form a depiction of a skull, leading the players to the skull shaped rock in the NE corner of Smugglers Sea, if they had not been there already.

G. Skull Rock:

Drifting into the underbelly of the island, The Rusty Unicorn docks at a flat landing with a lone torch resting near a wall of vines and bramble.

(Encourage players to use their imagination to clear the path.)

Clearing the path, the ship's crew comes face to face with an ancient door.

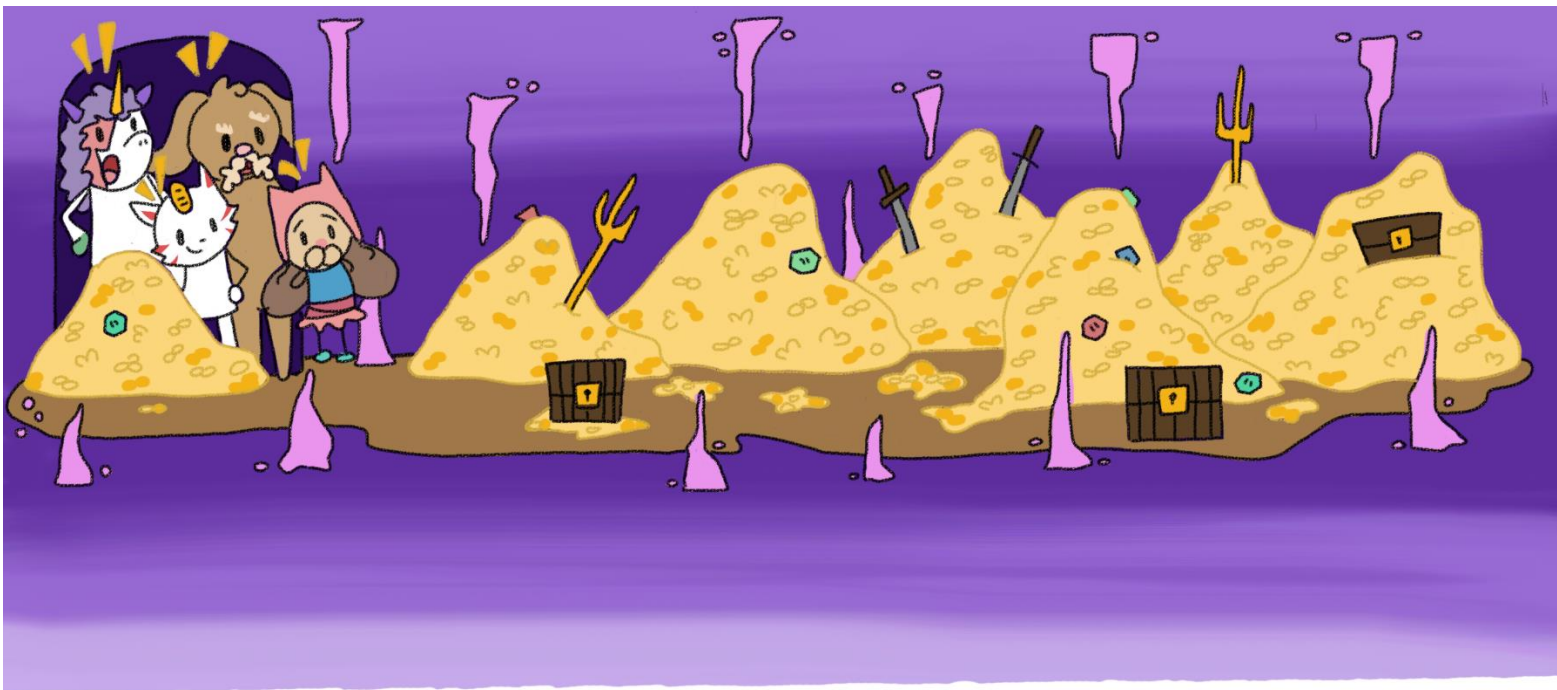
To no surprise, the door contains five key holes, but what is this? All the keyholes are identical. In what order should the crew insert the keys?

Solving the Skull Rock Puzzle:

To solve this puzzle, players need to look very closely at the keys. All the keys have different amounts of teeth, which indicate what order they need to be placed in. The one toothed yellow key being first, the two toothed blue key being second, and so on. Once players have the keys in the correct order, proceed to the final narrative, **"A Name for Genevieve"**.

Key:

Yellow, Blue, Red, Purple, Green.



A Name for Genevieve:

The smell of musty sea water fills the cavernous mouth of Skull Rock as the ancient door slowly creaks open.

As Genevieve lights a large pyre in the center of the room, a gleaming beam of gold streaks across the cave. The entire crew is now face to face with hills of gold coins, gems, jewels, and trinkets from all over the ten seas.

Never has Skull Rock been filled with such joyous sounds of celebration as the crew jumps, dances and cheers!

"With a treasure of this magnitude you will surely have an amazing pirate name, Captain!" they cheer.

Genevieve has been thinking about her pirate name all day, and still can't think of a name that fits her best. Even with all the new friends and fun the day brought her, Genevieve starts to feel anxious and sad.

"Captain, I found a letter!" Bun-bun announces shaking Genevieve from her thoughts.

Congratulations!

By the time you are reading this, my crew and I will be on to our next adventure.

You may think me ridiculous for leaving such a treasure behind, but I don't do what I do for the gold, or the gems, or even the fame.

I might have been perilous to some, but I am also so much more!

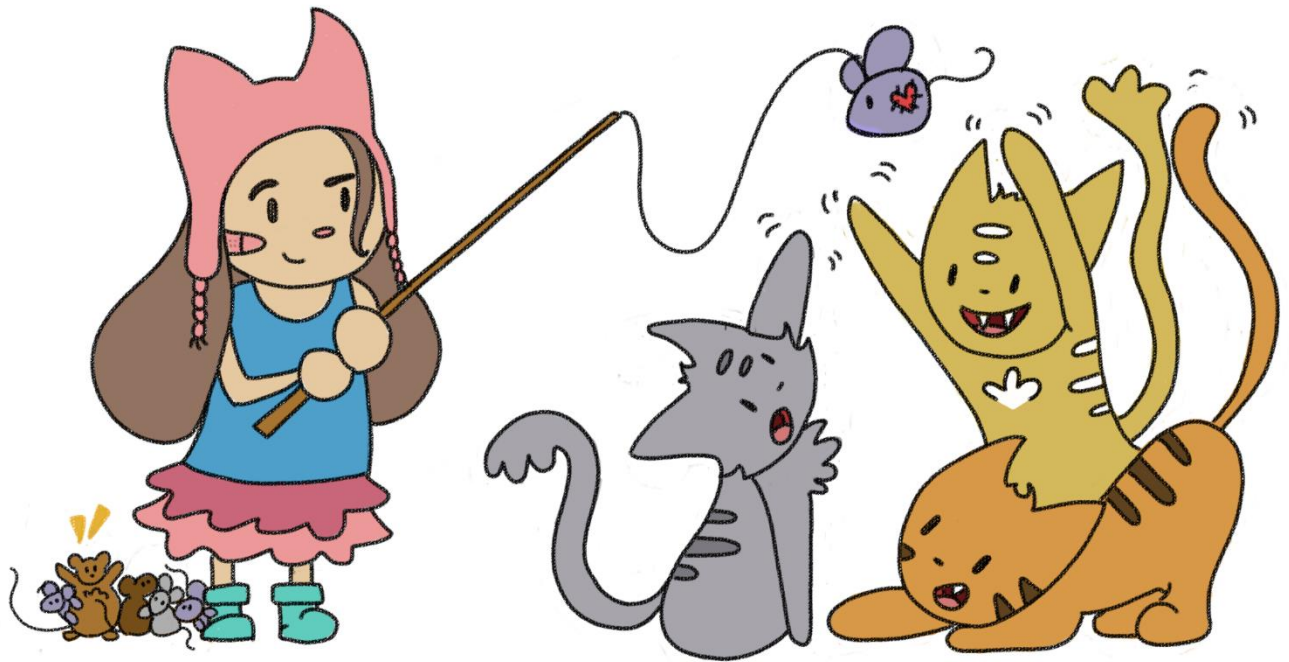
Until we meet again!

Perilous, Passionate, Positive
-Pearl

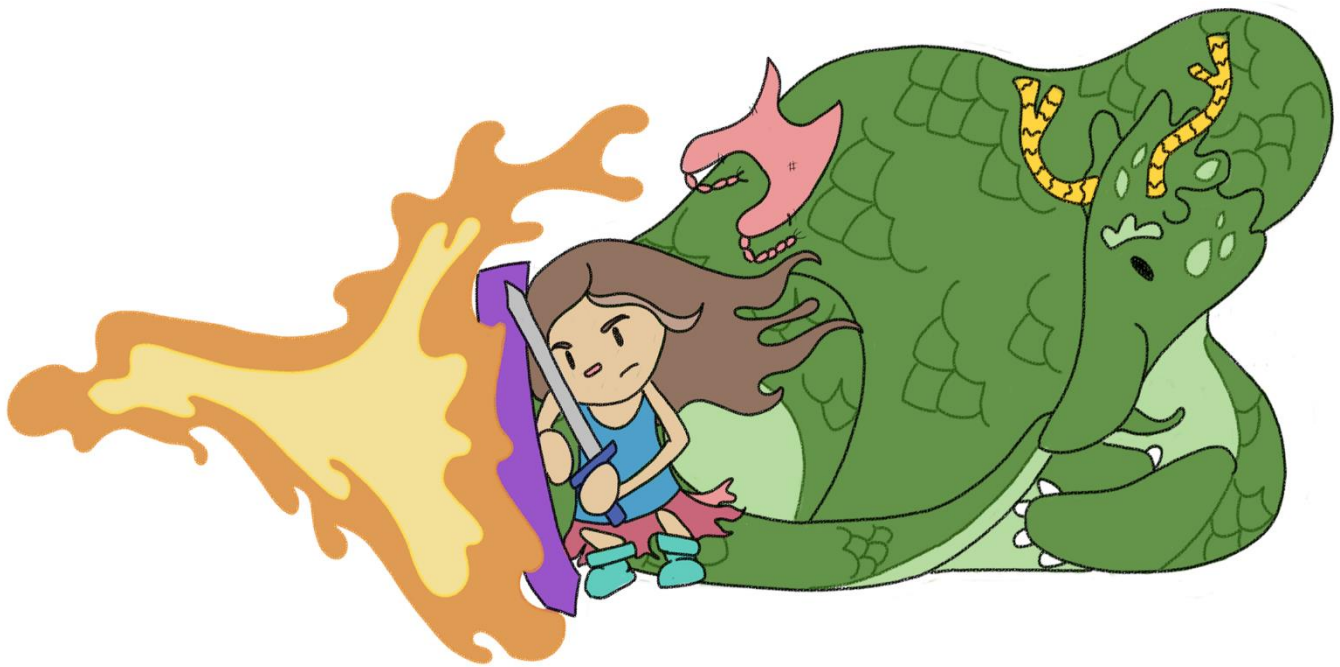


As Genevieve reads Pearl's letter, her anxiety and sadness start to fade. She's found it, her pirate name!
It was here in Pearl's letter this whole time.

Genevieve went by many names after that day on Smugglers Sea.



Gigantic Genevieve, when she saved the mice folk from a clowder of dire cats in the south.



Gallant Genevieve, when she fought the fire breathing king alongside the forest dragon of the north.



And Generous Genevieve, when in the end she shared Pearl's treasure with all the pirates in the Pirate Parade.



But despite all the names Genevieve went by after her adventure, to most she remains simply Genevieve.

After all, it is the name that fits her best, all on its own.

Constructing the Components:

You will need scissors and scotch tape

Suggested paper size: 8.5 x 11

Cardstock is suggested for maps, minifigures and cards.

Large Map:

Large Maps come in 4 panels, cut along boarder and tape the four panels together using the adventure guide as a reference.

Small Map:

Cut along boarder.

Minifigures:

Cut minifigures along grid. Fold on dotted lines. Making a triangular shape press the two smaller tabs together making a base for the minifigure. Tape.

Cards:

Cut along the grid.



Pearls Pirate Parade! A Castles and Cats Adventure

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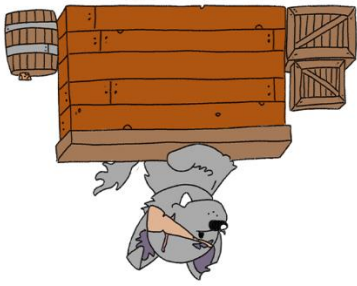
Brandy Jaramillo

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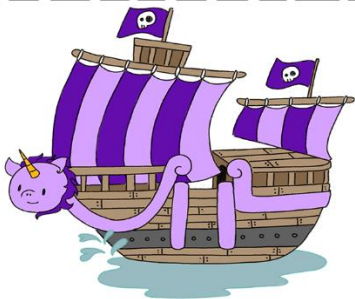
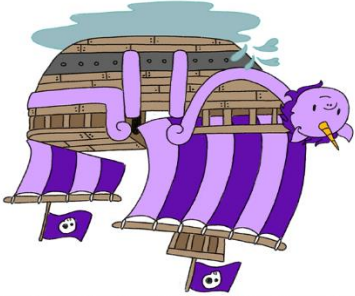
Julie McCulloch -Francis

Special Thanks to.

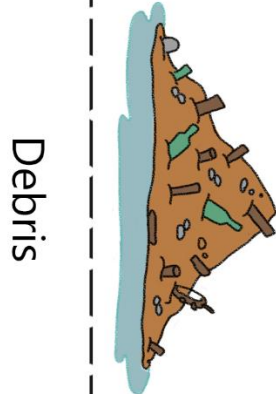
Deena, Michael and Genevieve!



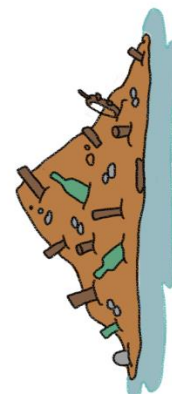
Joe the Trader

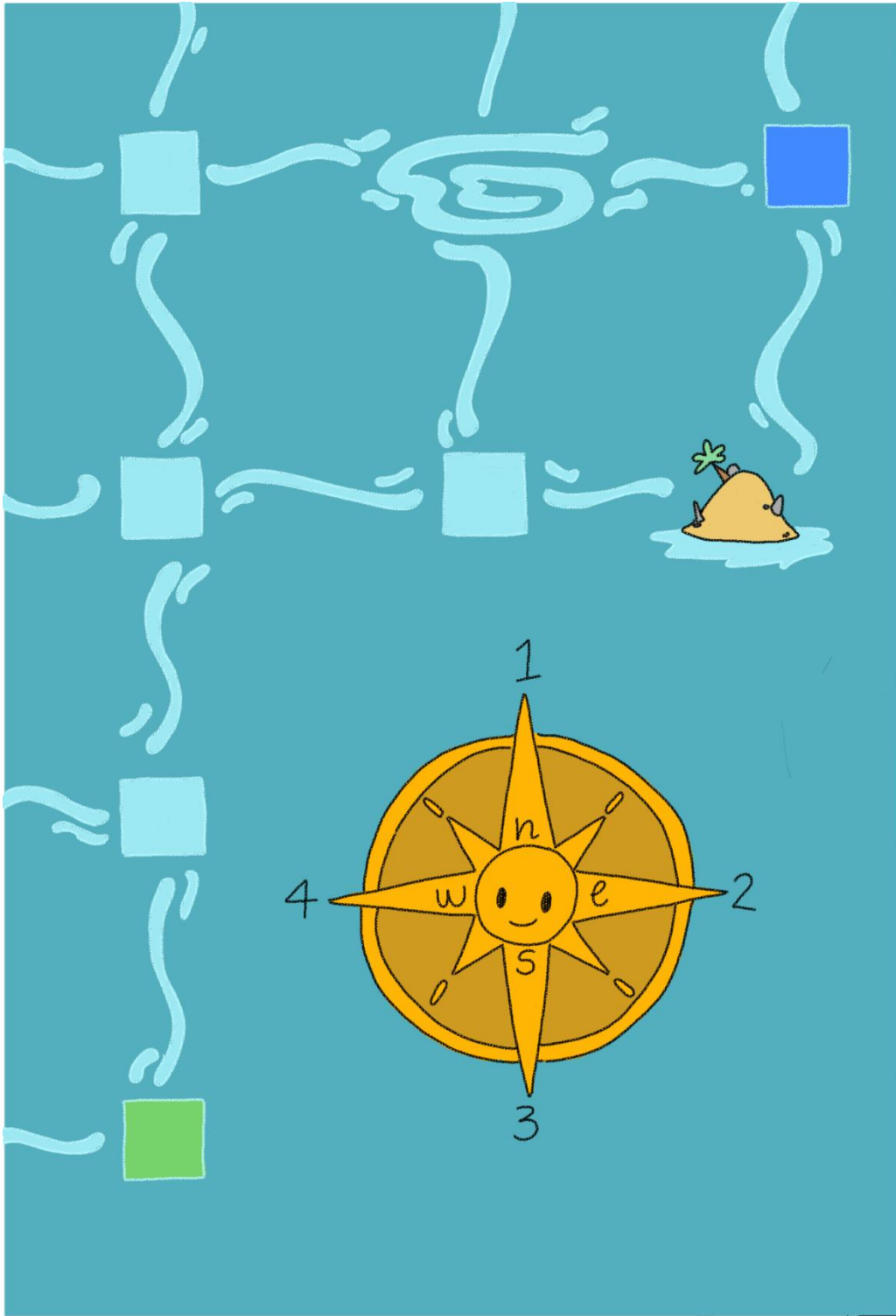


The Rusty Unicorn



Debris





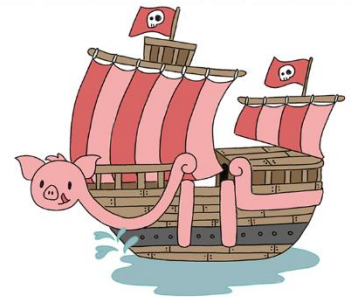
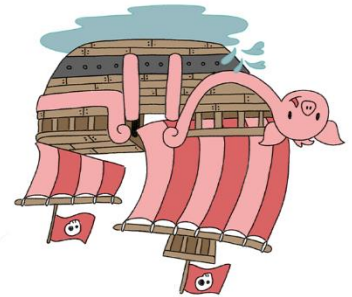
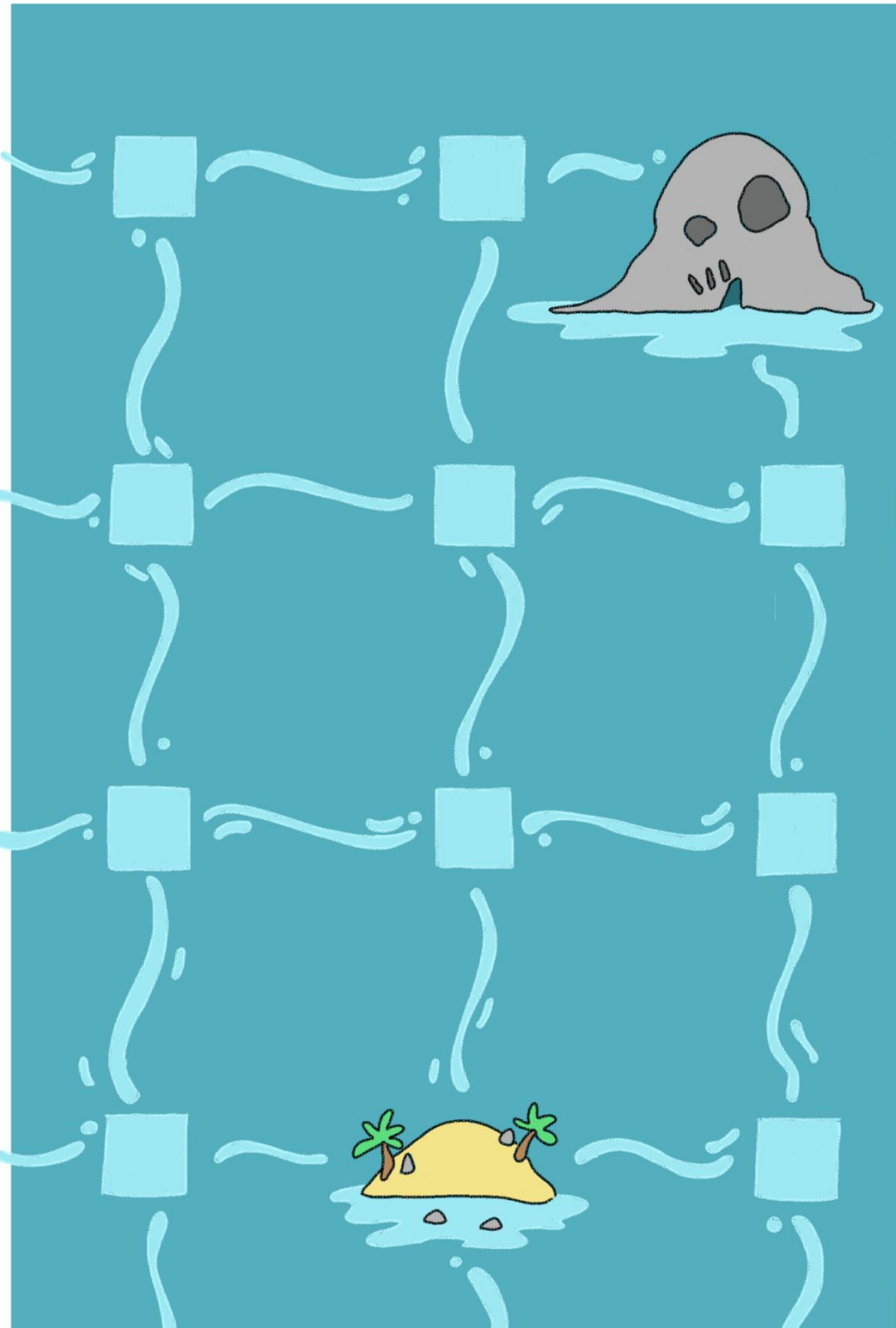
Green Ship: Sloan



Blue Ship: Akina

Sloan the Sloth



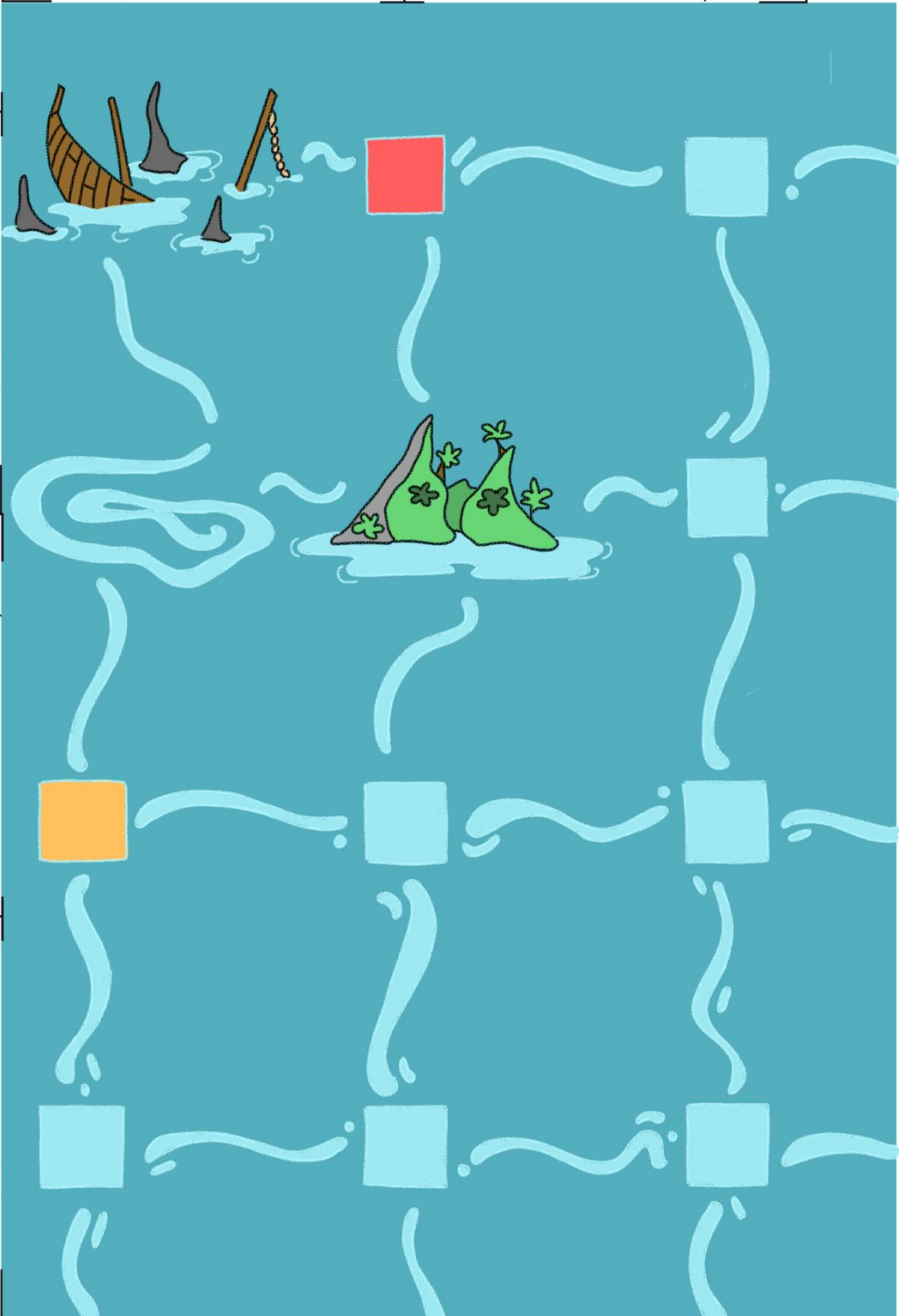
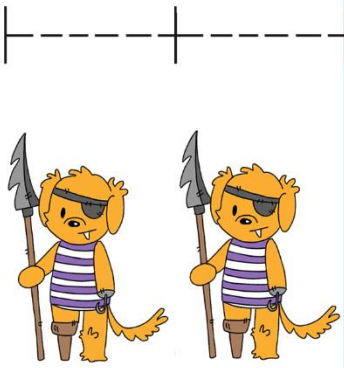
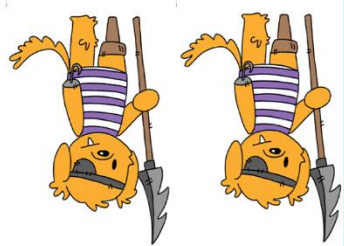
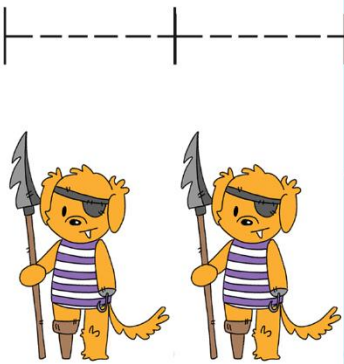
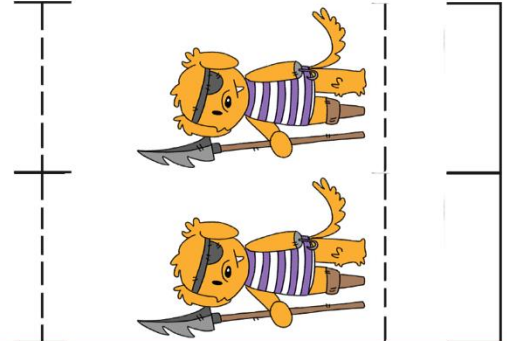
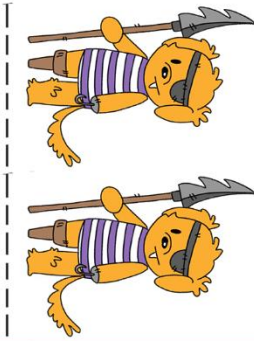
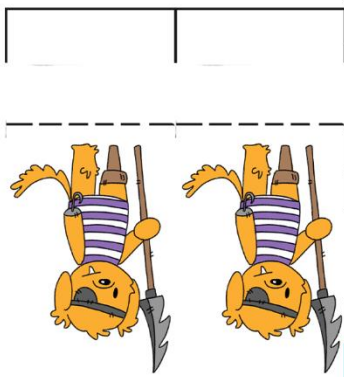


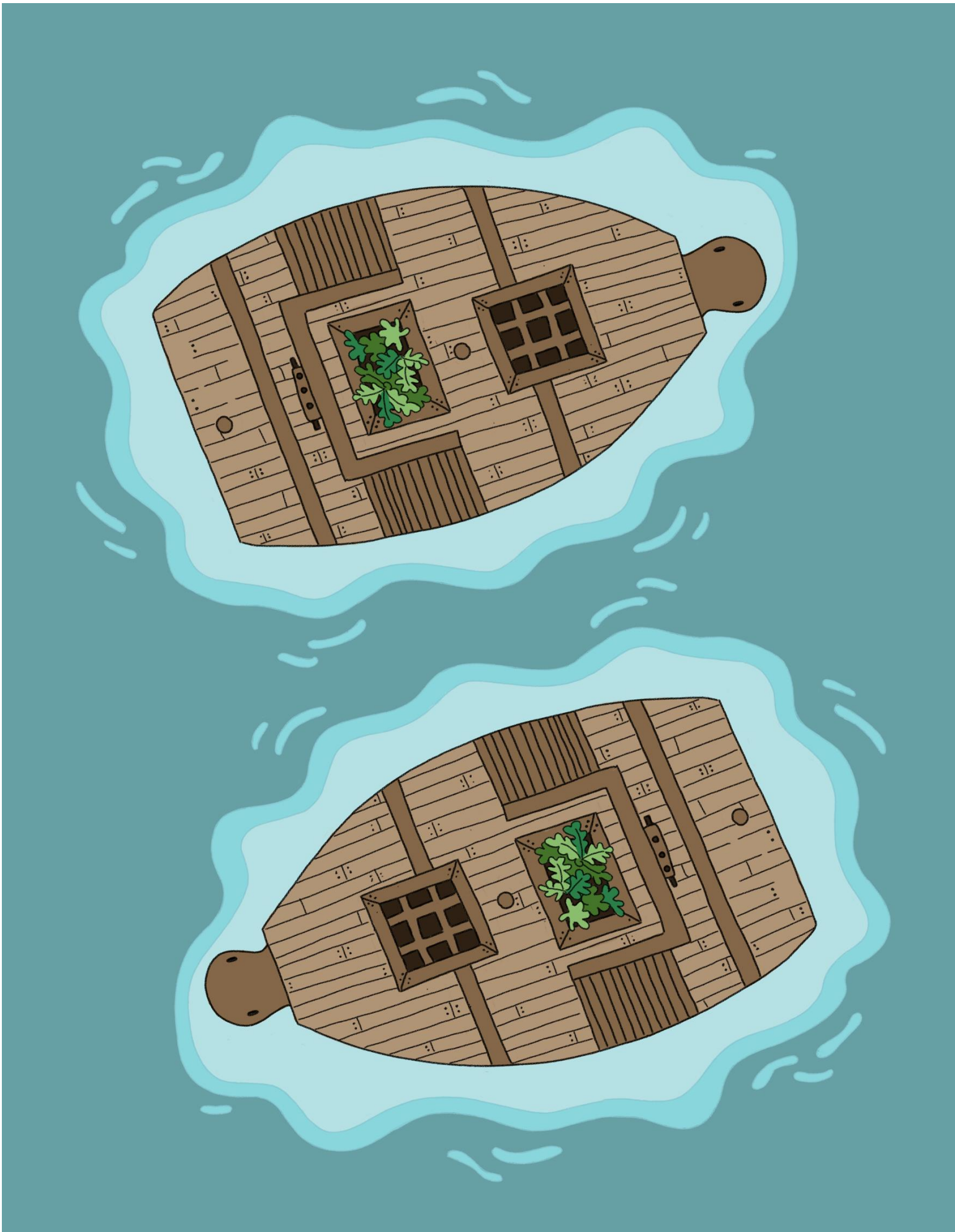
Red Ship: Boarous

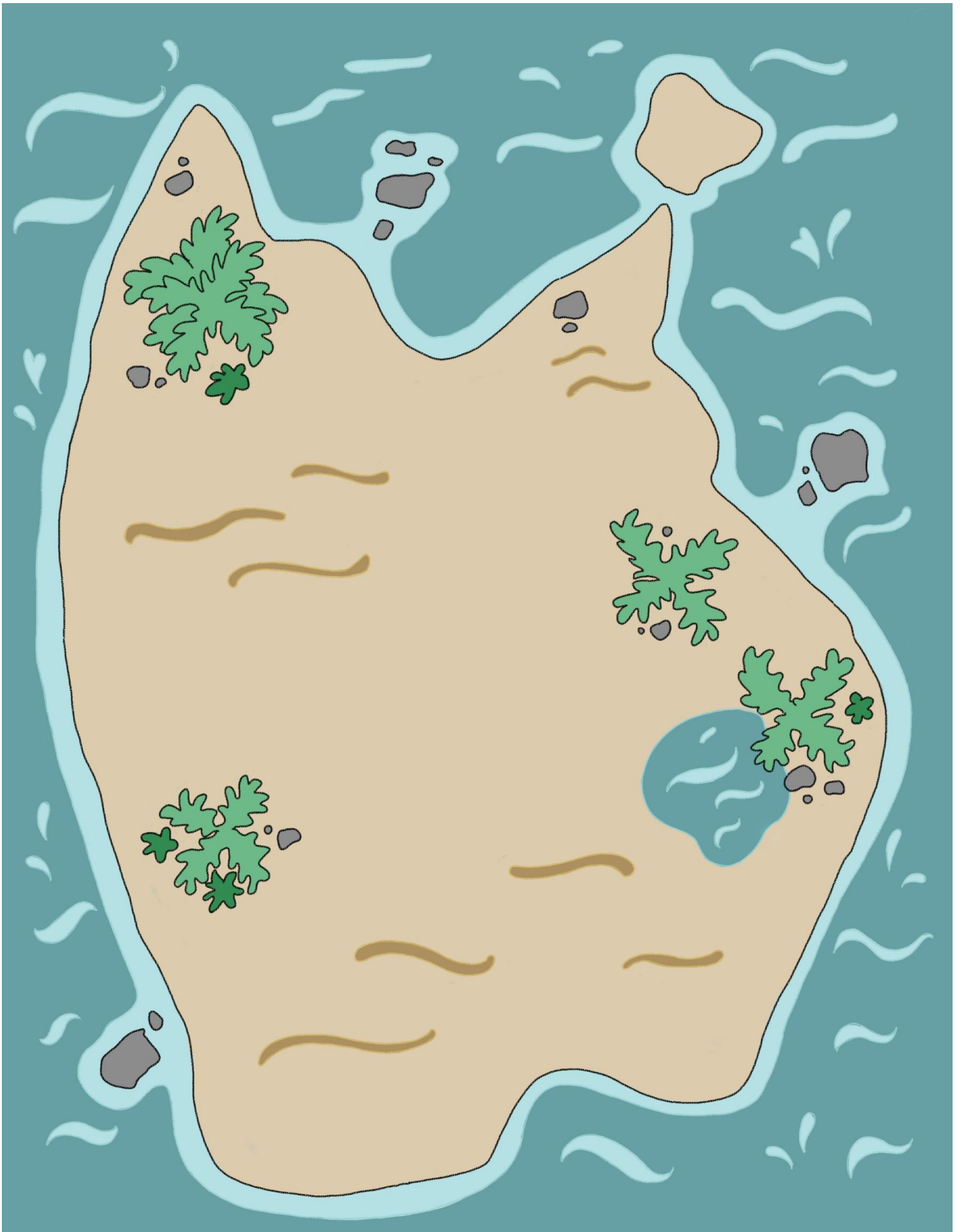


Yellow Ship: Monkee

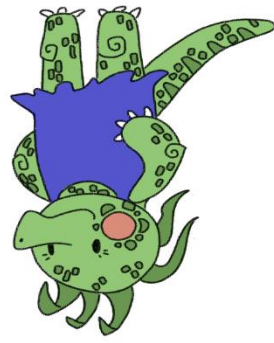
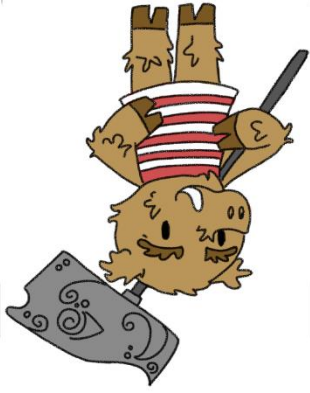
Sea Dog: Encounter 1 - 4











Simon

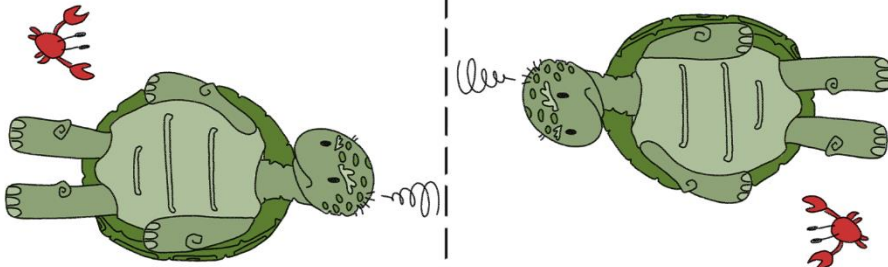
Akina

Boarous

Monkee

Izzy



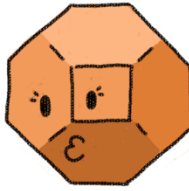

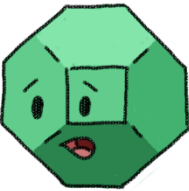
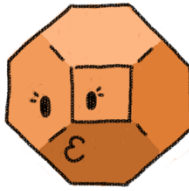
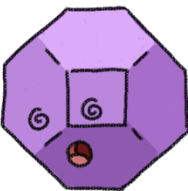

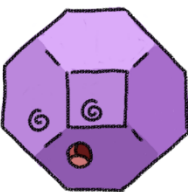

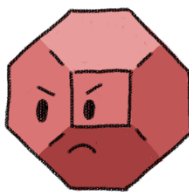
Tourtule

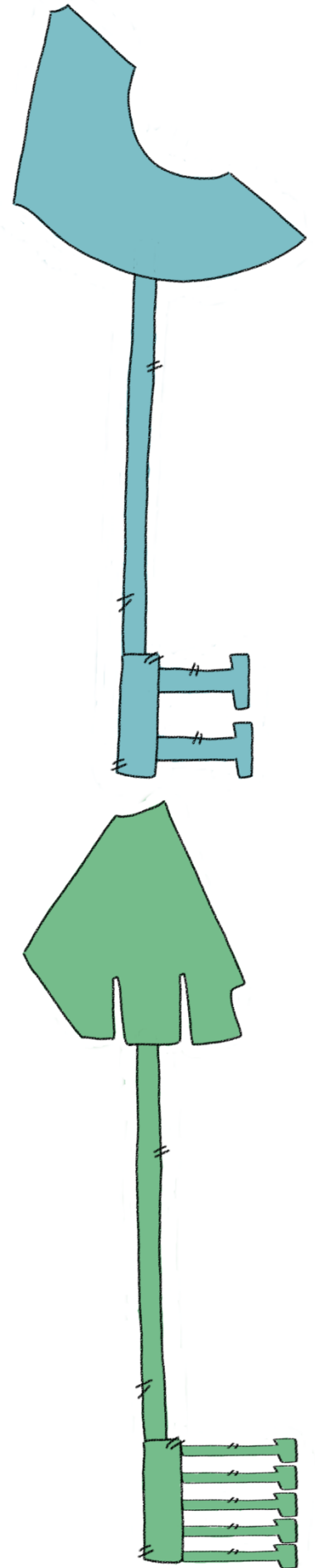


Lara & Steph



Glittering Sands Gathering Encounter 5

Blue Gem!	Green Gem!	Orange Gem!
		
1 of 2!	1 of 2!	1 of 2!
Blue Gem!	Green Gem!	Orange Gem!
		
1 of 2!	1 of 2!	1 of 2!
Purple Gem!	Yellow Gem!	Red Gem!
		
1 of 2!	1 of 2!	1 of 2!
Purple Gem!	Yellow Gem!	Red Gem!
		
1 of 2!	1 of 2!	1 of 2!



Grumpy Crab!



Turn Over! (-4 HP)

Annoying Seagull!



Turn Over! (-1 HP)

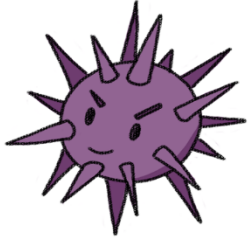
Sun Burn!



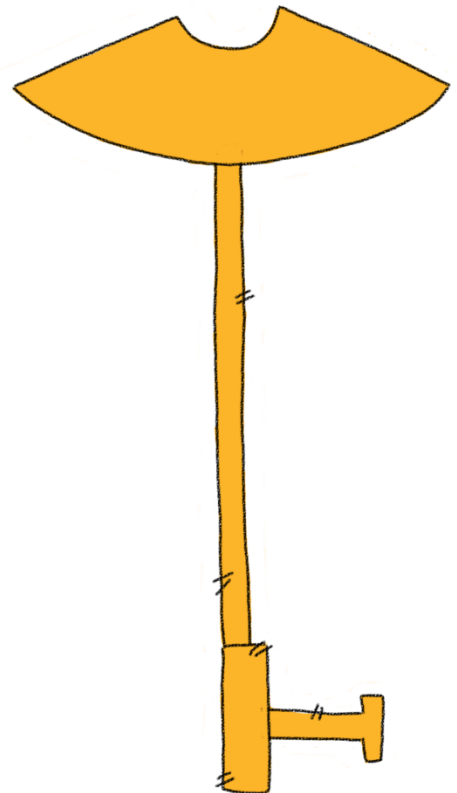
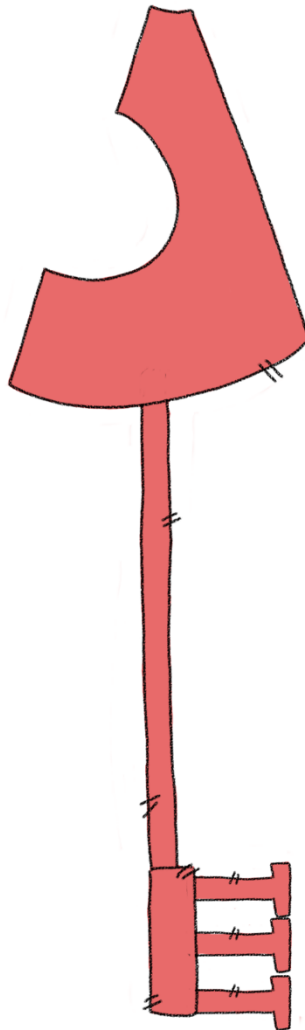
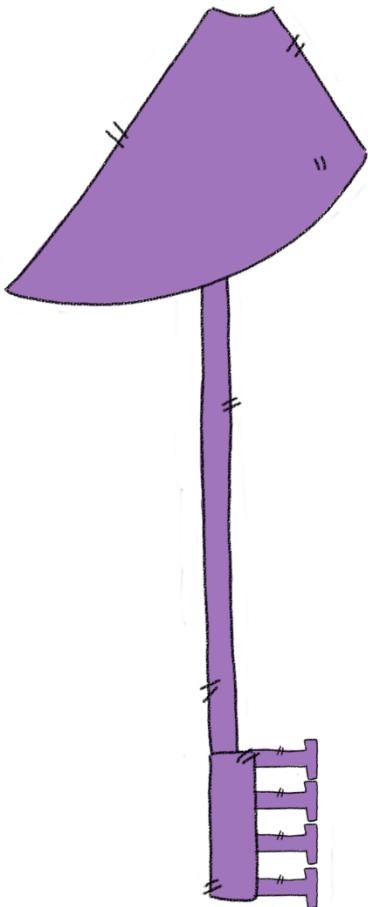
Turn Over! (-2 HP)

Glimmering Sands Gathering Encounter 5

Sea Urchin!



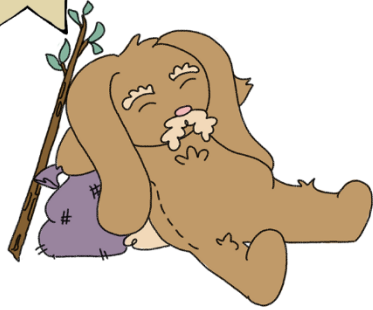
Turn Over! (-3 HP)



*Cut keys out however you like.
The tops of the keys form a skull if lined up properly.

First Mate Bun-Bun

2



Winds of Healing: Roll a D4. Gain the number of heart points equal to the number rolled.

David

1



Magic Dance: Your remaining 2 rolls do double damage!

Captain Genevieve

0



Captains Cheer: All Castles & Cats crest add +1 damage towards the selected spell.

Lucky Cat Lucy

3



Luck of the Draw: Add a D4 to any Role-Playing Action.

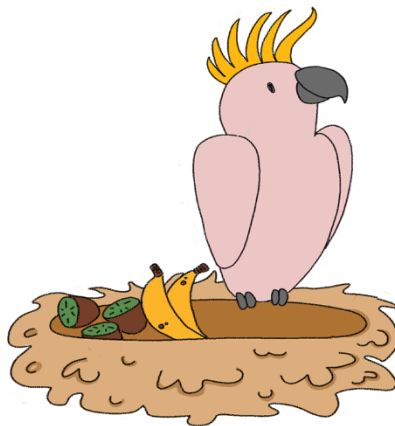
<Summon Cards
Puzzle Encounter 7>



A has 1 strawberry and only likes red fruit.



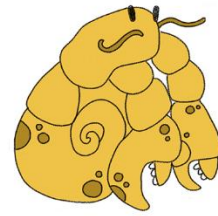
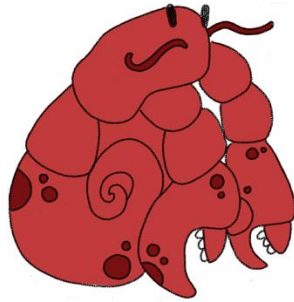
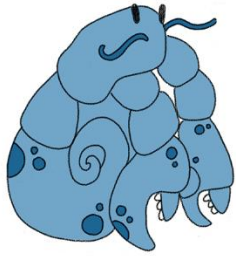
B has a strawberry, a blueberry and a raspberry. He only likes berries.



C has 3 kiwi and 2 bananas. She wants an even number of green and yellow fruit.



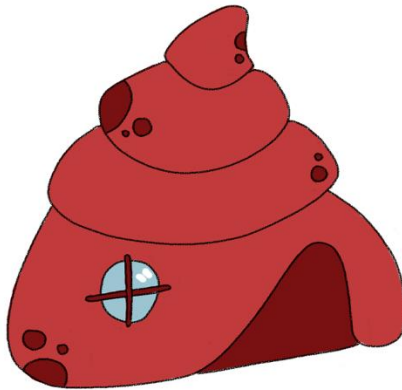
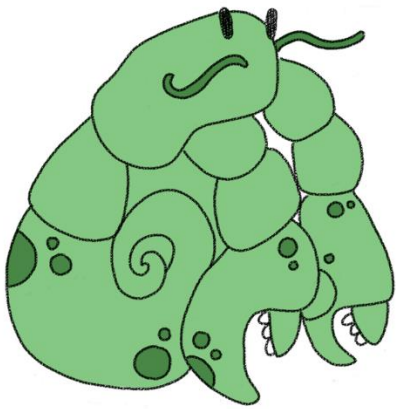
D has 9 red apples and only eats apples!



Hermit Crab D wants a shell with more than one window.

Hermit Crab A wants a shell the same color as his claws.

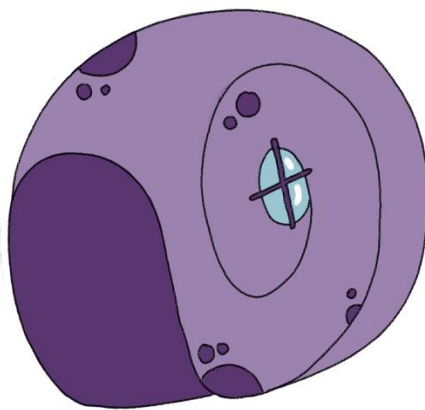
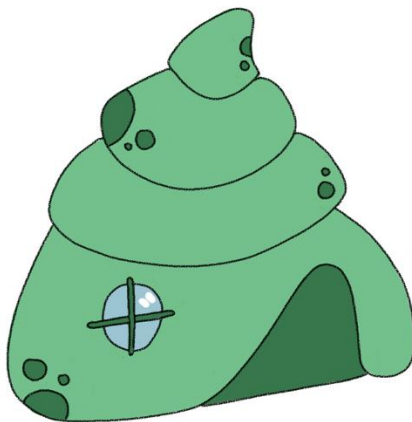
Hermit Crab B wants a triangle shaped shell.



Hermit Crab C wants the shell with the largest door.

Shell 1

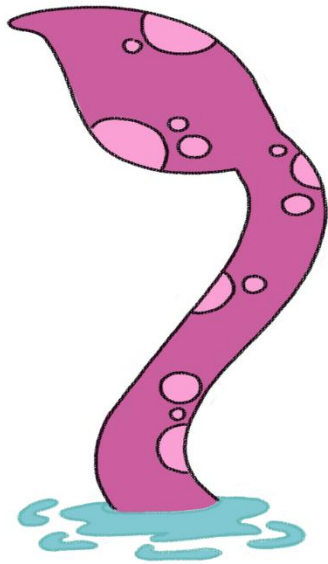
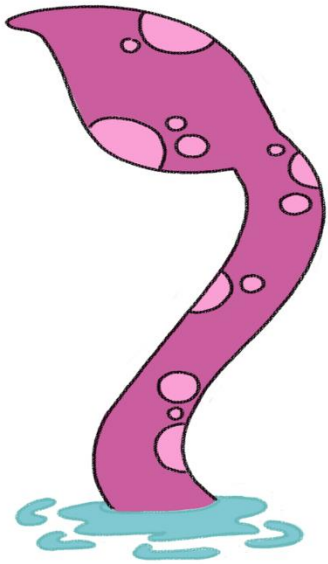
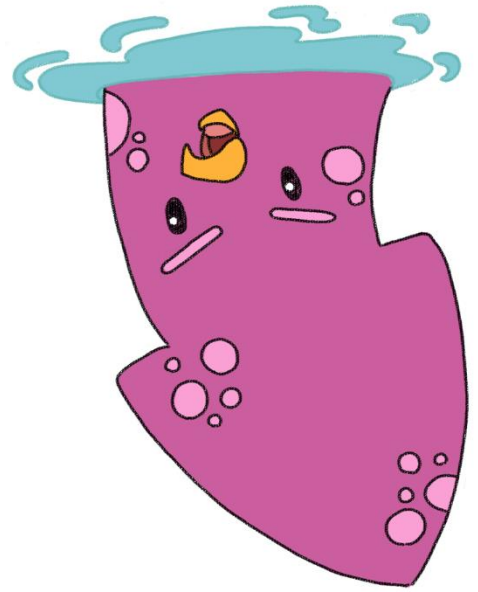
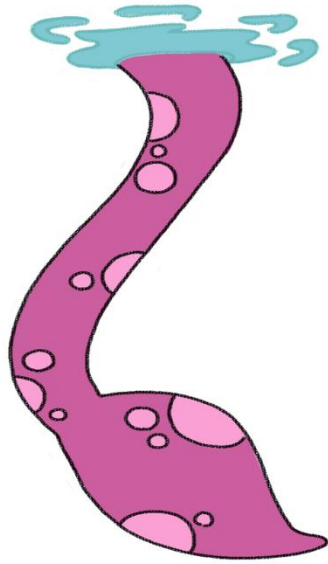
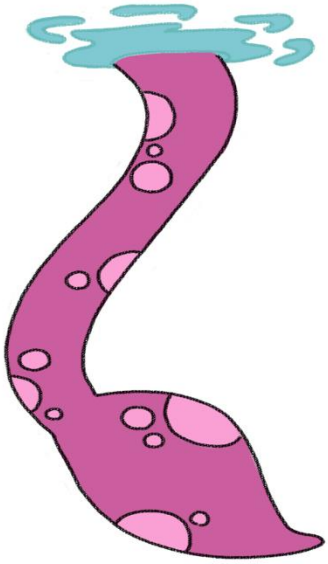
Shell 2



Puzzle Encounter 6

Shell 3

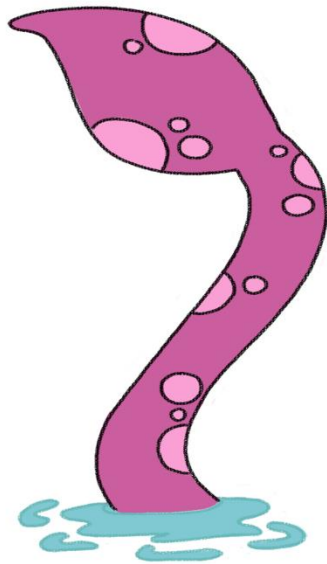
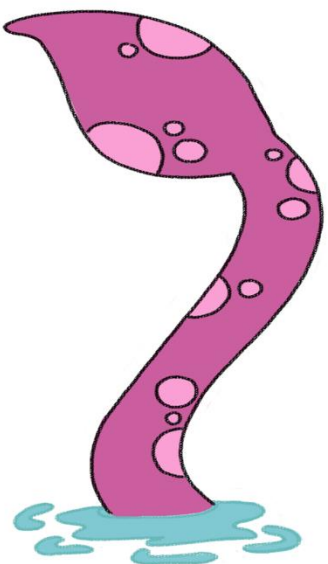
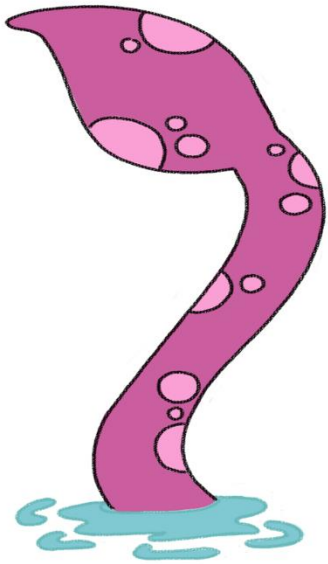
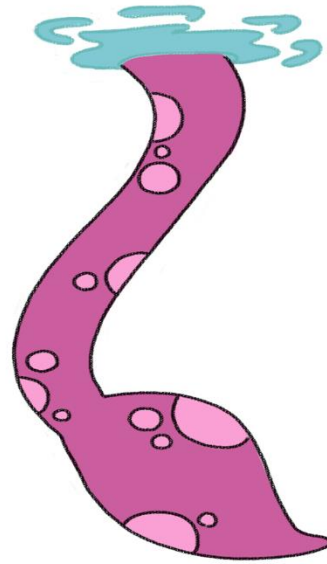
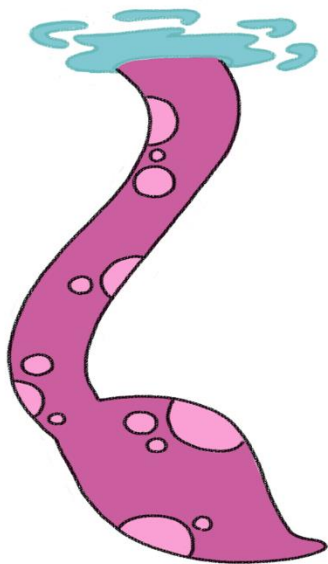
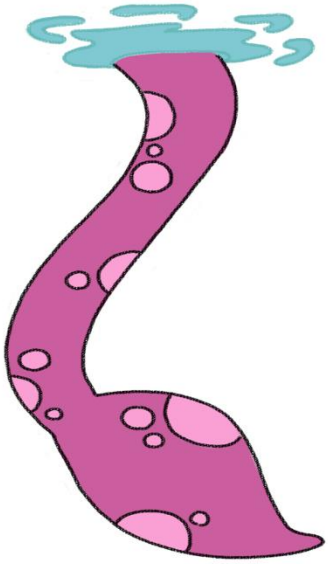
Shell 4



Tentacle

Tentacle

Squid Head



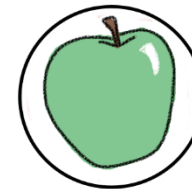
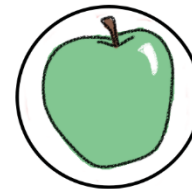
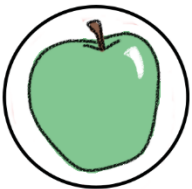
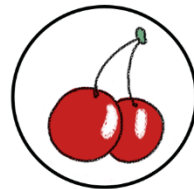
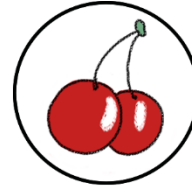
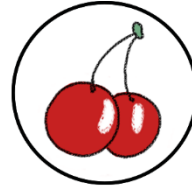
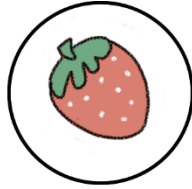
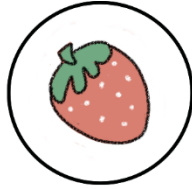
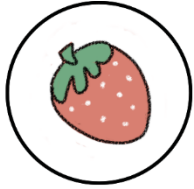
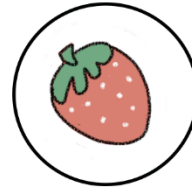
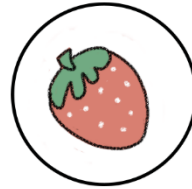
Tentacle

Tentacle

Tentacle

Encounter 9:

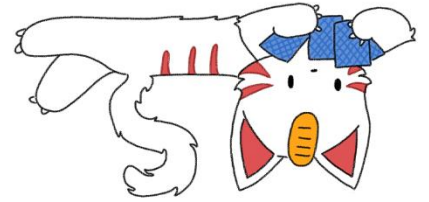
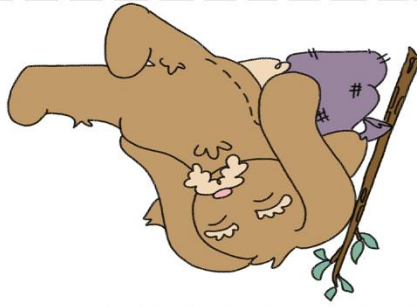
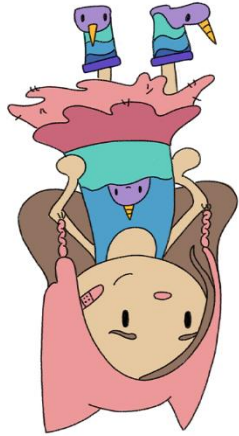
Print 0 - 2 (Depending on number of Players)



Puzzle Encounter 7



Player Standees: Cut, Draw, and Construct. I can't wait to see your character creations!



The Crew: For Pretend and Play!