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Pineapple on the Mantle



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CHARACTERS

Val: A high strung bed and breakfast owner

Derek: Val's idiot husband

Emily: Annoying guest.

Brad: Annoying guest. Businessman

Critic: A critic in the hospitality industry

SYNOPSIS

A bed and breakfast owner tries to prepare her establishment for a visiting critic but must deal with annoying guests and an idiotic husband in the process.

SCENE 1

Setting: A bed and breakfast entry way/ living room.

(VAL enters. DEREK enters after her. She begins to organize. Straighten chairs, books, everything in the room. Derek follows after her. He unconsciously messes up everything she's just cleaned)

VAL

Okay. I have to check the bedrooms, lock the safe//

DEREK

Mhm//

VAL

Fill the water pitcher, fluff the pillows//

DEREK

Okay//

VAL

OH! And the pineapple. I can't forget the pineapple.

DEREK

The what?

(Val exits in a rush. Enters with a pineapple. She places the pineapple on a shelf)

DEREK

Oh. The pineapple.

(Val looks around at the disorganization)

VAL

Babe, really?

DEREK

Oh. Sorry, Val.

(Val reorganizes the room)

VAL

Are you clear on the rules?

DEREK

Yes... No.

VAL
The critic is coming today.

DEREK
Mhm.

VAL
She's going to evaluate whether we can keep the bed and breakfast open.

DEREK
Okay.

VAL
So don't. Break. ANYTHING.

DEREK
Why is there a pineapple?

VAL
It's a sign of... hospitality I'm pretty sure. I don't know. I read somewhere that it was big in the north.

DEREK
The north?

VAL
Yeah, like... Rhode Island or something. You know, where they have all the fancy bed and breakfasts?

DEREK
Sure.

VAL
Anyway, don't break anything. Don't even touch anything. Please.

(A knock at the door)

VAL
That must be her!

(Val opens the door. EMILY enters. Pushes past Val. Immediately starts touching everything)

VAL
Oh... Welcome to the Quaint County Country Bed and Breakfast!

EMILY
Hiiii~! I know I'm// early

VAL
A day early! How wonderful.

EMILY
Is this the Air BnB?

VAL
It's not a//

EMILY
It's... homey!

VAL
...You must be// Emily

EMILY
Emily! We talked on the phone.

VAL
Yes, I remember//

EMILY
Oh good, did you remember my request then?

VAL
... Yes, there is a rain feature on the showerhead.

EMILY
Wonderful...
(to Derek)
Hi, I'm Emily!

DEREK
Derek.
(Derek crosses to shake her hand. Knocks over a vase in the process. Val quickly fixes it)

VAL
...Why don't I show you to your room?
(Val and Emily exit)

DEREK

... Okay.

(Derek glances at the pineapple. Looks around. Touches it like it will bite him. Val enters. Derek jumps. Steps away from the pineapple.)

VAL

Did I refill the pitcher yet?

DEREK

Mhm.

VAL

Are you sure?

DEREK

Okay.

VAL

Are you even listening to me?

DEREK

Of course I am... Kinda. Not really.

(Val huffs. A knock at the door.)

VAL

It's gotta be the critic this time.

(She crosses to the door. Opens it. BRAD enters. He has a Bluetooth earpiece in. AirPods maybe? He also knocks over a few things on his way through)

VAL

Oh... Welcome to the Quaint County Country Bed//

BRAD

Yeah, uh huh. The Air BnB.

VAL

It's not a//

BRAD

Sure.

VAL

You were supposed to be here yesterday, but I suppose//

BRAD
Got caught up in business travels.

VAL
Well, we all//

BRAD
I still need the shit I asked for.

VAL
Oh, I//

BRAD
Can we get this done?

VAL
Well, you// can

BRAD
Yeah, yeah, I've heard it all before.

VAL
There's no need to be// rude

BRAD
Listen, you're gonna do what I tell you to do and that's that.
I'm paying your bills.

VAL
Excuse me??

BRAD
We're done here.

VAL
You're damn right we're done here if you're going to speak to me
like that!

(Brad takes out his airpods)

BRAD
What?

VAL
What?

BRAD

Sorry, I was on a call. Can you show me to my room? I have some important calls to make.

VAL

I... Alright.

(Val exits. Brad exits. Derek glances at the pineapple. Caresses it gently. Val reenters. Derek knocks over the pineapple by accident. Val straightens the pineapple)

VAL

Derek, really? I told you the pineapple was important! Critics eat that shit up. They love it.

DEREK

Oh, right... I'm sorry.

VAL

Jesus, Derek. This is really important. If she doesn't give us a good review, no one will come and stay here//

DEREK

Mhm.

VAL

And then we'll have no money//

DEREK

Okay.

VAL

And then we'll have to get real jobs! Is that what you want?

DEREK

Not really.

VAL

Exactly

(Val reorganizes the room. A loud crash offstage)

EMILY (O.S.)

Uh oh...

(Val exits. Derek looks at the pineapple. Picks it up. Cradles it like a baby. Beat. Val enters. Derek bobbles the pineapple. Catches it. Places it safely on the mantle. Emily enters. Her hair is wet)

Sorry!

EMILY

It's fine, I'll fix it.

VAL

Fix what?

DEREK

I broke the showerhead.

EMILY

How?

DEREK

I couldn't get it to work so I hit it really hard and// now it's not working!

EMILY

(Brad enters.)

There's no service in this damn place.

BRAD

What?

VAL

I have important calls to make, and I can't get any service.

BRAD

I'm sorry, I'll//

VAL

I need a working showerhead, Val!

EMILY

How am I supposed to conduct business//

BRAD

My hair is filthy from a day of travel//

EMILY

VAL

I//

EMILY

You were supposed to accommodate my needs!

BRAD

This is supposed to be a work trip!

(As they argue, they start destroying the room. Knocking over vases, throwing books off tables, it's a mess)

EMILY

I asked you specifically//

BRAD

Can't even provide the simplest of amenities

VAL

Well, uh,

(Derek picks up a vase. Trips over a chair. Falls into Emily)

EMILY

You've GOTTA be kidding me! Now you send your husband to attack me??

BRAD

That's so inappropriate.

EMILY

I know, right??

DEREK

Sorry

(Derek stands back up. Knocks the pineapple onto its side)

EMILY

I'm going to go somewhere else.

BRAD

I think I will too.

Wait, no, don't// go

VAL

Maybe they'll appreciate our patronage!

EMILY

Maybe they'll have good service.

BRAD

Maybe they'll even give us a better price!

EMILY

What?

VAL

The prices here are outrageous!

BRAD

And you don't even have a working shower!

EMILY

This is the//

BRAD

Worst bed and breakfast//

EMILY

I've ever been to!

BRAD

Ever!

EMILY

(Val screams)

VAL

YOU PEOPLE ARE THE WORST! You come in here, a day late! A day early! You trash my home. Break my sink. Harass my poor husband//

DEREK

Hello.

VAL

And demand a discount?? Fuck you! Fuck all of you!

BRAD

Fuck US?

That's inappropriate.

EMILY

YES! Fuck you!

VAL

You're the WORST host I've ever seen!

BRAD

This Air BnB sucks!

EMILY

IT'S NOT A FUCKING AIR BNB

VAL

(Val smashes the pineapple on the ground. SILENCE. No one even moves. A long beat. A knock at the door. Everyone turns towards it. The CRITIC enters.)

Hm.

CRITIC

(She looks around. Pokes at a pillow. Writes in her clipboard. No one else moves)

Well then...

CRITIC

(She writes on her clipboard again. Crosses the stage. Exits. Beat. Reenters)

Okay. I think I've seen what I've needed to see.

CRITIC

(She turns to leave)

WAIT! ... How did we do?

VAL

Alright. It's an okay place. You could use something to class it up though. Maybe... A pineapple on the mantle or something?

CRITIC

FIN

SCENES FOR MMP: Abigail's opening speech and Sloane's interruption

(ABIGAIL enters with HENRY. She leads, he follows)

ABIGAIL

Welcome, welcome, one and all, to my party! Tonight, we celebrate my recent business successes and have a little fun! Upstairs, there are a series of rooms in which you can play blackjack, as well as a room for commemorative photos! Feel free to engage in our casino, or dance with me and my husband.

(An assistant plays a slow song. Abigail and Henry waltz. She leads, he follows. They spin. Abigail dips Henry. SLOANE runs on stage. Pushes past the assistant operating the music. Skips the slow song. Puts on her own song)

SLOANE

BORING! You're being boring, Abby.

(to the crowd)

Hello~! My name is Sloane Xanders, Xanders with an X, and I am the darling, daring, delightful baby sister of Abigail here. She's being dreadfully boring. Isn't this supposed to be a party?? Come on, lets dance!

(Sloane dances. It's bad. She drags people on stage. Engages the audience. She's charming and endearing, but not terribly talented. Abigail watches on in frustration. Sloane pulls her into a dance. Spins Henry. Pulls Casey into a dance. It's a PARTY, Y'ALL!)

SLOANE

There's blackjack games upstairs as well as photo booth! Enjoy the night! Have fun, make merry, and most importantly, cast me in your shows!

SCENES FOR MMP: Jackson's body discovery speech

*(All suspects are hidden. JACKSON stabs ABIGAIL with **NO GUEST WITNESSES**. DANIEL watches from around the corner, unseen. Jackson and Daniel exit. Long beat. HENRY enters, calling for his wife. He finds her body. Beat. SCREAMS. Sobs. Makes a scene. Guests gather outside the theater. Jackson enters. The other suspects rush in)*

JACKSON

Oh, God. Okay. Alright. There seems to have been a murder. Abigail Dawson, our dear host (and employer) is dead...

HENRY

MY WIFE! WHO KILLED MY WIFE!

JACKSON

We will figure it out Henry. Don't you worry. Justice will be served...

(to guests)

Alright. We are going to investigate this murder. I'm counting on all of you to find out what has happened. Interrogate the people who were missing at the time of the murder.

(The suspects all point to each other)

JACKSON (cont.)

Ask as many questions as you need. Leave no stone unturned!

DANIEL

Bribes are... also encouraged. Namely in the form of poker chips. I see you all have fancy golden poker chips on you. Those might be worth a pretty penny...

JACKSON

But those same chips will also be your method of voting for the MURDERER at the end of the night, so hold onto them. Now go! Investigate!

HENRY

PLEASE! Solve my dear wife's murder!

SCENES FOR MMP: Jackson beginning the vote

(JACKSON enters, crosses to center stage)

JACKSON

Welcome everyone, to the trial. Tonight, we are going to convict the murderer of Abigail Dawson, millionaire and hostess of tonight's party.

(All suspects enter)

JACKSON

These are our suspects. I'm going to allow each of them to make their case.

(One by one, each suspect steps up to make their case. Improv in character your feelings on the night. Henry cries, Sloane giggles about the game, you know the drill. Daniel probably goes on a tirade about the absurdity of him being accused. We'll go in order of character sheets. Henry, Luce, Daniel, Sloane, Casey.)

JACKSON

Now, we//

DANIEL

HOLD ON A MOMENT. How do we know you didn't do it?

JACKSON

Excuse me?

DANIEL

Where were YOU at the time of the murder, *Captain?*

JACKSON

I was taking care of the SHIP, thank you very much... Now. We vote. Place your voting chip in the box with the name of the suspect you believe to be the murderer.

SCENES FOR MMP: Henry's closing speech (correct ending)

(HENRY enters. Sadly, reflectively. The rest of the suspects stand on stage, but off to the side)

HENRY

Well, uh, thank you everyone for coming to our- my party... I'm so sorry about everything that's happened. I hope you had a fun night anyway! ... I hope you enjoyed yourselves. Now... if you'll excuse me... I have to figure out what to do with this yacht she bought. And the house... and the car... and the beach house in the Hamptons... and the apartment in Paris... and the private jet... oh God, what am I going to do without her?

(DANIEL crosses to comfort Henry. The two cross to the side of the stage. Henry sobs. It's pretty loud. SLOANE crosses to center stage)

SLOANE

HELLO EVERYONE! Me again, the most TALENTED and BEAUTIFUL of ALL the suspects in the *grizzly* murder of my wonderful sister, Abigail. Wasn't she a good sport? Speaking of Abigail... has anyone seen her recently? I kinda figured she'd show back up by now... Wasn't this murder mystery party she orchestrated just wonderful? Anyway, I've been Sloane Xanders, that's S-L-O-A-N-E...

(Daniel starts clapping. The crowd starts clapping)

SLOANE

Wait no, I'm not done! Contact my agent if you'd like to cast me in any of your productions! *(improv until lights go down)*

(Lights down, lights back up. Bows with cast AND crew. I thank everyone for coming and congratulate everyone in the performance. That's a wrap everybody!)

SCENES FOR MMP: Henry's closing speech with Jackson's second murder (incorrect ending)

(HENRY enters. Sadly, reflectively. The rest of the suspects stand on stage, but off to the side)

HENRY

Well, uh, thank you everyone for coming to our- my party... I'm so sorry about everything that's happened. I hope you had a fun night// anyway

(Jackson crosses to Henry. Stabs him. Henry crumples to the ground. Beat. Jackson wipes sweat off his brow. For the first time all night, he's not cool, calm, and collected. He's running on pure emotion and adrenaline. There's a beat)

JACKSON

THANK. GOD. I've been waiting to get rid of that fucking devil woman and her STUPID husband for YEARS!

(Daniel crosses to Jackson. Punches him in the face)

DANIEL

You've ruined EVERYTHING!

(Luce crosses to Daniel. Punches him in the face. The two fight in the background. They chase each other out of the theater. Jackson faces the crowd again)

JACKSON

Thank you so much for coming tonight. You were all instrumental in the... execution of my plan. Actually, can all my co-conspirators come onto stage? ...Yeah, everyone who received a note from me in their invitation, please come up here and help me celebrate!

(Jackson and his people celebrate. Cheer. Kick Henry's body. Beat. SLOANE crosses to center stage)

SLOANE

Well, that was fun! Theatrical, as we say in the theat-re. Well done everyone! Henry, come help me congratulate everyone on a murder mystery party well played! ...Henry? Hellooooo... He's probably just exhausted from the effort of solving the mystery. Thank you everyone for coming! Contact my agent to cast me!

(Sloane celebrates with Jackson. High fives him. High fives Henry's corpse. Lights down. Guests are ushered offstage. Lights back up. Bows with cast AND crew. I thank everyone for coming and congratulate everyone in the performance. That's a wrap everybody!)

STARB

NOTHING AS BEAUTIFUL

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A Script for VR

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EXT. VOID - TIME UNKNOWN

We are in total blackness. Nothingness. All around, above, below, a void. We stay like this for a time. Not too long.

From behind us, a voice.

HER

You know, I've always found life fascinating.

The voice circles around us, above us, even below us. A small glimmer where the voice is. It grows slowly in intensity. A trail sparkling in its wake.

HER (CONT'D)

It's raw, emotional, real. Life is creation. To be life is to be creation. To be creating. Those who have been made use that opportunity to make things of their own. It's marvelous.

Whichever way we are facing is front center.

FC

A small glimmer of light. If we reach out, we can touch it. If we touch it, the voice echoes.

HER (CONT'D)

It really is fascinating the things humans can do. The things humans HAVE done. Don't you agree?

EXT. SPACE - TIME UNKNOWN

Around us, more glimmers appear. Slowly, one at a time. Behind us, above us, all around us. They grow more frequent until we are in a sea of stars.

HER

You find ways to make something out of the chaos of the stars.

Constellations form. They twinkle unlike the other stars, as if beckoning us to touch them. We can trace them with our fingers. If we do, they spring to life. We can continue to do this over and over until the scene changes.

FC UP

The Pisces constellation. If we trace it, two fish made of glimmering void swim around us in a circle before returning to their constellation.

BC DOWN

The Leo constellation. If we trace it, a lion made of glimmering void stands before us. We can pet it. After a beat, it returns to its constellation.

FL

The Cancer constellation. If we trace it, a sea of crabs made of glimmering void swarm past from Front Left to Left. They swing behind us to Right and then to Front, like a wave. They return to their constellation at Front Left.

BR

The Aquarius constellation. If we trace it, a woman made of glimmering void stands before us. She pours starlight out of a pail and onto our heads, showering us. She returns to her constellation.

HER (CONT'D)

I think what I've always loved most about you is your love of storytelling. You stare up at the night sky and give emotions and patterns to distant balls of fire. You don't consider that the stars don't share your affections. They are unfeeling, unorganized, and you treat them like old friends. Is it foolishness? Naivete? Or is it something... softer.

EXT. FIELD - NIGHT

The stars shift. Move. They lilt across the void seemingly at random.

DOWN

Beneath us, the stars move up past us. The blackness of the void solidifies into a grassy ground.

AROUND

The stars become fireflies. They fill the empty field. If we reach a hand out to touch the fireflies, they move out of the way of our grasp.

HER

Sentiment, I think. You manage to find feelings in everything from the largest stars to the smallest bugs. You are so deeply flawed, so deeply emotional. And that's where your beauty comes from.

LD

A woman and a small child chase the fireflies. Their laughter can be heard distantly. They cross behind us to Back Right Distance.

HER (CONT'D)

You take what we have given you, and you make it spectacular. You make it worth telling stories of.

FC

A firefly flies close to our face. It halts in front of us before shooting up quickly. It explodes into fireworks.

AROUND

Fireflies shoot up into a firework show.

UP

A firework show. The most grand you've ever seen. It's enough to bring anyone to tears.

RC

The woman and child come to stand next to us. The woman hoists the child onto her shoulders.

HER (CONT'D)

I think my favorite thing you make, though, is yourselves.

RC

The child laughs in our ear. If we look up at him, he smiles at us and points up at the fireworks. Awe. Wonder.

HER (CONT'D)

You make more of you. More to tell stories to. More to make more stories. There is truly nothing more fascinating than that.

EXT. VOID - TIME UNKNOWN

The fireworks blind us with light. When the display fades, we are back in the void. Inky nothingness around us.

HER

There's something great about the wonder of a child. Something special about the first stories they tell. Something grand about the stories they tell when they grow.

FC

After a moment, a glimmer in front of us. It swirls around us, its trail encapsulating us in comforting light.

HER (CONT'D)

No matter what, promise me you'll keep making. I've seen many things, but I've never seen anything as beautiful as the human imagination.

The glimmer leaves us, its trail unraveling around us.

UP

The glimmer shoots up, becoming the North star. Other stars populate the darkness, forming the night sky.

EXT. FIELD - NIGHT

DOWN

The ground rematerializes beneath us. We are back in the field.

AROUND

The field.

UP

The night sky as its always been.

FC

A telescope. The child looks in it up towards the North star.

FIN

Name: Captain Allison "Allie" Charlton

Actor Name

Hannah Swinton

Faction Name

Classic Pirates

Character Traits

- Adventurous
- Gold Loving
- Charming
- Strong
- Intelligent
- Natural Leader
- Dangerous
- Charismatic

Character Background

Allison Charlton was born into a poor family with nothing but the tales of pirates long past to sustain her. Her parents were neglectful, too focused on making enough to stay alive to give their children any love. And children they had. There were nearly a dozen Charlton children, so many that Allie claims not to know the extent of her siblings. Allie was the fourth child and second born daughter. She had no power as a woman in her society and no future as the second daughter in her family. She knew life would not be kind to her, so she resolved to be unkind to life. She abandoned her family at the young age of 13, tired of the way she had to raise her siblings and pressures for marriage already landing on her shoulders. She fled to the docks and lived in the cargo storage for three years. In this time, she learned to sail and care for a ship, as well as amassed a band of homeless children and young adults under her care. When a wealthy aristocrat from another island docked outside her front door at the age of 16, Allie stole the ship and set course for adventure. She took her found family and turned them into a working crew, and she has never looked back. Her pirates are notorious and feared, and her name is on the lips of everyone who dares sail into the ocean. She is a master swordfighter with natural charisma and a sharp mind. She prefers to hide her intelligence, baiting her enemies into assuming she has no wits. This has allowed her to best many a foe with her strategy and resilience. Her first mate had always been Kate Larsa, but recent strife within the ranks led to her abandoning Kate on a deserted island to die. She is very protective of the details of this change, but rumors have it that her new first mate, Jennifer Finch, may have had something to do with it. Allie has chased the legacy of Killigan for years and has recently, finally, come across evidence that his fabled gold may be in the island where she was born, and near the life she so desperately fled...

Treasure Hunting Methods

Allie treats the treasure hunt like she does any other. She is going to get the gold, she knows that in her heart. She will challenge anyone to a duel with confidence in her swordfighting skills. She respects pirate law, but she also knows she is the most powerful pirate in her time. She cares for her group and will not trade them to other groups. She also will not steal if avoidable. She will duel and search as a pirate should.

World Background

Far out in the Atlantic Ocean, where the weather is hot and the sunsets are breathtaking, there lies a small island nation called the Canard Islands. The stunning views and tranquil waters make this nation picturesque, but not everything is as it seems. The waters teem with roving bands of pirates, and the cities crawl with underground crime. Corruption is rampant and poverty is widespread. The people of this nation have very little, but they cling to their luxuries: their stories. The land and its criminals have a rich history, including tales of pirates and wealth long forgotten. Everyone, from the most dangerous pirate to the most plain shopkeeper, dreams of being the one to uncover the lost treasure of Captain Killigan, the most storied of all pirates. Rumor has it that the gold he buried would be enough to lift all out of poverty... or make the lucky finder very, very powerful...

The winds of fate shifted for this smarmy society when new clues came to light about the location and nature of the gold. It is now a rush to see who can reach it first and change the balance of their world forever. Will it be the pirates, hoping to live up to the legends that came before? Or will it be the town, crippled by poverty and desperate for something to break their cycle of seemingly endless misfortune? The only people who can decide this are the ones attempting to do it, and it will take every member to make it happen.

Faction Background

Pirates have had a long and storied history in the Canard Islands. In a time long past, they ruled the region. When Captain Killigan, the greatest of them all, disappeared mysteriously, the pirate legacy died out. They fell to the past, living only in the stories people told in the taverns and ports. That changed with Allison Charlton. She was a poor girl raised on tales of pirates and wealth the likes of which she had never seen, and she intended to see it. She left her house at a young age and fled to the sea, chasing legends of old. Her crew grew with time and soon, she was the scourge of the seas. With her, pirate culture was reborn. The flag of Charlton's crew struck fear into the hearts of whoever saw it, and for good reason. These pirates plunder and pillage from everyone, including merchants, towns, and their fellow bands of pirates. They brought life back into the pirate world and found themselves at the top of it, with no foreseeable end in sight. Despite recent unrest in the ranks, Charlton's pirates are here to stay, and they will likely end up more notorious than the fabled Captain Killigan himself.

They are the quintessential pirates. They search for gold and adventures wherever it may be found with little regard for the law. They follow the pirate code quite closely and are sticklers for traditional pirate culture. They are, for the most part, loyal to Captain Charlton and follow her without question. Hardy, strong, and ambitious, these pirates are highly skilled in the art of sword fighting and dueling. They have never lost a fight with their fellow pirates, and they are considered very dangerous.

Faction Relationships

Defectors: The classic pirates do not like the defectors. They lost many crew members over the years to the outcasts, and they have not forgiven them for leaving. They are the greatest pirates other than Allie's crew, and this causes strife.

Vigilantes: The classic pirates find themselves opposed to the vigilantes often. They go for the same targets with opposite morals driving them. They don't terribly respect Mo or anyone who would follow him willingly.

Thieves: The classic pirates work with the thieves often. They have something of a truce and will often call upon each other to further their goals. They have similar morals, but do not mistake this for trust. They know each other's strength and know better than to break their alliance.

Fun: The fun pirates often get in the way of the classic pirates' jobs, but they pose no threat to their power. They like the group for their antics, but can get annoyed with their apparent lack of discipline.

Town: The town ships are frequent targets of attack. The classic pirates are known to have ransacked towns and ports with little care. They do not respect the townsfolk and often ridicule their efforts at enacting justice.

Merchants: The merchants often are attacked by the pirates, and that's really all the classic pirates see them as. They're an easy source of gold with no defences. They use them and then discard them to gather more gold, which the classic pirates plan to steal once more in the future.

Jasper Soren: Allie is aware of Jasper, but has little feelings towards him. She knows of the rumors that surround him, but admires his natural pirate qualities.

Mo Barnett: Allie thinks of Mo like a pet. He's a funny little thing of no consequence. He bumbles his way through with arrogance and little skill, and Allie does not concern herself with his meddlings.

Keels: Keels is one of the only people who Allie truly fears and respects. They are equals in opposite worlds: one on the sea and one in the town. They rarely meet but when they do, there is no predicting the victor.

Madeleine Skyes: Allie is fascinated by Madeleine. She is a bit enamored by her and allows her to do as she pleases. She could remove her from the seas easily, but she enjoys her presence too much to do it.

Daniel Harrison: Allie knows Daniel's true nature. She knows his corruption and intends to kill him one day. His inquisition against pirates places them in direct conflict, and they are enemies in every sense.

Eliza Gale: Allie sees Eliza as an easy target. Her strict morals and gold reserves lead to attacks. Allie is sure to leave Eliza with enough to continue her livelihood and genuinely wants her to survive.

Kate Larsa: Allie's lifelong first mate turned enemy. Allie abandoned her once Jennifer Finch threatened her life. Kate is the love of her life, and she regrets causing her harm. She wants her back desperately.

Cassie Hartman: Cassie and Allie are similar. They both abandoned society for similar reasons. They target similar gold, but respect each other. They don't take pleasure in fighting, but they don't often have a choice.

Dalia: Allie has little feelings towards Dalia. She is aware of her, but they don't come into contact often. When they do, Allie's strong personality clashes with Dalia's slippery nature. They aren't natural friends.

Charlie Eaton: Allie feels similarly about Charlie and Madeleine. Charlie's loyalty reminds her of Kate, and this charms Allie.

John Hartman: Allie despises John. He is powerful without the substance to back it up. He hoards his wealth and creates the suffering that she fled from as a child. His arrogance and stupidity disgust her.

Edythe Townend: Allie knows little of Edythe's true nature. In reality, she thinks of Edythe very little. She distrusts her and senses a corruption in her, but won't act on it.

Jennifer Finch: Jennifer is Allie's first mate and greatest enemy. She threatened Kate's life and forced Allie into her current situation. Allie hides her feelings and pretends to trust her. In reality, Allie is planning revenge. She refuses to let everything she's created be taken down by a spineless, conniving rat. On the outside, they are a united force against their foes. On the inside, Allie will not be happy until Jennifer is destroyed.

Name: Sir
Morven "Mo" Barnett

Actor Name

Jak
Ketron

Faction Name

Vigilantes

Character Traits

- Charming
- Intelligent
- Inspirational
- Natural Leader
- Foolish
- Spectacular
- Secretive
- Mysterious

Character Background

Contrary to popular belief, Sir Mo Barnett is a knight, and a damn good one at that. He was once a knight of the King of England. He was trusted and was one of the King's right hands for enforcing the laws of the realm. He hated it. He hated the way the king thrived while the people starved. He hated being a part of it. He couldn't be complicit in it any longer. Taking matters into his own hands, he attempted assassination on the king and failed. He evaded capture, stole a ship, and fled as far as he could. He came upon a small group of islands known as the Canard Islands and quickly created a new life. A naturally charismatic man, he quickly amassed a group of people and recruited them to his cause: providing for those beaten down by those in power. It is unknown if Morven Barnett is his true name or simply the one he adopted. It is also unknown if his foolish actions and ways are an act. Is he truly an intelligent capable man? Or is he the fool he shows in his new life? No one is sure. He swordfights like a man who knows how but is pretending to fail at it. He has made himself a fool and, in doing so, he gains no serious attention. Regardless of his true nature, Mo's ability to evade the British crown's capture is remarkable. No one knows of his past, of course. But it is still remarkable. He is constantly putting on the front he shows the world, and he is almost certain no one knows of his true identity. He has a natural ability of getting people to follow him. He also naturally draws attention. His name is on everyone's lips, but is on no one's minds. He is the most notorious ghost there ever has been. Unknown and on display all at once.

Treasure Hunting Methods

Mo will challenge just about anyone to a duel and inevitably needs to be rescued just about every time. He is flashy and will put on a show so that his crewmates may steal. He wants the gold so that none of his former enemies might find him and so that the townsfolk might have better lives than he has had.

World Background

Far out in the Atlantic Ocean, where the weather is hot and the sunsets are breathtaking, there lies a small island nation called the Canard Islands. The stunning views and tranquil waters make this nation picturesque, but not everything is as it seems. The waters teem with roving bands of pirates, and the cities crawl with underground crime. Corruption is rampant and poverty is widespread. The people of this nation have very little, but they cling to their luxuries: their stories. The land and its criminals have a rich history, including tales of pirates and wealth long forgotten. Everyone, from the most dangerous pirate to the most plain shopkeeper, dreams of being the one to uncover the lost treasure of Captain Killigan, the most storied of all pirates. Rumor has it that the gold he buried would be enough to lift all out of poverty... or make the lucky finder very, very powerful...

The winds of fate shifted for this smarmy society when new clues came to light about the location and nature of the gold. It is now a rush to see who can reach it first and change the balance of their world forever. Will it be the pirates, hoping to live up to the legends that came before? Or will it be the town, crippled by poverty and desperate for something to break their cycle of seemingly endless misfortune? The only people who can decide this are the ones attempting to do it, and it will take every member to make it happen.

Faction Background

The vigilantes are dogooders. They steal from the rich and give to the poor, or at least that's their philosophy. They want the best for the average person and are willing to steal and cheat as long as it is for the greater good. Unfortunately for them, no one takes them seriously. This is because of their leader, Sir Morven Barnett. The faction was founded by Mo, a man who claims to be born of British nobility. No one knows his history for certain, but it is known that one day, around the time Captain Allie Charlton began her pirate ways, Mo showed up and began stealing. His charms and philosophies gathered people to him, somewhat like the pied piper. His people are capable, especially Cassandra Hartman, a former aristocrat turned thief. Unlike the thief faction, the vigilantes want nothing for themselves. They simply want the best for the scorned and cheated people of their towns. They follow Mo without question. He has the loyalty of his people, even if most of his ventures end in spectacular failure. For as many times as Mo has been caught and thrown in jail, he has been liberated by his people. They have become something of folklore for the people of the towns, seen as saviors and ghosts, moving without a trace and delivering riches to those who need them. For all of Mo's blunders and failures, his group is effective and well trained. The other groups largely do not respect them and do not deal with them often, but they get their work done.

They are amateur fighters and amateur wordsmiths. They excel at nothing, but rather brand themselves as a jack of all trades. They are very loyal and consider their cause to be both holy and worthy. They make powerful enemies, but do not steal enough to make themselves the largest target. They move unseen but not anonymously, and very few people in the other factions care enough to challenge them. They are something of underdogs with a flashy leader and good hearts.

Faction Relationships

Classic: The thieves respect the classic pirates. They are both spoken about in taverns and ports across the islands, but for very different reputations. The classic pirates do not respect the vigilantes, but they themselves have been stolen from by the scrappy group. The vigilantes do not fear them.

Defectors: The vigilantes once worked alongside the defectors, until Jasper Soren organized them for vengeance. The vigilantes miss those who were once their greatest friends, but the groups have been known to meet in secret for a pint and a tale.

Thieves: The vigilantes feel similarly about the thieves and the classic pirates. They should fear them, but they do not. They should not steal from them, but they do. They have similar methods but opposite goals, and Keels allows them to operate out of curiosity more than anything.

Fun: There are no greater friends than the fun pirates and the vigilantes. They team up often and are on very good terms. The fun pirates distract while the vigilantes steal. They throw grand parties together, and crew members are often exchanged between the two as morals shift.

Town: The vigilantes love the townspeople but hate the government. They spread rumors in taverns and ports of the corruption of those in power, to little effect. They do what they do for the people at the expense of the powerful, but not in large enough quantities to gain powerful enemies.

Merchants: The vigilantes steal from the merchants, but not often. They have money, but not an oppressive amount. They largely just coexist, with little interaction between the two.

Allie Charlton: Mo ended up in Allie's territory, and he appreciates the natural protection from the outside world that a pirate of her stature provides.

Jennifer Finch: Mo does not know of Jennifer outside of her being the new first mate of Allie.

Jasper Soren: Mo loves to play with Jasper. He knows Jasper does not like him, and he likes to take his pocket change when he can. He knows Jasper is a good man and will do him no harm, but he enjoys annoying him.

Kate Larsa: Mo knows little of Kate outside of her being the second most powerful pirate of their time.

Keels: Mo knows little of Keels outside of her notoriety. He knows she is territorial, but still guides others to steal from her anyway.

Dalia: Dalia often charms Mo's people. He knows better than to be charmed by her. The two of them are quite similar, despite outside appearances. Charming and able to get others to do their bidding.

Madeleine Skyes: Madeleine and Mo are very close. They are both much more intelligent than anyone gives them credit for, they both love chaotic fun, and they are natural friends with mutual respect.

Charlie Eaton: Charlie and Mo are very close. Charlie is the best friend of his friend, so they mesh quite well. He trusts her greatly.

Daniel Harrison: Daniel is everything Mo left England for. He is corrupt, cruel, and manipulative. He will take him down, one piece of gold at a time, but not at the expense of the cover he has by his foolishness.

John Hartman: Mo doesn't like John from the stories Cassie has told. He is sure to steal from John often and make a fool of him in front of the town.

Eliza Gale: Eliza and Mo have little interaction. He fears she may know him from his previous life, but she has never shown him any ill will.

Edythe Townend: Mo and Edythe have little interaction. He fears she may know him from his previous life and does not trust her.

Cassie Hartman: Cassie and Mo are allies with the same goals. Cassie sees Mo as an idiot and is often frustrated by the ways she must bail him out of the troubles he finds himself in, but he knows she is a good person. He regards her with respect, even if he doesn't show it on the outside. He treats her like a sidekick on the outside, but is sure to give her more than her fair cut of the gold they steal.

Name:

Madame
Madeleine Skyes

Actor Name

Eva
Daskos

Faction Name

Fun
Pirates

Character Traits

- Natural Leader
- Brilliant
- Great actress
- Protective
- Loyal
- Mastermind
- Witty
- Flashy

Character Background

Madame Madeleine Skyes is an ever present, ever unknown figure. Everyone knows her, but none really get her. She acts as she pleases with very little restraint. Not many respect her actions or methods, but everyone knows them. She claims to hail from a far off land, growing up with jewels, riches, and everything she wanted at the snap of her fingers.

Madeleine Skyes was born to parents in a far-off land, this is true. She was a poor girl on the streets of France. Her life was not kind, and she was abandoned soon after she was born. She was traded as property, a lowly servant girl in training, for her entire childhood. She was better at entertaining the nobles who ended up with her than anything else. This wasn't out of foolishness, however. Madeleine knew she would survive if she had value. She knew she would be valuable if she had something to give. So, give she did. A fast learner, she gained skills faster than many of her employers gained money. She learned five instruments, four languages, three styles of dancing, and, most importantly, she learned how to lie. She became a master manipulator, distracting the nobles as she destroyed their empires from within. In her wake, she left failing companies and ruined men. No one ever caught on. How could they? She was but a lowly, humorous servant girl. She taught herself to sail, gathered her stolen riches, and headed out into the sea. She stumbled upon the Canard Islands only a few years ago and quickly set to work building a reputation. She adopted the techniques that had worked all her life: charming, swindling, and pretending. No one would suspect her, how could they? She was but a silly little entertainer in the many taverns across the islands. She recruited musicians, comedians, and other performers and built a close-knit crew more focused on having fun than making coin. Of course, they did make coin. Madeleine made sure of that. One of the people she recruited was a woman named Charlotte Eaton, a local barmaid with a knack for moving unseen while being as flashy as possible. The two were immediate friends, and Madeleine trusts Charlie with her life. It wasn't long before they had the entire society, both pirate and town, under her control. An unseen puppet master, Madeleine makes sure no one group gains too much power. The current state of the world benefits her people immensely, and she is happy to keep it that way. Her people (other than Charlie) don't know just how terrifyingly powerful she is, but they would not think less of her if they did. She has their loyalty no matter what. Her attacks are targeted and her methods are deliberate, and she is happy to let everyone else assume they aren't.

Treasure Hunting Methods

Madeleine loves to duel, but will only duel those who will not retaliate in a strong way. She will not duel if it is not in her faction's best interest. She duels like a performer. To her, it is all a show. A game. She is very talented with words and if anyone gets too close to the gold, she'll do what she can to interrupt them. A song, a show, a game, she aims to distract and interrupt. She will duel in Charlie's place if she needs to. She wants the gold to keep everyone else from getting it. And also decorate her ship.

World Background

Far out in the Atlantic Ocean, where the weather is hot and the sunsets are breathtaking, there lies a small island nation called the Canard Islands. The stunning views and tranquil waters make this nation picturesque, but not everything is as it seems. The waters teem with roving bands of pirates, and the cities crawl with underground crime. Corruption is rampant and poverty is widespread. The people of this nation have very little, but they cling to their luxuries: their stories. The land and its criminals have a rich history, including tales of pirates and wealth long forgotten. Everyone, from the most dangerous pirate to the most plain shopkeeper, dreams of being the one to uncover the lost treasure of Captain Killigan, the most storied of all pirates. Rumor has it that the gold he buried would be enough to lift all out of poverty... or make the lucky finder very, very powerful...

The winds of fate shifted for this smarmy society when new clues came to light about the location and nature of the gold. It is now a rush to see who can reach it first and change the balance of their world forever. Will it be the pirates, hoping to live up to the legends that came before? Or will it be the town, crippled by poverty and desperate for something to break their cycle of seemingly endless misfortune? The only people who can decide this are the ones attempting to do it, and it will take every member to make it happen.

Faction Background

There isn't much record of how the fun pirates came to be. To most, they just appeared one day, with a woman calling herself Madame Madeleine Skyes at the helm and Charlie Eaton by her side. They immediately fell into the pirate culture. They quickly gained large amounts of gold, though their methods are unknown. Mostly, they sail the seas with adventure in their hearts and chaos in their wake. They seem to operate on the agenda of making everyone's days harder, regardless of whether or not they profit from it. Their targets are random, and their methods are eccentric. Operating more like a circus than an infantry, this group thrives on parties, drink, and fun. They like to bounce from place to place, never sticking in one area for long. Whenever they arrive, there is undoubtedly going to be crowds waiting to watch their performances. People love them, people hate them, but everyone knows them. How could they not? What other group shows up, kidnaps crew, steals provisions, and then sails into the sunset for no clear reason?

Notorious, captivating, and mischievous this group is incredibly loyal to itself. The members share a close bond, driven by their love of fun and chaos. They are indivisible and will do as they please (or as they are told by their leaders.) To join this group is something many dream of: a life of freedom and comradery on the open seas. They are unpredictable and secretive, and they like to keep it that way.

Faction Relationships

Classic: The fun pirates bring out the lighthearted nature of the classic pirates. They often board their ship, start a party, and leave as soon as the party is over. They love to get in their way and poke at them when they get a bit too serious.

Defectors: The fun pirates and defectors are often at odds. They get in each other's way and don't agree on most things. They don't often come to blows, but there is a level of dislike among their members.

Vigilantes: The vigilantes and fun pirates are best friends. They often team up on jobs to create flashy displays in order to steal from whomever they need. The vigilantes are their friends on land, and they host great parties.

Thieves: There is much tension between the leaders of these factions, but the fun pirates don't worry about it. They have their fun and create their chaos with the knowledge that Madeleine will protect them if need be.

Town: The fun pirates treat the town like clients. They are fun to entertain and rob when it pleases them. They love to swoop in, humiliate the governor, and leave. Just because they can.

Merchants: The merchants pose no threat to the fun pirates, so they regard them similarly to how they regard most other factions: mess up their day, but make them enjoy your presence.

Allie Charlton: Allie underestimates Madeleine, and that's how she likes it. Madeleine can run circles around Allie, guiding her to Madeleine's whim and toying with her. Allie adores her, and Madeleine lets her.

Jasper Soren: Madeleine sees Jasper as a challenge. His people are effective and organized, and she very much enjoys ruining his revenge plans, which threaten the current balance of power.

Mo Barnett: Madeleine knows Mo's past. She loves him. The two are very similar and team up to cause chaos often. She knows she could expose him, but she appreciates him and wouldn't unless absolutely necessary.

Keels: Madeleine has a bit of respect for Keels, but only a bit. She controls Keels, no matter how much Keels will deny it. Madeleine is the boss of the mob boss. And she will put Keels in her place if need be.

Daniel Harrison: Madeleine despises Daniel, but she knows it is in her best interest to keep him alive. Personally, she'd love to see him gone, but she knows she can keep the world in her favor when he is power.

Eliza Gale: Madeleine loves to flirt, but Eliza is the only person she's met who she's having flirt back. They're friends, and there are deeper feelings there, but Madeleine is too in control to pursue anything. She doesn't need weaknesses.

Charlie Eaton: Madeleine loves Charlie in the purest sense of the word. She wants her to be happy, healthy, and safe. They are best friends, partners in crime (literally), and she trusts no one else. Her love for Charlie is not a weakness because Madeleine does not let it be. Anyone who harms Charlie will incur Madeleine's wrath, and what a wrath it is. They're an inseparable pair.

Jennifer Finch: Madeleine loves to tease Jennifer and mess with her. Jennifer is often frustrated by her and doesn't see her purpose, which Madeleine takes advantage of. She'll play the clown. It keeps her in control.

Kate Larsa: Madeleine likes Kate. She genuinely misses seeing her aboard Allie's ship. She especially liked flirting with her as a way of upsetting Allie, a pleasure she no longer has.

Cassie Hartman: Madeleine enjoys Cassie for her faction, but knows she is ignorant. Cassie constantly tries to change the balance of things, which Madeleine will not hesitate to shut down if she needs to.

Dalia: Madeleine is not afraid to put Dalia in her place. Dalia likes to test her boundaries, but Madeleine is there with a distraction and a sword to derail whatever Dalia wants to do.

John Hartman: Madeleine hates John. He's an arrogant man with little going for him. However, this also means she can easily control him. A quick song at the tavern and she can make a fool of him.

Edythe Townend: Madeleine would rather see Edythe gone if it was up to her. She knows. She knows Edythe's game. She doesn't want to see Eliza hurt, but she knows Edythe has Eliza's eternal trust.

DUELS:

Allie

Summary:

Allie fights like a pirate. She shows mercy to her enemies, she respects a surrender, and she doesn't do anything she does not have to. She is confident in her skills and doesn't feel the need to show off. This doesn't mean she doesn't have fun with it, however.

Allie vs Jennifer

Allie can beat Jennifer in a fight. It will not be an easy fight and Allie will likely walk away with scars and possibly a lost eye, but Allie will win. No matter how dirty Jennifer fights. The two will avoid a fight at all costs as neither wants to put out their deep dislike of each other, but if they could not avoid the fight, Allie would win at a great cost. If Kate is around, Jennifer will openly hold her hostage in order to make Allie back down.

Allie vs Jasper

Allie can beat Jasper. It would be an interesting fight, with both being very skilled in their respective forms of swordfighting. Ultimately, Allie wins unless Jasper can manage the upper hand through taunts or conversation while fighting. Neither one of them has much passion for this fight and neither would let the fight or its outcome faze them.

Allie vs Kate

Allie could not harm Kate, and Kate wants her dead. Allie has Kate beaten in a fight, but not by much. They are very well matched having learned how to fight together, but Allie would never let herself seriously harm Kate. This will frustrate Kate beyond belief, and during the event, Kate will often walk away from the fight. In the ending, Kate would sense that Allie is letting her win and would break, fighting for blood. In the end, Kate would kill Allie. She would then, in realization of what she's done, kill herself. There is no other way.

Allie vs Mo

Allie beats Mo, of course. In a true fight, the outcome is nearly unpredictable. They are both very skilled, but Mo, in typical Mo fashion, allows her to win.

Allie vs Cassie

Allie beats Cassie. Cassie isn't a great fighter and Allie is at the top of the pirate empire. The duel would not last very long, and Cassie would only be angered by the ease of which she is defeated.

Allie vs Keels

Keels would not accept a duel against Allie. It doesn't serve her to spark war between them. If they WERE to fight, Keels would likely win. She would fight dirty, scrappy, and without remorse. Allie's adherence to mercy would cause her hesitation, which is all Keels needs to strike her.

Allie vs Dalia

Dalia wouldn't accept a duel against Allie. If they were to fight, Allie would win. If they were to fight in the ending, Dalia would poison Allie, killing her.

Allie vs Madeleine

Madeleine could very, very easily beat Allie. She wouldn't do so unless Allie started to get a little too close to the gold. If Allie seems to be getting the gold and Madeleine will have to worry about the power balance of the region, she would beat Allie to catch up to her or set her back.

Allie vs Charlie

Allie would beat Charlie if she could hit her. The two would likely not challenge each other as Allie has no desire to fight the fun pirate faction, but if they fought Charlie would exhaust Allie until Madeleine could come to her help.

Allie vs Harrison

Harrison would not duel Allie. Simple. If Allie were to challenge him, he would talk his way out of it. He knows John cannot beat Allie, and would not call on him.

Allie vs John

John could not beat Allie in a fight. He would try his best, but she is simply too skilled and too sober for him.

Allie vs Eliza

Eliza would not fight Allie. Allie would not challenge her. Eliza would either give her clue over, Madeleine would step in, or Eliza would barter with Allie.

Allie vs Edythe

Edythe would lose to Allie in a duel, so she avoids openly fighting her. She would try to barter with her instead.

Mo

Summary:

Mo fights like a British knight. He IS a knight after all. He is skilled and purposefully loses every duel he is in. To those who are observant, it is clear he is letting this happen. It takes skill to lose to bad opponents, after all. He almost controls his fights and forces himself onto the opponent's sword rather than being bested. He won't protect Cassie unless her life is in danger.

Mo vs Allie

Allie beats Mo, of course. In a true fight, the outcome is nearly unpredictable. They are both very skilled, but Mo, in typical Mo fashion, allows her to win.

Mo vs Jennifer

Jennifer beats Mo. Mo lets her, of course, but she would beat him and use the victory to rally her people. In a true fight, Mo wins and enjoys it.

Mo vs Jasper

Jasper beats Mo and takes pleasure in it. He is a very moral man, but he does take pleasure from seeing Mo defeated, not killed. He wouldn't fight Mo if it would upset Cassie, but Cassie's opinion on Mo is always shifting. In a true fight, Mo wins. He doesn't take pleasure in beating Jasper.

Mo vs Kate

Kate beats Mo but doesn't have many feelings towards the fight. In a true fight, Mo wins. Neither of them have many passions for this fight.

Mo vs Cassie

Mo wouldn't fight Cassie. If he needed to, he would let her win to improve her confidence. If she started acting up or getting into places she shouldn't, Mo might duel her just to put her in her place and remind her that HE is in charge.

Mo vs Keels

Keels would not fight Mo. However, if she HAD to fight him for some reason, she would likely just reveal his past under the British crown. He would then drop his façade and beat her in a duel with great anger.

Mo vs Dalia

Dalia would not fight. Mo does not want to fight her. If she had to, Mo would win. It is a fight that surprises everyone, and likely has little consequence.

Mo vs Madeleine

Madeleine would not fight Mo. They are allies and she enjoys him. He would let her win. If she had to put him in his place, she'd duel him and beat him. She wouldn't reveal his past unless she had no other choice, but she would beat him in a duel without much regret. In a true fight, the outcome is likely insane. Madeleine wins in the end most likely, but it would be a flashy dance of blades and barbs unlike any other. Truly a spectacle to behold.

Mo vs Charlie

Mo would never go after Charlie. He'd go after Madeleine instead and even that is unlikely. He would let Charlie win.

Mo vs Harrison

Harrison does not duel. He would send John after Mo, believing John would win.

Mo vs John

Mo would destroy John. Even his façade could not protect John from Mo's hatred for everything John stands for. This would likely horrify Cassie, but Mo does what needs to be done. It surprises everyone, most of all Harrison, and it would likely lead to Harrison looking into Mo's past.

Mo vs Eliza

Mo lets Eliza win, but the two are unlikely to fight. He doesn't want to duel her, and she doesn't want to duel him.

Mo vs Edythe

Mo beats Edythe. He doesn't want to duel her, and she doesn't want to duel him.

Madeleine

Summary:

Madeleine has the perfect mix of classical training and roguish learning. She watched master swordfighters from corners and doorframes when she was in France and, like most other things, picked it up quickly and with immense skill. Once she came to the Canard Islands, she mastered the swordfighting of pirates as well. Madeleine is, without question, the most capable fighter on the seas. However, she won't win every fight. She chooses her battles and chooses to lose when she believes it benefits her or her people. When Charlie is challenged and Madeleine knows she will lose, Madeleine will fight for her. She will also protect Eliza if she sees her in danger.

Madeleine vs Allie

Madeleine could very, very easily beat Allie. She wouldn't do so unless Allie started to get a little too close to the gold. If Allie seems to be getting the gold and Madeleine will have to worry about the power balance of the region, she would beat Allie to catch up to her or set her back.

Madeleine vs Jennifer

Madeleine wins. She doesn't even try not to. She doesn't like Jennifer and will not hesitate to put her in her place.

Madeleine vs Jasper

Madeleine would let Jasper win unless he was getting a bit too powerful. If need be, she could beat him and catch up to wherever he is at in the search.

Madeleine vs Kate

Madeleine would let Kate win unless she was getting a bit too powerful. If need be, she could beat her and catch up to wherever she is at in the search. Neither of them would enjoy fighting each other.

Madeleine vs Mo

Madeleine would not fight Mo. They are allies and she enjoys him. He would let her win. If she had to put him in his place, she'd duel him and beat him. She wouldn't reveal his past unless she had no other choice, but she would beat him in a duel without much regret. In a true fight, the outcome is likely insane. Madeleine wins in the end most likely, but it would be a flashy dance of blades and barbs unlike any other. Truly a spectacle to behold.

Madeleine vs Cassie

Cassie loses to Madeleine. She is unlikely to duel Madeleine due to Mo's friendship, but if she does, Madeleine easily defeats her and berates her for her ignorance, much to Mo's dismay.

Madeleine vs Keels

Keels would not fight Madeleine. She knows Madeleine is FAR more capable than she wants anyone to know. She knows she could not beat Madeleine in a fight and, if pushed to it, she would likely threaten Charlie instead, infuriating Madeleine further.

Madeleine vs Dalia

Dalia would not fight Madeleine if she could help it. Madeleine would win easily and Dalia wouldn't even be able to poison her.

Madeleine vs Charlie

Madeleine will never fight Charlie. The two might spar and joke around as they do, more of a dance than a fight. No harming each other, just fun.

Madeleine vs Harrison

Harrison does not duel. He will send John after Madeleine, believing John could win.

Madeleine vs John

Madeleine would naturally beat John, but will let him win if she thinks it makes the most sense for her people.

Madeleine vs Eliza

Madeleine would not duel Eliza. If forced, she would let Eliza win and flirt with her the entire time.

Madeleine vs Edythe

Madeleine would beat Edythe easily, much to Eliza's dismay.

Ending Summaries (will include scripts for more detail)

Allie

Allie Alone

If Allie were to get the gold alone, she would celebrate with her crew before putting Jennifer on blast for all to see. She would reveal what happened with Kate (the truth), rallying the pirates against her. She would make Jennifer walk the plank (or something similarly symbolic), apologize to Kate, and offer the gold up to her (essentially bending the knee to her.) Kate accepts her apology, and the two are reunited once more.

Allie with Jennifer

If Allie were to get the gold with Jennifer (meaning the two come to the gold as a pair with Allie taking the lead), the two celebrate with their crew. While they celebrate, Jennifer comes up behind Allie and holds a sword to her neck. Allie tosses her aside, and the two fight. Ultimately, Allie wins and reasserts her power as the true queen of the seas.

Jennifer

Jennifer Alone

If Jennifer gets the gold alone, she executes Allie and becomes the new pirate queen. She gloats over Allie's body in a way that, frankly, might be a bit uncomfortable. There is a chance that Madeleine then steps in and assassinates Jennifer to keep her from being in power.

Jennifer with Allie

If Jennifer were to get the gold with Allie (meaning the two come to the gold as a pair with Jennifer taking the lead), the two celebrate with their crew. While they celebrate, Jennifer comes up behind Allie and holds a sword to her neck. Jennifer kills her by slashing her throat. Kate then attacks Jennifer. Jennifer would kill her too, but sustain bad injuries in the process. Jennifer would stand over all as the new pirate queen. There is a chance that Madeleine then steps in and assassinates Jennifer to keep her from being in power.

Jennifer with Edythe/ Dalia

Kate with Jasper

If Kate gets the gold with Jasper (meaning the two come to the gold as a pair with Jasper taking the lead), Kate charges at Allie without even a warning. Jasper is stunned and doesn't have time to challenge the governor. Instead, he aids Kate in attacking Allie. The two kill her and then turn to kill Harrison. They kill him, and the two take their places as the respective heads of their factions (classic pirates and town.) In doing so, they are now enemies. They acknowledge this, but Madeleine interrupts them before they can fight. She sets the new lay of the land and ends the confrontation.

Mo

Mo Alone

If Mo gets the gold himself, he redistributes it among his people. It's a good ending, however unlikely, and no one can challenge Mo's power.

Mo with Cassie

If Mo teams up with Cassie, Cassie challenges him to a fight. Mo beats her handedly. He won't kill her, but Jasper will jump to her aid anyway. Mo beats him, and also beats John if John helps Cassie. The three of them are alive, but bested. Mo then reasserts himself as the leader of the vigilantes, helps Cassie up, and promises to give her a really cool room in their treehouse.

Mo with Madeleine

If Madeleine teams up with Mo, she betrays him in the end for the gold. The two duel, with all of their secrets coming out. The barbs insults thrown cut deep, stemming from a deep friendship that has been broken. Madeleine surrenders, Mo spares her, and Madeleine stabs him in the back when the two hug.

Cassie

Cassie Alone

If Cassie gets the gold herself, she challenges Mo. Jasper teams up with her (and John if he is on Cassie's side at this point) and the three take on Mo. The outcome is likely Mo wins, but no matter the outcome, no one dies here.

Cassie with Mo

If Cassie teams up with Mo, she challenges him to a fight. Mo beats her handedly. He won't kill her, but Jasper will jump to her aid anyway. Mo beats him, and also beats John if John helps Cassie. The three of them are alive, but bested. Mo then reasserts himself as the leader of the vigilantes, helps Cassie up, and promises to give her a really cool room in their treehouse.