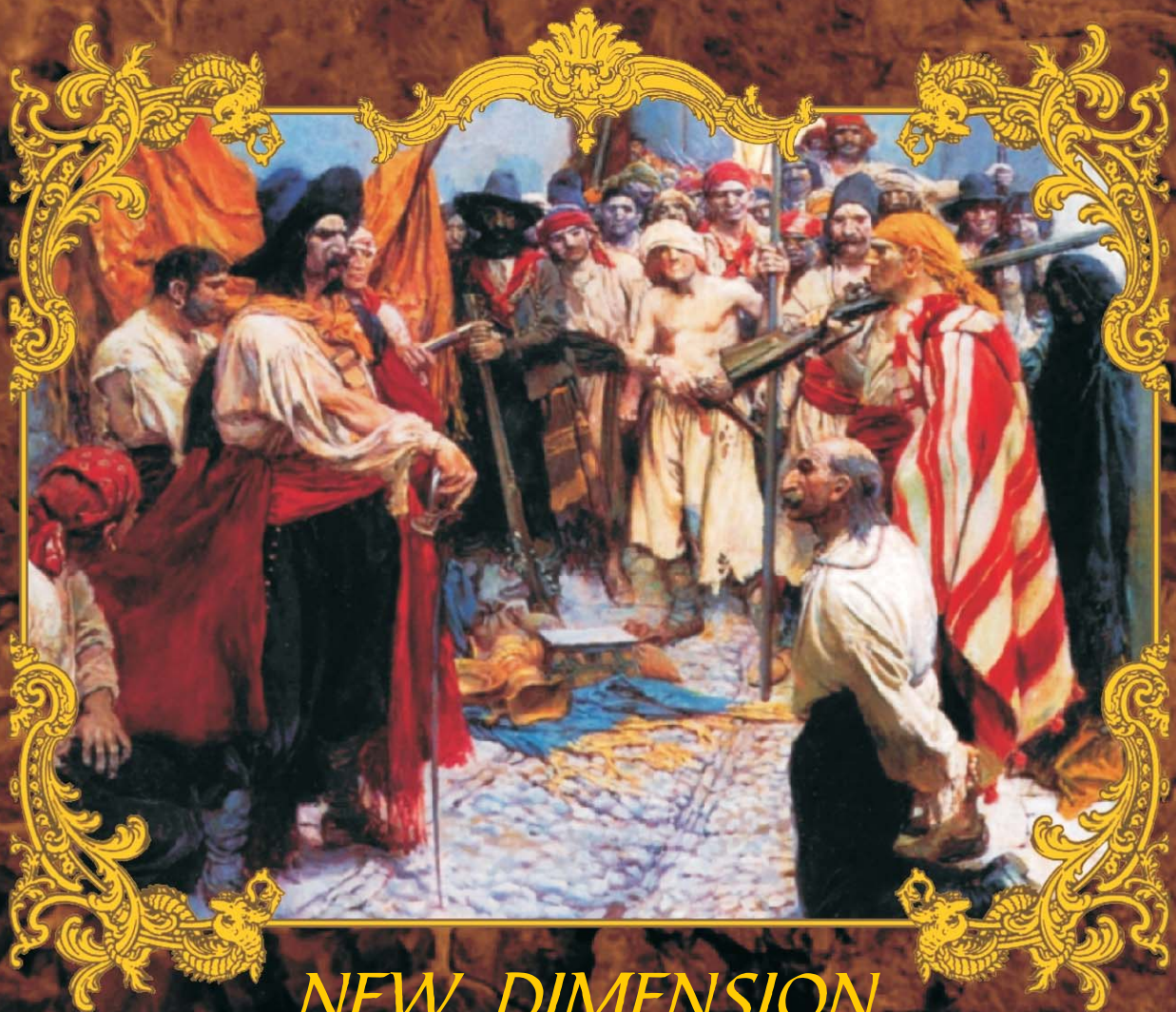


PIRATES

OF THE
HELLISH HAVENS

BY: MATT DEMILLE



NEW DIMENSION
GAMES

FOR John Rhys-Davies, guide to the world...

Credits

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ENHANCING AN ADVENTURE



The safest port be the most unsafe one, says I. In the great ports o' call where mariners swell their ships with riches there be no safe haven fer a fair man on the account. No laddie, if ye be seekin' a fair trial, an honest merchantile or a taverne where ye be served rum rather than irons, then ye'd best be lookin' ta the harbors where there ain't no trials an' merchants be monsters, an' the taverne already has half its patrons dead when ye walk in through the door. If a pirate's life ya lead, then there ain't no heaven 'cept in Hell, says I...

PRONOUN NOTE: The male pronouns ('he', 'him', 'his') are used throughout this 'ere book. Though women may be bad luck at sea, they're right fine for this 'ere game, and we're not be tryin' to exclude 'em, nor even imply their exclusion. Centuries of use have made these 'ere pronouns neutral, and they're use provides for clear and concise written next—nothing else does.

ABOUT THIS BOOK: What is in this booklet? Indeed, just what is an adventure gazetteer? The pre-made Adventures of the game can be enhanced in many ways, and thus, different gazetteers serve different functions. This particular booklet provides the Game Captain with both historical facts about the greatest pirate cities and popular legends about them, all translated into game terms and to useful adventure material.

What is in this book: Within these pages, great if not the greatest pirate cities are detailed in many different ways, all to enhance their use in a game of high adventure! Historical facts and footnotes about the most legendary, infamous and all-around useful pirate havens of all are herein abbreviated and translated into useful gaming material.

Using this book: Though with a first glance this booklet may appear simplistic in design, there is, just as with running any adventure, a technique to employing this material. First and foremost, it is necessary to recognize that this booklet does not in any way provide ready-made Adventures, but rather it merely provides a setting, details that should be useful to bringing current Adventures to life when the party makes port.

Each Chapter is dedicated to one great pirate port. Each entry has rich characters, expanded rules and details of its history which can be used to add to any game's ongoing story.

Each Chapter begins with an overview, a sort of 'welcoming' to the city. This will provide basic information, including history, governmental views, religious practices, etc. Indeed, this will provide the Players and Game Captain alike with a good idea of what they can expect to find there.

Noteworthy characters are to follow, individual NPCs of varying degree of detail, which could end up as pirates themselves, posses useful information, or even be the hook to an Adventure. Not all are historical figures, as a few rouges of fiction have managed to skulk their way into these pages.

Tavernes and commons provide the names and details of the better known or more profitable dens and havens for pirates and other ilk. These are at best the beginnings of Adventures and the products of too many tales. Yet can drunks and those who chase ghosts even tell the difference? What does it matter in the dim light of the taverne, anyway?

Merchantiles offer diverse prices on equipment, unique items not found in the core rules, and some other surprises for those willing to take the time to browse through their wares.

The legacy of a town is what's considered last for it summarizes the pirate haven as a whole. The testimony of history or future events that will thus become history provide the best guide for running any game in any port. Dead men tell all tales...

Summing it all up: There be a lot of long words in that text above, eh matey? Ye be not more than a humble pirate, says you? Then ta say it plainly, this 'ere book be full o' details about twelve pirate havens ta use as ya see fit.

COVER NOTE: The numerical code found in the upper left cover corner of most products counts the total Encounters in that adventure, thus presenting one way to at least anticipate the challenge that is provided therein. However, as this product has no such entries to count, that code has been replaced with the total of master headings and charts (and there actually be more than 100, says I, fer truth it be that someone chiseled away part o' me profits).

ENHANCING AN ADVENTURE

RANDOM DETAILS: No matter where the party sails in the world, no matter where they take their refuge, there are some things they may find to be, really, anywhere.

Tavernes and brothels: There are countless tavernes, brothels and other establishments of every sin one could imagine in any given pirate town. However, a few are better known than others, for one reason or another. In any town, a carousing crew gets one roll on the following chart to see if they find one of those 'famous establishments', which offers them a modifier to both Tables 25 and 26. The Game Captain should not disclose these modifiers.

Tavernes And Brothels

Roll	Establishment	Table 25	Table 26
12	Black Dog	-2	+1
11	Blue Anchor	+0	+2
10	Cheshire Cheese	-1	+1
9	Green Dragon	-3	+2
8	Jamaica Arms	+1	-1
7	King's Arms	+0	+1
6	The Salutation	+2	+0
5	Sign of Bacchus	+1	+3
4	Sin of the Mermaid	+3	-1
3	Sugar Loaf	+1	-1
2	Three Crowns	-2	+1
1	Three Mariners	+0	-2

Captains and ships: Though using the random rules in the core rules is fine, the following charts add more detail to randomly encountered ships.

Captains Of The World

Roll	Name	Nationality
12	Hans Alderdam	Dutch
11	Carlos Bonito	Spanish
10	Cranby	English
9	Ducasse	French
8	René Duguay-Trouin	French
7	Thomas Hollander	Dutch
6	William Knight	English
5	Louis Laffite-Pierre	French
4	Carlos Sanchez	Spanish
3	Edward Stanley	English
2	Francis Townley	English
1	Juan Vasquez	Spanish

Ships Of The Caribbean

Roll	Name	Design
12	Amity	Sloop
11	Bonito	Navy snow
10	Buck	Sloop
9	Good Fortune	Brigantine
8	H.M.S. Hector	Brigantine
7	Heureux	Man-o-war
6	Lost Abyss	Galleon
5	H.M.S. Poole	Barque
4	Renegade Angel	Sloop
3	H.M.S. Scarborough	Frigate
2	Shark of Holland	Barque
1	H.M.S. Winchelsea	Man-o-war

Ships Of The Mediterranean

Roll	Name	Design
12	Argossal	Galliot
11	Fateh Muhammed	Barque
10	Good Fortune	Brigantine
9	H.M.S. Hector	Brigantine
8	Herostratus	Galley
7	Heureux	Man-o-war
6	Lost Abyss	Galleon
5	Orion's Trader	Argos
4	Poseidonsbane	Galley
3	Renegade Angel	Sloop
2	Shark of Holland	Barque
1	H.M.S. Winchelsea	Man-o-war

Ships Of The Open Seas

Roll	Name	Design
12	Baltimore Sunrise	Privateer
11	Bonito	Navy snow
10	H.M.S. Cassandra	Indiaman
9	Delicia	Indiaman
8	Good Fortune	Brigantine
7	H.M.S. Hector	Brigantine
6	Heureux	Man-o-war
5	Lost Abyss	Galleon
4	H.M.S. Milford	Frigate
3	Renegade Angel	Sloop
2	Shark of Holland	Barque
1	H.M.S. Winchelsea	Man-o-war

BERMUDA



Avast there! Ye come seekin' refuge with salty ol' pirates, eh? Then yer've come ta the proper place. Keep a weather-eye open mate, there be shoals an' spirits ahead, guardin' the gate into these blue an' emerald waters o' paradise.

WELCOME TO BERMUDA: This city forms a sort of entry point to the Caribbean, a gateway for pirates and an unofficial northeastern corner of the Spanish Main's many maps. As isolated as can be, and yet so centrally located to raid not only in the Caribbean but to prepare for passage to other seas, there are always pirates here. A map of the islands are provided as Handout 1.

Sourcebook: Caribbean
Existence: 1640 and on
Location: 30N 65W
Level: 2
Population: 800
Nationality: Variable
Fortifications: 3
Merchantiles: -0

A history of Bermuda: This isolated speck on the globe was originally discovered by Spanish explorer 'Juan de Bermudez', and served as a resting place for both Spanish and Portuguese mariners, but the storms and haunting sounds from the inland forced them out with fear, and it first appeared on charts in 1511 as a place to be avoided. And perhaps for good reason, as this strange place is surrounded by treacherous reefs and wild, unpredictable weather. It is as much Hell as it is Heaven for all vessels. As such, both the Spanish and Portuguese abandoned it within a few short years.

Nearly a century later, in 1609, the English, in an attempt to colonize anywhere that they can, discovered the island anew when the 'Sea Venture' wrecked on its reefs. After several difficult years, in 1612 there was finally a colony established.

Instead of being a true island, this is actually a collection of over a hundred tiny islands bound together by coral reefs. Consequently, placenames overlapped and were used multiple times, out of both confusion in this maze as well as a lack of imagination by the businessmen funding the colony. Soon enough, it was seen as a chaotic place unfit

for decent folk. This was worsened by the failed attempt to build an economy on tobacco. Timber and shipbuilding took over as the island's principal exports, but even rich cedar and crafty shipwrights could not save what is seen as a cursed colony.

The colony struggled, plagued by misfortunate most attest to the evil spirits which drove out the Spanish a century prior. Shipwrecks were common, with the survivors establishing camps all over the island, and beginning shanty towns with the caches dug, piers built and supplies left by earlier settlers, both Spanish and English alike.

Pirates are soon drawn here as well. They too encounter the haunts, but while some dismiss them only as birds in the night, others welcome ghosts to Spanish prisons, and so most pirates who land (or swim) here manage to eke out an existence in a compromise with fate. Out of a sheer need for commerce, the English governors welcome pirates, and soon encourage their presence with privateering licenses and other enticements.

In the end, it seems the restless haunts here work their evil—no colony save one of villainy is to prosper. The name given to this haven by most official mariners, 'The Devil's Island', is actually encouraged by its pirates and even its government, for it helps keep the island safe from enemy navy vessels and other interlopers.

Government and law: There is only a very token amount of government here, a holdover of earlier attempts to colonize everywhere in the Caribbean and the Americas alike. Indeed, the offices are but little more than decoration to divert attention away from their only real function—management of the privateering that plagues the Spanish in ways that the Royal Navy economically or politically cannot.

Eleven Islands: Though the 'island' of Bermuda is composed of hundreds of small isles and reefs, the English government has nonetheless defined it with eleven main areas; 'Devonshire', 'The Gold Cove', 'Hamilton', 'Paget', 'Pembroke', 'The Silver Cove', 'St. George's', 'Sandy', 'Smiths', 'Southampton' and 'Warwick'. Pirates who refer to these names as a port of call are almost universally referring not to their original namesakes in Britain, but to all these new parishes in Bermuda.

BERMUDA



NOTEWORTHY CHARACTERS: Given such a central location in the colonization, wars and other events of the world throughout the 17th and 18th Centuries, this island has many characters who may cross paths or even swords with pirates and other adventurers out on the account.

Thomas Tew: A man from the Americas, he starts his pirating career in Bermuda in 1692 by attaining a letter of marque. While his exploits develop into legend, his frequent returns to this island are never mentioned, for when he does return here, it is not necessarily to recruit men or divide plunder, but to continue a life-long search for a 'secret' buried by the first Spanish settlers. What this secret may be and what its true value is no one knows.

Nathaniel Butler: An English privateer by trade, he gives up the sea to settle in Bermuda at the dawn of the 17th Century, acting as a liaison between the government and pirates. He fulfills the undesirable duty of governor for most of the island's difficult years of development, building up the towns with a severely limited budget and cunning alone. For example, he salvages cannons from the shipwrecks around the island, using them to arm the forts. In 1639, the call of the sea finally proves too strong for him, and he sets out privateering again, only to return after only a year.

Brody Benchley: This is a humble author who has a dream: He holds the key to a sunken chest, that he calls a 'treasure-box', which lies on the bottom of one of the island's many coves. However, the shallow waters are swarming with sharks, and he cannot figure out how to avoid them. He will not kill them, for personal reasons. Since nobody ever suggests any other method, he remains a popular figure in the island's imagination, and a favorite of tales told at seafront tavernes. Indeed, many laugh, but few do not believe in or dream of the riches laying not but a few miles away under the waves. He remains an enigma, seldom seen save by those who call at his harborfront house, only to be given a flat refusal to their tried-and-disdained ideas for attaining the treasure. He's even seldom recognized when he **does** go into town, for the stories which surround him have painted a false picture indeed.

TAVERNES AND COMMONS: Throughout the island there are many shady tavernes and seedy if not outright dangerous grog parlors, ale houses and other watering holes.

Parlor Of Three: Most of the tavernes here are the only buildings apart from tents and shanty-shacks, but this one is unique, being both a structure that was planned but seemingly smaller than most tents up and down the beaches. It has only three tables, each separated by heavy timber walls. This is not only to ensure security but also safety, as the few pirates who can gather here can be easily subdued if things between them get out of hand.

Dead Man's Cay: Just outside the harbor there is a narrow reef which used to trap many ships, until a series of beach cairns were built to guide ships in safely. The wreckage of dozens of earlier Spanish and some English vessels form a forest of rotting, barnacle-crusted timbers along this cay, which has been regarded as haunted. That said, many sailors prefer to take their ease here, despite the lack of a soft beach, indeed preferring the presence of ghosts made from men rather than the unknown monsters whose noises echo from the jungles of the island. There are so many camps here that a regular 'inn' has been built from the wreckage, taking its name from the reef itself.

The Bloody Bayou: Established by survivors of, as they call it, 'a cursed venture into Florida', this is a taverne they are using to rebuild the fortune that was lost on that doomed voyage of which they are so quick to speak. The building itself is designed to resemble the bayou, which is legendary to most sailors, having never seen it. Whether for the dark light, tokens brought from their voyage, or simply their skilled storytelling, pirates of all nations and religions come here to gather rumors and 'wisdom' for their own ventures into the murky swamps that make up Florida's southern reaches, searching for everything from the Fountain of Youth to long lost relatives. The more level-headed sailors believe that most legends which give shape to Florida's ghosts take shape right here, in the ghost stories served in the same readiness as 'spirits' and other drinks.

BERMUDA



MERCHANTILES: There aren't many merchants in Bermuda, and most trade is done either through West India Company supply fleets (when England is tolerant of pirates), or simple ship-to-ship trade (when England is actively hunting pirates).

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+3
Daalders	Holland	-1
Doubloons	Spain	+0
Ducats	Holland	-1
Guineas	Britain	+3
Louis d'ors	France	-1
Nine deniers	France	-1
Pieces of eight	Spain	+1

Services

Service	Cost of service
Appraisal	2 gold per gem or jewelry piece
Bank	6% of treasure being kept
Doctor	14 gold per Damage treated
Inn room	2 gold per person (includes food)
Proper burial	30-80 gold
Tailor	8 gold per set of clothes
Translator	6 gold per page

Barbados water: Another name for rum, and this is a style sold in slightly smaller bottles than normal rum, and is not as potent, either. Each bottle will negate -1 penalty worth of wounds for 1-6 hours.

Bermuda-rigging: Given the abundance of wood on the island coupled with its maze-like coves, there are many skilled shipwrights who can convert most small vessels into 'Bermuda sloops'. This requires replacing the much of the masts and rigging with unique design. A schooner, naval sloop, navy snow or sloop is able to take on this change, adding a +2 bonus to its speed. This does not count against the vessel's finite amount of possible modifications.

Cedar crate: The protective wood found here makes for crates and other containers which are in many ways far more valuable than their contents. Every 'crate' keeps 100 days worth of food safe against spoiling. If a ship's entire food supply is sealed in such crates and barrels, low rolls for daily travel

which call for a loss of food are negated and the day passes without incident.

Chain-arm: This weapon is a retractable chain that fixes to the end of one's arm, thereby giving it a greater accuracy than a normal chain. These were initially developed to keep slaves in line, giving +1 to Initiative against anyone using a melee weapon.

Clean bill of health: This is an official government document 'proving' that the ship and crew are free of disease so that they cannot be rejected from any port on such grounds (whether this is true or not doesn't matter—it's official, after all).

Equipment

Item	Found	Cost	Weight
Barbados water	11	1	8
Ghost-paint	1	33	3
Grog (1 bottle)	9	5	10
Talisman	12	7	1

Ghost-paint: Some pirates live deep in the island's jungles, encouraging belief in ghosts by wearing a body paint which glows in the moonlight. Finding its makers is difficult, but once acquired (it is sold in a hollowed-out bone), it has 3 uses (which can't be doubled-up). Each use gives one a bonus to his Defense Score for a night depending on his enemy. The bonus is +3 against Spaniards, +2 against all natives, and +1 against all other people. Its price cannot be bartered in any way: The makers sell it 'for a price in gold equal to the number of years Jesus lived to protect the wearer from the spirits'.

Grog: This is rum, watered down and given taste by vegetables and citrus. When consumed in full, one makes an Endurance Check. Success means he is able to heal 1 penalty worth of his wounds, but failure means he not only gains an additional -1 penalty (but stands no chance of dying from this), he will also fall unconscious for 1-12 hours.

Marlinspike: While designed for aid in fixing ropes and rigging, primarily with separating tangles, such spikes are equally effective at separating sinews in one's enemies, giving the user a bonus of +1 with its Attack Rolls when made aboard ships.

BERMUDA

Musketoons: A shorter version of the blunderbuss, a little less accurate but stronger than a musket, this is designed for close-quarters combat, offering the user a bonus of +2 with Attack Rolls aboard ships.

Pistol-blade: This is a normal flint-lock pistol with a dagger cunningly worked into its design, and can thus be used normally as either weapon. However, if either weapon breaks in its use, it breaks both. The Damage listed is for pistol/dagger respectively.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Chain-arm	7	6	10	2
Marlinspike	11	2	7	3
Musketoons	5	16	11	8
Pistol-blade	9	24	6	6 / 3
Shaman-spear	4	30	8	4

Shaman-spear: Originally made for defense against the evil spirits of the island's jungles, these spears are effective against all manner of spirits, giving their wielder a +1 bonus to both his Attack Rolls and Initiative Rolls against any and all Ghosts.

Talisman: Given the haunting cries which echo in the island's jungles at night, talismans to secure a living soul against them are common. These give a wearer a +1 bonus to dealing with a Fear at night. This bonus cannot be raised by multiple talismans.

Purchasing Ships

Ship	Found	Cost
Sparrow	11	200
Schooner	10	1000
Naval sloop	7	1600
Navy snow	6	2000
Sloop	9	3000
Dutch fluyt	5	5000
Barque	10	5500
Brigantine	9	8000
Mariner	5	12000
Merchantman	4	16000
Square-rigger	4	22000
Frigate	3	30000
Man-o-war	2	36000
Galleon	1	40000
Spanish galleon	1	50000

Provisions

Provision	Found	Cost	Size
Anchor	10	30	50
Bermuda-rigging	10	1000	0
Cannon (1 gun)	5	80	50
Cannonballs (1 salvo)	8	6	5
Cedar crate	12	10	0
Charts	9	500	0
Clean bill of health	11	500	0
Flag, Dutch	8	70	10
Flag, English	10	30	10
Flag, French	6	80	10
Flag, Spanish	5	100	10
Flag, foreign sea	4	150	10
Flag (pirate)	6	100	10
Food (20 days, 1 man)	12	3	1
Longboat	11	60	350
Oars (full ship)	5	120	100
Spare sails	11	100	300
Weapons*	8	800	200

Trading Goods

Price	Nature of the goods	Time
+3	Clothing, cotton or silk	1-6 weeks
+3	Glass	1-12 weeks
+3	Medicine	1-3 months
+3	Rare plants	1-6 weeks
+2	Tea	1-3 weeks
+2	Sugar or flour	1-3 months
+2	Books	1-6 weeks
+1	Tobacco	1 month
+1	Rare animals	1-6 weeks
+1	Spices	2 weeks
+0	Rum, ale, beer or brandy	1 week
+0	Hides	1 month

LEGACY: The city of 'Bermuda' tells this tale: It is possible to establish a pirate haven anywhere in the world, even in the most remote or unlikely of places. Bermuda is such a place, both remote **and** unlikely. And ideal. If nothing else, after all of the failed colonies and commerce, this island tells the governments, navies and wealthy elite that they can never forget that one man's trash is another man's treasure. The pirates of Bermuda are rather proud of their island being discovered and discarded by a world that has discarded them in turn, providing an ideal port from which to strike shipping lanes.

CURAQAO

Ye be seekin' safe harbor, a good place ta sell all them barrels unknown, or just an escape from the Spanish, matey? Then ye'll be wantin' ta drop yer anchor here. Here a man be measured not by the size o' his heart, but the size o' his purse.

WELCOME TO CURAQAO: This island, which lies right along the Spanish Main, serves as a very important trade center for the Dutch throughout the majority of piracy in the Caribbean. A map of the island is provided as Handout 2.

Sourcebook: Caribbean
Existence: 1634 and on
Location: 12N 69W
Level: 8
Population: 2500
Nationality: Dutch
Fortifications: 5
Merchantiles: -0

A history of Curaqao: The tale of this island is as old as the civilization in the Caribbean itself. The Spanish explorer 'Alonso de Ojeda' landed here in 1499 while searching for the legendary 'El Dorado'. Finding no gold, he men settled cattle farms along the southern coast of the island. The native tribes, known as the 'Arawak', were easily subdued by a combination gunpowder or disease.

In 1634, with Spanish power dwindling, Dutch merchants fund a trade center in the natural harbor, creating the 'city' of Curaqao. Various names for the new city, like 'Willemstad' (a prominent backer of the enterprise) and 'Schottegat' (the name of the harbor itself) are debated, but as 'curacao' holds a double-meaning ('land of the giants' in Spanish, in reference to the tall natives, 'heart' in Portuguese, in reference to it being a center for trading), the appeal of a name in multiple languages (and thusly as many merchants as possible) just makes good business, and so makes good sense, and 'Curaqao' becomes synonymous with island and city.

Due to the arid land here, agriculture isn't at all profitable, so the pioneers (most of them Jewish families from Amsterdam and Brazil) begin trading in cotton, indigo, tobacco and slaves. This island-city quickly rises to prominence as a major center for trade. The Dutch West India Company makes

it their unofficial base of operations throughout the New World, employing all manner of good sense (and business tactics) to secure their place.

The slave trade becomes the island-city's most profitable trade, peaking in 1662. Not only are the natives sold here, but slaves imported from Africa are brought here for their distribution throughout the Caribbean to friendly colonies. It is not long before European rebels suffer the same fate in the city's hastily dug dungeons. Strangely, only pirates remain exempt. Strange, at least, to the rest of the world, who doesn't face the constant threat of the Spanish turning one wrong ledger into a declaration of war—plentiful pirates keep the city fortified as well as draw Spanish ships away to pursue them.

Government and law: The city is run by tradesmen first and foremost, whether officially or not. Laws can be changed as easily as figures on an invoice, if it's what is best for business. The Dutch West India Company holds all the true power here.

NOTEWORTHY CHARACTERS: There are few figures of any importance here. Businessmen come and go, as do pirates. Nobody remains here a long time, preferring to do business and get out before making enemies or even friends, which have little difference when it comes to money.

TAVERNES AND COMMONS: Given the very high ideal this city sets for itself, dens of sodomy, squalor and sin are generally not long to last, for a pirate can enjoy richer, more luxurious, open-air hostels and brothels that the city will clean up, but there are a few preferred pirate destinations none-the-less, which the city makes no effort to change.

Hato Cave: Named for the legendary caves on the far side of the island, this is a dark, dingy taverne where men are little more than ghosts haunting tidal pools of so many spilled drinks.

Arawak Plank: Mocking the native people with the statue of their last king walking a plank above the front door, the government secretly funds this den of thieves and cutthroats because it helps them all feel superior to the slaughtered savages, and eases guilt—it's easy to blame 'pirates' for native losses.

CURAQAO

MERCHANTILES: The following charts supersede those in Chapter 5 of the core rules. Note that the Availability of items can be increased by 1 for every 100 gold paid to the government.

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+0
Daalders	Holland	+3
Doubloons	Spain	+1
Ducats	Holland	+3
Guineas	Britain	+1
Louis d'ors	France	+0
Nine deniers	France	+0
Pieces of eight	Spain	+2

Services

Service	Cost of service
Appraisal	1 gold for every 3 pieces
Bank	4% of treasure being kept
Translator	6 gold per page
Whore	3-15 gold per person per night

Clean bill of health: This is an official government document 'proving' that the ship and crew are free of disease so that they cannot be rejected from any port on such grounds (whether this is true or not doesn't matter—it's official, after all).

Fireworks: Imported from China, these devices are used to either light up an enemy vessel at night or simply confuse them. One box lasts for one battle. It will provide a +1 bonus to Initiative for a ship, provided the battle is at night. Multiple fireworks boxes cannot be used to gain a greater bonus.

Equipment

Item	Found	Cost	Weight
Kilduijvel (1 bottle)	6	6	12
Pardon tube	4	12	4

Kilduijvel: This rum is the forerunner of the more popular 'Killdevil'. Originally mixed in a cannon's barrel, drinking it requires an Endurance Check. If successful, one will be able to ignore -1 penalty worth of wounds until it heals, but if he fails he adds -2 penalty worth of wounds.

Pardon tube: This is a fancy scroll case made only to mimic the current style of those containing the 'Royal Pardons' carried around by Naval officers. Of course, this tube contains nothing of true value. It can, however, give one a chance to bluff their way into any town by making a Charisma Check, penalized by that town's Hostility Modifier. Such a tube becomes worthless after 1 year, as their styles in official circles change so often.

Purchasing Ships

Ship	Found	Cost
Dutch fluyt	10	3000
Barque	11	4000
Merchantman	8	10000
Spanish galleon	5	30000

Provisions

Provision	Found	Cost	Size
Cannon (1 gun)	10	100	50
Cannonballs (1 salvo)	8	10	5
Charts	9	300	0
Clean bill of health	5	800	0
Fireworks	3	600	20
Flag, Dutch	11	30	10
Flag, foreign	7	80	10
Flag, pirate	5	100	10
Weapons*	8	800	200

Trading Goods

Price	Nature of the goods	Time
+8	Tobacco	1-4 weeks
+7	Rare plants	1-6 weeks
+5	Clothing, cotton or silk	1-3 weeks
+5	Hides	1 month
+4	Tea	1-3 weeks
+4	Medicine	1-12 weeks
+3	Sugar or flour	1-3 months
+3	Books	1-12 weeks
+2	Glass	1 month
+2	Rare animals	1-12 weeks
+2	Spices	2 weeks
+2	Rum, ale, beer or brandy	1 week

LEGACY: The city of 'Curaqao' tells this tale: If it's good for business, it's good for Curaqao. If a West India Company of any nation has a home, it is this island. Simple as that.

DERNA

Foul be the winds that blow a man towards a port where his best purchase therein be his life. Ill says I be the winds o' fate that bring any man into the dark streets o' this city. Of course, then there be'in nobody what will come seekin' ya there.

WELCOME TO DERNA: An anchorage for all corsairs, pirates and refugees from both the Roman Catholic Empire and the Ottoman Turkish Empire alike, this desert port is a den of shadows wherein thieves of all ilk count their money and divide it, then prepare their next voyage. They do not spend it here, at least not much. A map of the coast is provided as Handout 3.

Sourcebook: Mediterranean
Existence: 1486 and on
Location: 33N 22E
Level: 6
Population: 3600
Nationality: All
Fortifications: 4
Merchantiles: -1

A history of Derna: Founded on the ruins of a far older settlement, this begins as an encampment for several corsair crews in the late 15th Century, but it quickly grows into a large city. It is frequented by caravans coming from and returning to the dreaded Sarah Desert, and it is their business which swells the streets into tent-covered bazaars, giving pirates no end of opportunity to squander their newly won treasure, but the greater business is actually by the flip side of that coin, as caravans purchase supplies in this town, brought from raided ships, and thusly most corsairs leave town with more gold they had when they arrived. It is this good trade for which a common, unwritten law takes hold amongst all pirate crews—not to attack this city, easily enough though they could—they need a safe harbor and so let the city thrive, which it does quite well.

Government and law: Though a Bey officially rules the town, he knows he has no real power, and is content to take what criminals are turned over to him by their own shipmates and send them off to higher authorities, maintaining the illusion of law. The true laws here are strictly of faith and sword.

Entering the city: With the majority of the town of Islamic faith, non-Muslims cannot enter unless they pay a toll of 6 philips or 10 of any other coin.

Religion: The vast majority of people here, whether citizens or corsairs, are of Islamic faith. Differing religions are tolerated, simply because corsairs and pirates can respect each other enough, or at least long enough, to count and divide gold. However, in order to maintain the town's proper appearance to spies of the Sultan, no temples besides those of Islam are allowed to be built here.

NOTEWORTHY CHARACTERS: There are few figures of any importance here. Businessmen are rare, as are officials. Nobody remains here a long time, preferring to do business and get out before making enemies or even friends, which have little difference when it comes to money.

TAVERNES AND COMMONS: Every corner of this city is a tavern in practice, but in order to maintain the illusion of Ottoman rule, none are so bold as to allow their reputation to get too visible.

MERCHANTILES: Most merchants here deal in open air markets or 'bazaars', where anything can be got for a price. Note that the Availability of items has not been recalculated like the rest of the scores, so the port's normal penalty of -1 must still apply to such rolls.

Services

Service	Cost of service
Carriage	9 gold for 5 leagues of distance
Doctor	15 gold per Damage treated
Guide	2 gold per day (includes food)
Inn room	2 gold per person (includes food)
Marriage	20-130 gold
Porter	5 gold per week (includes food)
Proper burial	10-120 gold
Tailor	4 gold per set of clothes
Translator	6 gold per page

Barbados water: Another name for rum, and this is a style sold in slightly smaller bottles than normal rum, and is not as potent, either. Each bottle will negate -1 penalty worth of wounds for 1-6 hours.

DERNA

Fireworks: Imported from China, these devices are used to either light up an enemy vessel at night or simply confuse them. One box lasts for one battle. It will provide a +1 bonus to Initiative for a ship, provided the battle is at night. Multiple fireworks boxes cannot be used to gain a greater bonus.

Equipment

Item	Found	Cost	Weight
Barbados water	8	4	8
Holy water	7	15	5
Religious survival pack	6	25	3

Holy water: Blessed by whatever god one prays to, this strengthens faith if not true power, granting a bonus of +1 to a single Prayer, whether one drinks or splashes or uses this water in some other way. Only a single flask can affect a single Prayer Roll.

Religious survival pack: This is a collection of all the symbols and other accessories one would need to give convincing proof of his turn to whatever religion he needs be to save his hide. It does not work every time, but it does offer one a +1 bonus to his Charisma Check to convince anyone of his supposed recent conversion.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Saracen	8	20	15	8
Scimitar	9	12	10	7
Triblade	6	16	9	5

Saracen: This is a monstrous scimitar. What more needs be said? It's good for chopping people, ships and unholy temples in half!

Scimitar: A true Arabian scimitar, in the hands of anyone with blood born of the desert lands, gains a bonus of +1 to his Attack Rolls when using this godly-given weapon.

Triblade: Also known as a 'weaponbreaker', this is a dagger-like blade designed to catch and snap all other blades. Its user can, if he rolls a Critical Hit or his opponent a Critical Miss, choose the critical result to be the breaking of his enemy's weapon, provided it is a blade.

Purchasing Ships

Ship	Found	Cost
Argos	8	600
Schooner	9	1000
Galliot	10	2500
Naval sloop	4	3000
Sloop	2	4000
Barque	5	5500
Brigantine	6	6500
Galley	10	7500
Mariner	3	10000
Merchantman	3	13000

Provisions

Provision	Found	Cost	Size
Anchor	9	80	50
Cannon (1 gun)	5	100	50
Cannonballs (1 salvo)	9	5	5
Charts	5	600	0
Fireworks	1	500	20
Flag, Ottoman	12	20	10
Flag, any other	6	60	10
Food (8 days, 1 man)	12	1	1
Longboat	10	60	350
Oars (full ship)	9	40	100
Spare sails	10	100	300
Weapons*	9	500	200

Trading Goods

Price	Nature of the goods	Time
+4	Rum, ale, beer or brandy	1 week
+4	Medicine	1 month
+3	Rare plants	1-6 months
+3	Tobacco	1-12 weeks
+2	Sugar or flour	1-4 months
+2	Clothing, cotton or silk	1-3 weeks
+2	Tea	1-12 weeks
+1	Glass	1 month
+1	Rare animals	1-6 weeks
+1	Spices	1-12 weeks
+0	Books	1-4 months
+0	Hides	1 month

LEGACY: The city of 'Derna' tells this tale: With the increasing hostilities between the Catholics and the Muslims, men persecuted by both are bound to form an alliance of their own, and nowhere is that truth stronger than in this corsair haven.

ELEUTHERA

The Bahamas be a strange paradise, matey, Heaven with hidden gates ta Hell. Them who come seekin' pirates are wont ta find 'em, methinks. They all be hidden out here, where no gov'ner, king or country has any more power than the sharks an' devils o' the deep, says I. An' that town what mean call the 'city o' freedom' be the taverne where the lost an' the dead wash ashore ta plan their next voyage.

WELCOME TO ELEUTHERA: A remote town often mistaken for or overlooked due to the nearby haven of Nassau, this out-of-the-way island colony is relatively unknown by both pirates and the navy alike, and the few who use it as a base prefer to keep it that way. A map of the island is provided as Handout 4.

Sourcebook: Caribbean
Existence: Always
Location: 26N 76W
Level: 2
Population: 700
Nationality: English
Fortifications: 1
Merchantiles: -0

A history of Eleuthera: Over 12 leagues in length yet barely 1 in breadth on average, this is a grand reef bursting with luscious jungles and freshwater springs. But 20 leagues east of Nassau, its bounty is all but overlooked for centuries, even as it in turn overlooks others. With hills reaching as high as a good 100 feet, much higher than other islands in the Bahamas, its inhabitants manage to keep it obscure by spotting approaching ships and dousing fires until they have passed.

Still, secrecy should be impossible, for no less a legend than Columbus himself once came here. Subsequent Spanish expeditions enslaved the native Arawak indians throughout the first half of the 16th Century. However, once the island's use to Spain was over, it disappeared from charts.

Since the dawn of piracy in the Caribbean, a few camps have always been here, building smaller towns on the old Spanish foundations. The soil is rocky and not easy to cultivate, so commerce relies on seagoing trade, thus keeping this remote island's colonies small indeed.

The few maps which include the island almost always have a different name for it, as each fall to the false notion that they discovered it; It has been called 'Alabaster' (based on the presumption of the isle being rich in commodities), 'Lucayous Island' (misconceptions of Columbus thinking he found the East Indies), 'Cigateo' (a perversion of the native Arawak's name for it), and later 'Harbour Island'. It remains a and relatively unknown anchorage for pirates for almost a hundred years.

Finally, in 1648, William Sayle, a priest and a former governor of Bermuda leaves that island in a desperate search for religious freedom. His vessel wrecks on the treacherous reefs which surround the island he would come to champion. Quickly rising in favor with the locals and pirates alike, they pick him for selecting a definitive name. His choice is 'Eleuthera', which in Greek means 'freedom', and he's intent on making it a free colony.

The island, however, has by this time become a forgotten place at best by the English, and fallen out of favor with those who know of it. None-the-less, in 1654, Sayle petitions Parliament to actively settle the island with a proper colony. He turns out to be successful and even gets the commission as governor here, but remains in London and chooses to send his sons to govern in his stead.

Altogether, throughout its history, there is little pirate activity on the island. Most buccaneers seek out Nassau, or simply do not know of this island's existence. For those who drop anchor here, it is a haven due to its obscurity, that nobody thinks to look for pirates here, and even if the Royal Navy detects them they assume that the pirates are here for clemency and thus are no longer a concern of theirs. After all, who would be foolish enough to hide in plain sight?

Quite a few pirates, actually . . .

Government and law: There are no governors and thusly no enforced laws until 1655. After capturing the island of Jamaica from Spain, the English start an aggressive campaign of controlling the whole of the West Indies. William Sayle's commission for a colony here is thus granted, and his sons bring to Eleuthera the Common Law of England along with a generous supply of paper and ink for drawing up privateering 'letters of marque'.

ELEUTHERA

Harbour Island: A popular spot just offshore, this is the primary gathering place for pirates, and even more so after the institution of English government on the island proper in 1655, of which they are welcome, but wary.

The Devil's Backbone: A long reef off the north of the island. English ships are instructed to avoid it and sail around to the south. All other vessels, however, are left to their fate, their floating cargo to be claimed later by right of salvage. The more ruthless officials (and pirates) often hang lanterns on donkeys and walk them along the reef at night in order to simulate ships, thereby drawing unwary (and thus enemy) vessels to their doom here.

Hatchet Bay Caves: These mazes of tunnels are the ancient hiding place of the Arawak indians, where they took refuge from slavers. Listening to legends, pirates often hide here as well. The centuries have left a riddling network of native warnings, curses and treasures mixed with pirate codes and caches, and booby-traps left by both. Those who dare the caves, even if they've been inside before, take the chance of making one wrong turn into a previously unexplored area that will claim their life and add to the reputation of this 'gateway to Hell'.

A shallow harbor: Given the shallow depth of the main harbor, no ship larger than Value 3 can enter it, and as the water remains shallow for miles out to sea, no ship larger than Value 5 can approach within 10 miles of town.

NOTEWORTHY CHARACTERS: Few are those who do anything more to enhance Eleuthera's fame or fortune than conduct the same simple business that everyone else does.

The Sayle family: In 1648, William Sayle, a priest and governor in Bermuda, flees religious prejudice and persecution there, arriving in Eleuthera by the fate of shipwreck. Giving the island its name, his efforts turn it into an English colony in 1655, but it is his family, specifically his sons who govern in his place. Theirs becomes a legacy of religious but fair rule, encouraging Christian faith but openly helping anyone of any faith or race with asylum.

Nicholas Trott: A corrupt governor throughout the 1690s, he is known for revoking letters of marque when a privateer returns to collect due money, his justification for such actions always the law of the king, which in his time has a habit of changing the rules without informing anyone. However, most unlike his contemporaries in New York, Charleston and even London, he can 'forget' the changes and hold true to a privateering agreement long enough for the captain and his crew to leave port, that is, if he is too busy counting additional moneys...

TAVERNES AND COMMONS: Pirates on this island tend to keep a low profile, despite the lack of laws. Foremost, they do not wish their paradise to be found by and filled with other pirates. Thus are their favorite watering holes obscure and nearly invisible to most casual visitors to the town and to common mariners alike.

Well of Redemption: The town's original well has long since dried up, been filled with earth, and is now the central firepit of this tavern. Yet before it dried, a church was built up around it, and that has since been abandoned when the newer, larger church was built by the Sayle family. This ruin is now a pirate tavern whom the priests don't at all mind using, as they feel more Godly in offering a sanctuary to men of all faiths and fortunes. Drinks here are served in oversized tankards, and the most popular serving is sacramental wine, donated rather generously by the wealthy Sayle family.

Preacher's Cave: Found only a few miles from the main harbor, people often come here to hide, both outlaws of government and those most involved in government—spies—alike. Yet with the proliferation of privateering, the outlaw and agent have become nigh inseparable, leaving all previous names of this cave forgotten in favor of the priests running the town who deny guards to come here, and even go so far as to divert Royal Navy from it, giving the pirate hunters false information to give the cave as wide a berth as possible. Yet there is another good reason why the priests steer the law away from it, and that is due to the gratitude of so many pirates, the church of Eleuthera has a great deal of money to hide, and they hide it deep within these tunnels.

ELEUTHERA

MERCHANTILES: All the business done on this island relies on shipping, as its chief products are of little value to the islanders themselves. Thus, it is incumbent on merchants to encourage the return of tradeships with promises of goods and prices if they cannot meet the current demand. As a result, the Availability of any item in Eleuthera can be re-rolled at the cost of 10 gold. Furthermore, any item's chance of Availability can be increased by 1 if 30 gold is paid outright (before the roll).

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+1
Daalders	Holland	+0
Doubloons	Spain	+0
Ducats	Holland	-1
Guineas	Britain	+1
Louis d'ors	France	-2
Nine deniers	France	-2
Pieces of eight	Spain	+1

Services

Service	Cost of service
Appraisal	2 gold per gem or jewelry piece
Bank	8% of treasure being kept
Carriage	5 gold for 3 leagues of distance
Doctor	30 gold per Damage treated
Guide	1 gold per day (includes food)
Inn room	2 gold per person (includes food)
Marriage	10-70* gold
Porter	7 gold per week (includes food)
Proper burial	20-70 gold
Tailor	8 gold per set of clothes
Translator	1-12 gold per page
Whore	0-9 (one roll -3) gold per person per night

Barbados water: Another name for rum, and this is a style sold in slightly smaller bottles than normal rum, and is not as potent, either. Each bottle will negate -1 penalty worth of wounds for 1-6 hours.

Coconut rum: Sweeter and in some ways stronger than normal rum, each bottle will negate -2 penalty worth of wounds for 1-12 hours, and then -1 for the next 1-12. If one is not wounded at all, a full bottle of this gives him +1 to his next roll.

Equipment

Item	Found	Cost	Weight
Barbados water	11	1	8
Coconut rum (1 bottle)	11	3	10
Grog (1 bottle)	12	4	10
Pleasure-glove	2	50	0
Tribunal	5	30	2
Zanzibar Rum	10	3	10

Grog: This is rum, watered down and given taste by vegetables and citrus. When consumed in full, one makes an Endurance Check. Success means he is able to heal 1 penalty worth of his wounds, but failure means he not only gains an additional -1 penalty (but stands no chance of dying from this), he will also fall unconscious for 1-12 hours.

Gully: A large knife normally used for cutting the ropes aboard ship. As there is no hilt it is hard to parry with, lowering a user's Defense Score by -1.

Muskatoon: A shorter version of the blunderbuss, a little less accurate but stronger than a musket, this is designed for close-quarters combat, offering the user a bonus of +2 with Attack Rolls aboard ships.

Pleasure-glove: The intestine of an animal used for practicing 'safe-sex', this will negate rolls of '2-4' on Table 25. However, if a natural '1' is rolled on it, the intestine breaks, and the result of Table 25 must be re-rolled. Nothing less than such a roll is cause for these 'gloves' to break—they are sturdy indeed, and can be re-used any number of times.

Sea turtle: This is a living turtle left to roam free on the deck, and butchered when it is to be eaten, giving the crew fresh meat. One turtle will provide enough food to equal 1 day for 120 men. If this fresh meat is enjoyed by the crew on a single day (no leftovers), and everyone gets their share, it will increase Morale by +1.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Gully	10	3	6	5
Muskatoon	4	16	11	8
Sounder-fire	2	30	8	10
Triblade	6	16	9	5

ELEUTHERA



Souder-fire: Originally developed to guard the gate to Nassau harbor, this is a grenade-like bomb on a sounding line with a small anchor, more of a hook than a weight, which a man fixes to the seabed by hand. In order to keep them disguised as a shell or similar flotsam, they couldn't pack enough blast-powder to damage a ship. However, they are very useful for leaving floating in shallow water when a pirate is being pursued by men on foot or horses. Passing such a bomb requires an Intuition Check to avoid an automatic hit (one Check for each and every bomb left floating in one's wake). They use a long fuse on a mechanism which can 'collapse' if bumped into, setting the sparks directly into the powder, thus triggering the explosion, or waiting a good hour before running out of fuse and thereby exploding anyway.

Triblade: Also known as a 'weaponbreaker', this is a dagger-like blade designed to catch and snap all other blades. Its user can, if he rolls a Critical Hit or his opponent a Critical Miss, choose the critical result to be the breaking of his enemy's weapon, provided it is a blade.

Tribunal: There are strange, poisonous insects that flock around certain fruits on the island. Pirates are not afraid of them like islanders, and trap them in fruit-based drinks, effectively making a poison. This is harmless unless it is in someone's blood at the same time as exotic spices, such as only gentlemen can afford. Thus, a pirate will poison an aristocrat, then wait for the poison to work at his dinner, and then offer him the antidote (the same bugs he used to make it) for a ransom. Unless cured within 24 hours, it effects a normal poison. Pirates call this one-use-juice the 'tribunal' because it is little pests, like pirates, passing judgment of death on 'lords'.

Zanzibar Rum: Brewed by a priest who had never been to Zanzibar and was only cashing in on the remote port's fame, this is no different normal rum found in any port, except how common it is: With the scam exposed, thousands of bottles now lie in a cache, bought only by the curious. But far more curious still is its hallucinatory effect: When drunk, this rum will make one immune to torture's effects for a duration of 1-3 days.

Purchasing Ships

Ship	Found	Cost
Sparrow	11	400
Schooner	11	1400
Naval sloop	5	2500
Navy snow	5	2800
Sloop	7	3500
Dutch fluyt	5	4500
Brigantine	6	6000

Provisions

Provision	Found	Cost	Size
Anchor	11	50	50
Cannon (1 gun)	8	120	50
Cannonballs (1 salvo)	7	8	5
Charts	6	500	0
Food (15 days, 1 man)	12	1	1
Longboat	11	70	350
Oars (full ship)	8	100	100
Sea turtle	2	25	10
Spare sails	9	250	300
Weapons*	6	600	200

Trading Goods

Price	Nature of the goods	Time
+3	Medicine	1 month
+2	Tobacco	1-3 weeks
+2	Tea	1-3 weeks
+2	Rare plants	1-12 weeks
+2	Sugar or flour	3 months
+1	Clothing, cotton or silk	1-6 weeks
+1	Books	1-4 weeks
+1	Glass	1 month
+0	Rare animals	1-12 weeks
+0	Spices	2 weeks
+0	Rum, ale, beer or brandy	1 week
+0	Hides	1 month

LEGACY: The city of 'Eleuthera' tells this tale: It is possible to overlook not only pirates and their treasures, but also their importance and humanity. As one very hostile pirate operating from this tiny island said to his defiant victim "I have as much authority to make war on the world as he who has a hundred sail of ships on the sea and an army of a hundred thousand men in the field!"

MESSINA



Welcome, matey, ta the center o' the world. Least, that be the name o' this city. The Med' itself bein' ta mean the middle o' the world, all roads cross in these ancient streets, says I.

WELCOME TO MESSINA: A port on the far northeastern tip of Sicily, this town serves as the gateway to Italy and thus to Europe. A map of the coast is provided as Handout 5.

Sourcebook: Mediterranean
Existence: Always
Location: 38N 15E
Level: 1
Population: 900
Nationality: Spanish
Fortifications: 4
Merchantiles: -2

A history of Messina: With a history reaching back thousands of years, this major port for all flags in the Mediterranean changes drastically in the era of piracy. Having gained a reputation for being where the Black Death entered Europe in the 14th Century, it begins this age as an all but forsaken ruin, even if a centrally located one. Pirates, never fearing or critical of their options, begin to use the harbor to their advantage, bringing with them both business and protection, and in turn receiving a ready-made base of operations as well as dark, useful infamy. "Ghosts of pirates" are what men are called whose vessels drop anchor in this plague-storied city and who haunt its zigzagging streets.

At first, pirates simply enjoy how few bother to pursue them here, but as tensions rise between Catholics, Muslims and pirates caught in-between, they begin to actively enhance the reputation that ghosts dwell here, using everything from theatrics in their raids to leaving bodies dangling from the crumbled walls of the old forts in the harbor. The port's ancient name of 'Zancie' is even used by a few, both to disguise mention of their port's true location, as well as strike fear into those who are aware of its meaning—'scythe', as its location in the Mediterranean allows pirates here to cut a path through both Catholic and Ottoman shipping lanes. The reputation of nigh supernatural men from the cursed city holds and helps, at least for a while.

Curses draw men of faith like flies to a dead body, and so it is in 1548 that Jesuits come here and establish a strong presence in the island's port. Even if the pirates truly had the power to turn the priests back, they recognize a change in the winds and again turn the situation to their advantage. For the priests are funded by Catholic Spain, which is wealthy beyond measure due to its empire in the New World. Thus this port becomes a religiously funded stronghold in the endless war against the Ottoman Empire, and pirates are just as welcome here as merchants and missionaries. Even Muslims who are outlawed by the Sultan are welcomed in the newly fortified harbor. Indeed, anyone to whom the Sultan is an enemy can find refuge here.

Government and law: Prior to 1548 there isn't any government strong enough to enforce any laws, and so, like most pirate camps, it comes down to the only laws which really matter—what a man can do and what a man can't do, by sword, fist, or guile. However, following the influx of Jesuits in the mid 16th Century, the common laws of Roman Catholic states are put into full effect.

NOTEWORTHY CHARACTERS: There are few people fated to get involved with pirates during the city's heyday, though some do indeed have a tale to tell or to entwine adventurous men within.

Antonello da Messina: A Sicilian painter of the mid 15th Century, he often filters the customers for his father, who dabbles in the shipping business. Some whisper that they transport illegal cargo, including refugees, and that Antonello helps disguise pirate maps on the back of his paintings—being mostly religious works, nobody ever dares to disturb them, except for pirates, who will dare to defile anything. It is seen as no coincidence that in the late 15th Century, Antonello moves to Venice, a haven for pirates all the world over.

Francesco Maurolico: Born in the late 15th Century, when he comes of age he takes holy orders and in 1550 becomes a monk, who is the only way for anyone outside the Mission to speak to his father, who runs the Messina mint...

MESSINA

Mario Pantoliono: This is an Italian corsair with a reputation for sinking every ship he sails aboard, a true plague coming from Messina harbor, and who resorts to disguise to join new crews. However, as he has been 'killed' many times, most believe that the name is simply used by saboteurs. Though why anyone would use a high-profile name that draws nearly instant hatred remains a mystery to all.

TAVERNES AND COMMONS: There are too few pirates and too many priests here for there to be any gathering places aside of the normal bars and other drinking holes. Most pirates keep to the shadows, maintaining their reputation of being little more than ghosts even inside the 'cursed city'.

MERCHANTILES: Most merchants in town hold to the common prices of goods and services simply to avoid driving away vital business. Note that the Availability of items has not been recalculated like the rest of the scores, so the port's normal penalty of -2 must still apply to such rolls.

Services

Service	Cost of service
Doctor	10 gold per Damage treated
Marriage	10-60* gold
Proper burial	10-40 gold
Tailor	7 gold per set of clothes

Equipment

Item	Found	Cost	Weight
Barbados water	7	5	8
Ghost-makeup	3	20	1

Barbados water: Another name for rum, and this is a style sold in slightly smaller bottles than normal rum, and is not as potent, either. Each bottle will negate -1 penalty worth of wounds for 1-6 hours.

Ghost-makeup: Given the practice of masquerading as dead men, make-up is relatively common and is even sold according to formula. One such 'kit' has 1 use (which can't be doubled-up). Each use gives one a bonus to his Defense Score for one battle depending on his enemy. The bonus is +3 against Muslims, +2 against all Europeans, and +1 against other pirates.

Malta blade: The small isle of Malta amidst a vast and bloody sea of religious war, the small force of the Malta Knights caught in the middle of zealous empires, they hold their own. This is reflected best in their unique weapon. This longsword is designed to counter the weapons of the Mediterranean most of all, giving its wielder a bonus of +1 to Attack Rolls and Defense Score alike when used against Saracen swords, scimitars, and stiletos.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Malta blade	8	10	9	5
Scimitar	6	15	10	7
Stiletto	8	6	4	3

Scimitar: A true Arabian scimitar, in the hands of anyone with blood born of the desert lands, gains a bonus of +1 to his Attack Rolls when using this godly-given weapon.

Stiletto: This is a long, narrow blade which adds +1 to Attack Rolls on the first Round it is used in each and every fight.

Purchasing Ships

Ship	Found	Cost
Argos	8	800
Schooner	8	1200
Sloop	2	2600
Galliot	9	3400
Barque	4	4500
Brigantine	5	6000
Galley	7	7000

Provisions

Provision	Found	Cost	Size
Charts	10	650	0
Oars (full ship)	5	130	100
Spare sails	11	260	300
Weapons*	10	450	200

LEGACY: The city of 'Messina' tells this tale: A spirit is free, whether the body be alive or dead. A city, a body, a message, a meaning, a purpose, or a pirate can come back from the dead. Fear is the legacy of Messina, but hope is its truth.

NASSAU

Arrrr, there be no place like Nassau, matey! There, truth be told, be a paradise fer a fellow buccaneer, says I. No man out on the account shall sail far or for long without the compass o' heart pointin' toward New Providence island.

WELCOME TO NASSAU: Established from the beginning as a pirate anchorage, the shallow harbor and surrounding reefs keep the Royal Navy at bay, allowing all brethren of the coast a semi-permanent base on the white sand beaches of this island, rich with bubbling freshwater springs and fresh food, a pirate paradise if ever God gave them one. A map of the island is provided as Handout 6.

Sourcebook: Caribbean
Existence: Always
Location: 25N 77W
Level: 1
Population: 700
Nationality: Variable
Fortifications: 1
Merchantiles: -0

A note about the name: The town of 'Nassau' is sometimes referred to as 'New Providence', which is the island it is built on, or 'Charles Town', the first but forgotten name of the settlement here. The preference of using 'New Providence' is due to a pride in the island itself, which can at times easily overshadow a single port. However, throughout this book, whenever any reference is made to the town proper, it shall be referred to only as 'Nassau', the name of the town and island in its heyday.

A history of Nassau: The island named by English merchants as 'New Providence' is 60-square miles of tropical paradise, which is why it is overlooked by both the English and Spanish. The very shallow harbors and lack of native tribes are not good for business—the large merchant vessels needed for an Atlantic crossing cannot drop anchor here and there are no people to enslave anyway. Thusly, there is only a token colony established, 'Charles Town', a name seldom used as people prefer to name their home 'New Providence', meaning the island itself. The town is poor and its main income is from the pirate ships that come here for the island's bounty.

Though there has always been some sort of a pirate camp here, it has constantly gone unnoticed by the Royal Navy, perhaps because even they are aware how necessary it is for survival of their own colony. Yet, like a leak in a ship, it remains, and does so long enough to become a haven for pirates far and wide. Still, despite its wonderful offerings to pirate crews, few make this their anchorage.

It is in the late 17th Century that pirates begin to come here in large numbers. Having been either driven out of other havens such as Port Royal and Tortuga or fleeing their native seas far away, word spreads like wildfire of New Providence as a truly ideal pirate port. The shallow harbor is perfect for the small, swift pirate craft with no need to cross the Atlantic, not when they can prey on so many trade routes close by. The high coral which rings the harbor makes for a natural fort, and commands a far ranging view of the surrounding seas for all manner of enemy vessels. The goods which pirates the world over bring into port are traded for fish, lobster, turtles, pigs, pigeons, fruit and fresh water. This business quickly turns the shanty town into a booming, rollicking pirate port. And, despite being a nest of pirates, the town itself soon swells with hundreds of families migrating from many failing colonies throughout the Bahamas, buttressing the town and giving pirates all the more business.

Trying to strike any blow in the name of their dying empire in the New World, the Spanish burn the town in 1684, but it is a feeble blow, for the town is swiftly rebuilt and named 'Nassau' in 1695 in honor of King William III (of Orange-Nassau), a sign that the pirates are siding with the English against the Spanish in the rising tensions leading to the War of Spanish Succession. The new town is quick to spread out over its old foundations, onto the white sand beaches and the coral outcroppings which enclose the harbor, now a lagoon of pirate vessels and dozens of prize ships left mouldering in the shallows, plundered for parts to repair more seaworthy craft.

Nassau, both town and island alike, are all but forgotten by English government in 1704 while the War of Spanish Succession rages. It becomes the first official pirate city, with as close to a pirate government as ever exists. The brethren enjoy both profit as privateers, serving the English who send a

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governor here only to provide letters of marque in the war against the Spanish, and as pirates for those whom such a commission is left wanting. It is soon said throughout the Caribbean that “Royal Navy dream of, when dying in battle, that they go to Heaven, but pirates dream of dying and going to New Providence”.

When the War ends in 1713, it is a double-blessing for Nassau, for not only are pirates now forced (some say ‘free’) to raid without restriction, the English officially abandon the colony, giving it over fully to pirate control. A few golden years of piracy follow, attracting some of the most infamous names of the sweet trade, such as Charles Vane, Ed ‘Blackbeard’ Teach, and Bartholomew Roberts. It is in these years, from 1713 to 1718, that the tropical port of Nassau is the greatest pirate haven in all the world.

Finally, in 1718 the English privateer ‘Woodes Rogers’, legendary for a round-the-world campaign from 1708 to 1711, comes to Nassau to issue a royal pardon for any pirate willing to give up his ways. Some accept, others do not. What it little known or at least suspected is the skill and sheer determination of Rogers, who soon returns to start a successful blockade of the harbor, systematically destroying the remaining pirates one-by-one. After this highly successful campaign, he becomes the governor of the Bahamas from 1718 to 1721, takes leave to hunt pirates for eight years, then returns to govern from 1729 to 1732.

Government and law: For most of its existence, in Nassau there are no real laws, not even an official governor. The laws of pistol, sword and fist rule the island until the appointment of Woodes Rogers in 1718. As a port whose chief business is piracy, the unwritten laws of honor among thieves tend to keep the pirate crews relatively peaceful with each other, as they all need this haven, so they do not cause each other trouble while here.

Paradise Island: Near to Nassau is a small isle that is rife with superstitious fear. There are ruins upon it, thought to be a remnant of the lost civilization of Atlantis. Many speak of unworldly powers and strange creatures to be found there, though few are brave enough to dare the legends and see for sure.

Hog’s Head Island: The main harbor of Nassau has its entrance split by a small island of coral reefs that look like they shipwrecked together, and it is named ‘Hog’s Head’. In some times a fort is both repaired and supplied here, to guard the harbor, but in most years it quickly returns to the abandoned, weather-beaten ruin it is destined to be.

A shallow harbor: Given the shallow depth of the main harbor, no ship larger than Value 4 can enter it, and in the surrounding coves for miles around, no ship larger than Value 2.

Hiring crew: When acquiring new crew in Nassau, each roll that is ‘9’ or higher constitutes a bonus roll. Theoretically, one can acquire hundreds more men, since there are so many pirates here at any time, not counted amongst the normal population.

NOTEWORTHY CHARACTERS: Aside from a rouge’s gallery of famous pirates, there are endless characters who play a part in the buccaneer history of Nassau. Some of the better known faces are to be found below.

Thomas Barrow: The effective governor of Nassau, he’s a pirate captain rather than an English official. However, the respect he has from pirates and the power he wields through his own crew gives him far more authority than the token governors whom are assigned to work here. He rules Nassau from the years 1706 to 1718, sometimes delegating duty to Benjamin Hornigold.

Benjamin Hornigold: The mentor of the infamous ‘Blackbeard’, he is the most famous pirate to take the offer of Woodes Rogers in 1718 and retire a free man, staying on as an official working in the offices of the governor.

Captain Henry Jennings: This pirate ‘discovers’ the island of New Providence in 1700, although there has always been a town here. However, it is this ambitious captain who sees its practical use for all pirates and, with his hold burstin’ with swag, drops anchor here, effectively putting an exclamation on the island’s credibility as a pirate haven—if Henry Jennings will divide the plunder here, then it has

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to be a great place—thus begins the massive influx of pirates coming to these white sand beaches and shallow harbors. In 1719, Captain Jennings runs the island as lieutenant governor.

Cadwallader Jones: The Welsh governor of all the Bahamas officially in office from 1690 to 1693 but realistically until the turn of the century, he highly prizes those pirates who come to the island and to Nassau in particular. He keeps the populace in just a little better state than outright slavery, preferring to appease pirates at any cost. He often disagrees with his more lawful council, so much that he is wont at times to have his son turn the guns of his own ship on the Council Chamber . . .

Byron Jones: An elderly shipbuilder, he always has a trick or two which can improve ships. Provided that a ship is purchased here, and the captain gets Byron's business with a Charisma Check, that new vessel can gain 1 additional modification above its normal limit by Value.

King Charles: Where this scraggly bearded vagrant who haunts the harbor came from nobody knows, but he claims to be heir to the throne of England, and has no shortage of stories that tell of his past and ancestry. According to him, his lineage can be traced all the way back to William the Conqueror. Most dismiss him as a madman. However, he has no lack of interest in stories, lore, and sailors yarn of any length, and so he can repeat legends like a priest can quote the Bible. If approached to weigh the value of rumors, legends or tales of any kind, this man will add a bonus of +1 to each roll that he is paid 3 gold for (he can only add +1 to any roll, no matter how much he is paid).

Edward Teach: Otherwise known as 'Blackbeard', and one of the most infamous pirates of his day, he often returns to this harbor. He doesn't remain long with any one shore leave, though he is 'fond' enough of Nassau to set himself up as unofficial magistrate here, from 1716 to 1718, requiring that all official documents (including letters of marque) pay a tribute to him, whether or not he is present to collect it (he can always collect it from officials when he returns).

TAVERNES AND COMMONS: There are few places busier than the beach itself, which is just a single, large, open-air taverne. However, there are a few drinking holes in port that attract the far more adventurous pirates of the lot. Through the tattered sails of tents and wreckage of ships on the beach they pass, until they reach these places.

Hog's Head: When the fort on Hog's Head Island is not being maintained, it is used by pirates as a taverne, of sorts. The worst brewed or spoiled grog and other drinks from the harbor is given over to the fort to burn as signal fires, but the guards are prone to drink much of it. They also charge petty fees to others, providing drink for the poorest of the poor who cannot get drunk anywhere else and who often have to swim out to the island, a short distance that is none-the-less hazardous due to their weak state, or at risk of being run over by ships. Some less selective crews can get new recruits this way, literally fishing a drunk out from the harbor.

The Fountain of Youth: With a magnificent marble fountain gracing the courtyard of this old Spanish villa, it is the highest class drinking house or inn anywhere on the island. Tales of Ponce DeLeon's quest for the 'fountain' are favorites here, so much that the establishment has been renamed for them. Most sailors drink as freely from its rum as they would from the very waters of life, with much the same effect—total bliss.

Angels on a Yardarm: Long ago, three women that a pirate crew were convinced to be angels were in town tried and convicted for stealing from the poor box in a distant colony's church, and hung from a yardarm for all the pirate-crowded beach to watch. It was one of the few times that the law enforced any anti-piracy policy, probably due more to those womens' defense by pirates being seen as an act of blasphemy. Regardless, the three dead women were soon avenged, when the pirates exercised their own power in turn, attacking the ship upon which these women were hung, scuttling it, and salvaging only its bowsprit and the bodies. These were all brought back to Nassau and prominently hung in a quickly but costly built taverne right across the street from the government's offices—the pirates used cannons

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to level a church which stood in place of the new inn. Motivated by superstition as sailors can have in greater abundance than lust for gold, this was a clear demonstration of their respect for angels and all supernatural powers, no matter their doubts. It was certainly enough to cause the religious-based town council to back off and no longer challenge the pirates in any way. The three angels' skeletons were sewn together so that they would never fall apart, and continue to hang from the yardarm even to this day, which protrudes out above the streets, casting a sword-like shadow over the front window of the governor's office. Inside the tavern, pirates of all faiths gather to drink spirits and hear priests offer up sermons to those too drunk from the night before to stagger over to church to hear. This inn and tavern is also where seafaring priests can stay and usually prefer to, even more than the church.

The Head of Columbus: Supposedly built in honor of the 'great navigator', a bust of his head proudly flies atop the peak of the roof. But inside, wherein few government officials ever go or emerge sober, dozens of other copies of the head are displayed in an endless variety of mockery—there are some that are hollowed out to be used as bowls, large knobs with lengthy protruding tongues used to turn spits for roasting boar over fires, even true 'heads' that a man can use to crap into the legend's mouth. It is a riotous, rollicking tavern where men take pride in their debauchery and in their ability to be fouler than the rest.

The Blow Hole: Built along a low cliff which the best view of a blow-hole just a few dozen yards offshore, men here like to emulate the sprays from the sea by spewing their drinks high into the foul air of the tavern. The barkeepers often darken the drinks so that a collective spray, such as when an entire crew spews up at once in some celebration, is enough to disguise anyone performing some act of skulduggery, such as pilfering someone, signing a cunning deal, poisoning someone's drink, and so forth. Indeed, the very 'popular' practice of crowds or even individuals spewing their drinks is always done to maintain a tradition that allows pirates to constantly provide opportunities to betray others. It is truly a case of living and dying by the sword.

Sandfort: Running along the beach is the tumbling foundation of a century-old Spanish fort. Little still stands higher than a man's waist, and so the wall serves as the brace for countless logs of driftwood supporting sail-tents. However, the one tower that's still relatively intact—a whole story—serves as the bar for a tavern which runs a hundred feet down the beach in either direction, with more colourful tents purchased by their overflowing sales of drinks of all kinds. Pirates from different crews mingle on 'the line', sitting on the ruined wall watching the surf, or leaning against it for shade, or enjoying a lazy lounge in the shade provided by the tavern's tent-row. The ruins nearly lost beneath the beach's white sands, the entire length of the tavern is by all pirates formally called 'Sandfort'.

Ten Skulls: Initially, the proprietor here was going to use the name 'Ten Bells', but a friend warned him there was a haunted pub with that name back in London. Fearing the misfortune of using a name twice, he changed it. Ten skulls of better known pirates grace the hearth, each one a lamp glowing with a majority of the light offered to the dim but comfortable common-room. Mostly townsfolk gather here. The few pirates whom walk the distance of town to reach it usually do so only for a reason.

Honest Ned's: Actually called 'Honest Ed's', there is a large 'N' burned in front of 'Ed's', for when it first opened, prices were so high that pirates felt they were being cheated. Some were kinder than others—the sign may still be there, but 'Ed' is not, having been buried somewhere out beyond the bay in deep water. The new owners kept the sign and played it up for humor—they encourage only the most vile and cutthroat men to come here, with an understanding that to simply walk through the front door is to invite foul play, from being cheated at poker to being outright murdered for no reason. As for the owners themselves, they are former pirates and quite capable of defending their bodies, with a collection of weapons visible above the counter, a pair of swivel guns hidden **under** the counter, and explosives they constantly repack beneath the floor with long fuses ending in hidden spots throughout the common-room which they can easily light with any man's pipe or pistol shot.

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MERCHANTILES: Virtually every merchant here is a pirate, leaving prices either much higher or far lower than is usual. Note that the Availability of any item in Nassau can be re-rolled at the cost of 20 gold (bribes, etc).

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+1
Daalders	Holland	+0
Doubloons	Spain	+2
Ducats	Holland	+2
Guineas	Britain	+0
Louis d'ors	France	+0
Nine deniers	France	+0
Pieces of eight	Spain	+3

Services

Service	Cost of service
Appraisal	2 gold per gem or jewelry piece
Bank	6% of treasure being kept
Carriage	5 gold for 4 leagues of distance
Doctor	20 gold per Damage treated
Guide	2 gold per day (includes food)
Inn room	5 gold per dozen (includes food)
Marriage	10-120 gold
Porter	7 gold per week (includes food)
Proper burial	10-120 gold
Tailor	4 gold per set of clothes
Translator	12 gold per page

Cards: These are marked playing cards, giving one a bonus of +2 with his rolls in card games. But even in winning one may lose, for his opponent is always given a chance to make an Intuition Check to notice this deck's design.

Grog: This is rum, watered down and given taste by vegetables and citrus. When consumed in full, one makes an Endurance Check. Success means he is able to heal 1 penalty worth of his wounds, but failure means he not only gains an additional -1 penalty (but stands no chance of dying from this), he will also fall unconscious for 1-12 hours.

Gully: A large knife normally used for cutting the ropes aboard ship. As there is no hilt it is hard to parry with, lowering a user's Defense Score by -1.

Equipment

Item	Found	Cost	Weight
Cards	2	35	1
Grog (1 bottle)	10	4	10
Killdevil Rum (1 bottle)	7	5	12
Nelson's Blood	10	1	8

Killdevil Rum: This rum is said to be so strong that the devil himself cannot drink it. Often mixed with gunpowder, drinking it requires an Endurance Check. If successful, one will be able to ignore -1 penalty worth of wounds until it heals, but if he fails he adds -2 penalty worth of wounds.

Marlinspike: While designed for aid in fixing ropes and rigging, primarily with separating tangles, such spikes are equally effective at separating sinews in one's enemies, giving the user a bonus of +1 with its Attack Rolls when made aboard ships.

Musical instruments: This collection will serve two purposes aboard ship. First, they offer a means of entertainment during a voyage, reducing any loss of Morale for lack of speed by 1. Second, during battle they can inspire a crew's attack or be played dramatically to demoralize one's enemy, either way requiring 3 crew to be effective but giving a +1 bonus to Initiative until Initiative is lost. Multiple 'bands' cannot be used to gain a greater bonus.

Nelson's Blood: Another name for rum, and this is a style sold in slightly smaller bottles than normal rum, and is not as potent, either. Each bottle will negate -1 penalty worth of wounds for 1-6 hours.

Sea turtle: This is a living turtle left to roam free on the deck, and butchered when it is to be eaten, giving the crew fresh meat. One turtle will provide enough food to equal 1 day for 120 men. If this fresh meat is enjoyed by the crew on a single day (no leftovers), and everyone gets their share, it will increase Morale by +1.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Gully	10	3	6	5
Marlinspike	11	2	7	3
Sounder-fire	4	20	8	10

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Smoking lamp: Smoking is forbidden on so many pirate ships that these have been invented. Hanging somewhere on the forecastle, smoke is blown into it, thereby eliminating any chance of shipboard fire. Having one on board will improve Morale by +1 when the vessel leaves port, but at the cost of an additional 5 gold each time due to maintaining it.

Sounder-fire: Originally developed to guard the gate to Nassau harbor, this is a grenade-like bomb on a sounding line with a small anchor, more of a hook than a weight, which a man fixes to the seabed by hand. In order to keep them disguised as a shell or similar flotsam, they couldn't pack enough blast-powder to damage a ship. However, they are very useful for leaving floating in shallow water when a pirate is being pursued by men on foot or horses. Passing such a bomb requires an Intuition Check to avoid an automatic hit (one Check for each and every bomb left floating in one's wake). They use a long fuse on a mechanism which can 'collapse' if bumped into, setting the sparks directly into the powder, thus triggering the explosion, or waiting a good hour before running out of fuse and thereby exploding anyway.

Torture chest: A large box or barrel converted into a chest with heavy locks, it contains several spikes that slide in and out from the outside. A man may spare himself marooning or keel-hauling by opting for an hour in 'the boo-box', wherein he endures the random spearing of dull irons by pirates on the outside. To survive requires enduring a blow of 10 Base Damage. However, if one emerges alive, he's no longer guilty of any charges aboard ship. Such a chest increases base Morale by +4.

Purchasing Ships

Ship	Found	Cost
Sparrow	12	200
Schooner	10	1000
Naval sloop	4	1500
Navy snow	4	2000
Sloop	7	2500
Barque	8	4000
Dutch fluyt	5	6000
Brigantine	8	7000
Mariner	5	9000

Provisions

Provision	Found	Cost	Size
Anchor	11	25	50
Cannon (1 gun)	6	75	50
Cannonballs (1 salvo)	7	5	5
Charts	10	700	0
Flag, English	10	50	10
Flag, foreign	8	90	10
Flag, pirate	6	40	10
Musical instruments	5	400	100
Oars (full ship)	6	90	100
Sea turtle	2	15	10
Smoking lamp	8	12	0
Spare sails	10	240	300
Torture chest	6	400	100
Weapons*	11	600	200

Trading Goods

Price	Nature of the goods	Time
+4	Rum, ale, beer or brandy	1 week
+4	Medicine	1-3 months
+3	Tobacco	1-4 weeks
+3	Rare plants	1-6 weeks
+3	Sugar or flour	1-4 months
+2	Clothing, cotton or silk	1-4 weeks
+2	Books	1 month
+2	Glass	2 months
+1	Rare animals	1-6 weeks
+1	Spices	1-6 weeks
+0	Tea	1-4 weeks
+0	Hides	1-4 weeks

LEGACY: The city of 'Nassau' tells this tale: The pirate is king. It is simply a matter of whether the rest of the world accepts it or not. For the pirates of New Providence live as gods upon earth, living by their own terms and taking what they want, a perfect arrangement in which they were answerable only unto themselves. The legacy of this paradise is one of blood, rum, and freedom. Governors see it is no less an evil than Madagascar or Jamaica. Pirates see it as heaven on earth. What the world and history will tell of these free men in time is of concern only to a demented few of them. What matters is today, and this island is the center of a living world, in which every sailor is a king, and every captain a god.

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Ye be putin' in ta Port Royal, are ya matey? Well, there be no better a place fer a pirate ta spend his gold or meet his end than 'ere. Ye'll never find a more wretched hive o' scum an' villainy, says I.

WELCOME TO PORT ROYAL: The city that forms the central anchor of the Caribbean is a hub for pirates throughout its long and troubled history. There are many glorious triumphs and unimaginable disasters for this city throughout the 17th Century, a rocking, rollicking era for pirates in an equally odd and unpredictable city. If there is a city that is the heart of pirates in the Caribbean, it is this one. A map of the island is provided as Handout 7.

Sourcebook: Caribbean
Existence: 1655 to 1692
Location: 18N 77W
Level: 7
Population: 7000
Nationality: English
Fortifications: 6
Merchantiles: -5

A note about the name: The name of 'Port Royal' is sometimes spelled either 'Port Royale' or 'Porte Royal'. This is due to the ever-changing language common in the Caribbean, with French and Dutch influences, and sometimes even the city governor's preferences alone. Any version of the name is, in its own way, 'correct', though throughout this book it shall be referred to only as 'Port Royal'.

A history of Port Royal: First established by Spain under the name of 'Santiago Vega', this port town is captured by the English in the year 1655 in the desperate hope of finally gaining a foothold in the Caribbean. With Spanish power in the New World dwindling, and no settlements of significant size or strength anywhere on Jamaica to challenge English suppression, this port quickly becomes the center of British government and trade in the Caribbean, beginning an infamous legacy if pirates.

With little true power to fight the strength of the Spanish empire in the New World, the earliest governors are quick to use the raw naval might of pirates, issuing 'letters of marque' for the least of official reasons, indeed licensing for privateering

nearly every captain with a ship. This is a very welcome arrangement for both parties—the English strike serious blows to Spanish commerce through pirate raids they can easily dodge in court, and the pirates themselves finally have a safe port of call. This continues for several decades.

The most famous privateer operating here is Henry Morgan. In 1671 however, he leads a very underwhelming attack on Panama. Though he sacks the great city of legendary riches, the treasure is a paltry sum compared to what it should have been, and each man's share is considerably less than he is happy with. Fleeing back to Port Royal, he is in fact knighted, quickly disperses his crew, and then becomes a 'gentleman'. This marks a decided turn in the operations and legacy of Port Royal as far as all pirates are concerned, as their greatest ally is soon to become their greatest enemy.

Sir Henry Morgan becomes the official face of anti-piracy policy in Jamaica. For years the Spanish have been dwindling and the English increasing in power, and finally there is no longer any need for the privateers. Sir Morgan enables the English to turn brother against brother so-to-speak, as Morgan now uses his knowledge of piracy to help hunt the lawless men and bring them back to Port Royal to either hang or become law-abiding men. The city that was for a brief period the Heaven of pirates quickly becomes their Hell.

Yet whether a town of pirates or privateers, a port of lawless men or law-abiding sailors, the city known as Port Royal is always a booming port in which all manner of vices can be found for a fair price. Every sin is indulged here, whether the eye of the law or church turns blind to it or not. It is said by one governor, just in reference to the sheer debauchery of his own citizens, that "the Spaniards wondered much at the sickness of our people, until they knew the strength of our drinks, but then wondered more that we were not all dead".

Yet whether it was sinful early or later, if the valiant pirate or corrupt privateer was to blame, it is the sin of Port Royal that becomes its doom, as the world will come to believe. For on June 7th in the year 1692, there is a great earthquake which in a few short hours destroys the harbor and swallows a third of the city. Those who survive are forced to re-establish the city, soon to be known as the

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port of 'Kingston', in the hills overlooking a now drastically reshaped harbor. Thousands of lives are lost in the cataclysm, which is seen as nothing less than the wrath of God being cast down upon the 'wickedest city on earth'.

Government and law: This city has a history that is twofold. From 1655 to 1670, it is a haven for pirates who can do pretty much as they wish, thus earning its infamous reputation forever more as 'the wickedest city on Earth'. However, from 1670 to its destruction in 1692, the English government of this city is especially harsh and cruel to pirates, hanging them on the wharfs as a warning to other sailors and selling the rest as slaves to work either in the sugar cane plantation or in the mines. The government supports all these activities throughout its history, always with a mind for 'good business'.

Entering the city: Throughout its existence, there is a levy which must be paid by anyone not part of a privateer's crew to enter the city. The amount changes, usually averaging 10 gold, but never any higher than 20.

Guards: There are extenuating circumstances in this city, from poorly trained to desperate men, thereby resulting in guards slightly different than the usual English sentries. They travel in groups, usually of 1-12, and they each have DS 7, G 6, MOVE 100', each has a longsword and a pistol and a bonus of +2 to use both. Each man is Level 1.

Religion: Though established by the English, which is mostly Protestant, the loose-living nature of this port welcomes almost all religions. There are many different churches and even a synagogue, as pirates are usually God-fearing men and are ever playing with the fantasy of redemption. Furthermore, with a very real menace like Spain ever ready to reclaim 'their' island, the governor can ill afford to harass his citizens (and thus deplete his naval might) over more medieval concerns such as religion.

A unique harbor: The main city is built on a sandbar which curves around a spacious, natural harbor, allowing for protection of forts perched high upon the cliffs. The flat, sea-level sand that is the city's

foundation helps it prosper, as it has little need for complex docks or places to unload—cargo can be easily rolled on or from a ship.

Hiring crew: When acquiring new crew in Jamaica, each roll that is '10' or higher constitutes a bonus roll. Theoretically, one can acquire hundreds more men, since there are so many pirates here at any time, not counted amongst the normal population.

NOTEWORTHY CHARACTERS: Port Royal is, if nothing else, a den of thieves, a rouge's gallery. There are many colourful characters roaming the maze-like streets who might cross the party's path, from the socially elite to the most unsuspecting of wanton wenches. This gallery includes faces just as variable as the pirates themselves.

Sir Henry Morgan: The most famous privateer of them all, he becomes a 'gentleman' in 1673, even though he hardly fits the title. If not trading tales with his old pirate friends at wharf tavernes, he's hosting lavish parties at home, inviting the same rascals, scoundrels, villains and knaves to visit. He eventually dies of drinking in the year 1688.

Sir Thomas Modyford: Governor of the city from 1661 to 1667, he is notorious for both condemning and secretly funding piracy, not privateering, as he always likes to claim unofficial wealth for his own ends, which transcend those of ruling such a poxy little island like Jamaica. When he finally retires his commission, he simply disappears, but is never to turn up in England nor any grander court than the one he leaves behind in Jamaica. Rumors about his turning pirate, going into hiding with his great wealth, or being murdered for the same become a favorite tale in dockside tavernes.

Mary Carleton: The best known whore in the city, she's likened to a chair—no sooner is one man out than another is in. Still, those who pay her double-fee (of 2-24 gold, always depending on her mood) get a bonus of +4 to their roll on Table 25. Also known as 'The German Princess' for a play which was written for her and in which she performed, she is both beautiful and cunning enough to live up to her title.

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Diablo Sangre: His name means ‘devil blood’ to a Spaniard. To all others it means fear. This captain of thirteen highly successful raids on the Spanish Main is now retired, but funds new pirate ventures, so long as they meet three requirements: A profit of ten percent of the investment in a year’s time (or he dispatches his own ships to hunt down the ‘thieves’), a handshake made in blood, and a solid bit of proof that the voyage has no alliance in any way with any Spanish.

Marquis di Biase: A famous financier of countless privateering ventures during the 1650s, the Marquis has now become a minister, preaching the word of God to heathens in this wicked city, while at the same time secretly funding voyages for those who wage war on Heaven’s enemies (usually the empire of Catholic Spain). A very close friend of Baron Helmsley of Tortuga, throughout the 1660s the two of them finance over a hundred individual captains who attack many cities along the Spanish Main. It is later seen by many as punishment for his great hypocrisy that he dies in the 1692 earthquake.

Simmon Benning: A well known pewtermaker, he’s a family man who holds secret wealth and does a good trade in unofficial banking for pirates—those who seek to entrust their money to him must make a Charisma Check to do so, but if successful, they can leave any amount in his secret coffers and for up to one year return to find it untouched. After a year however, it is in the agreement that the one whose money he holds is considered dead, and the ‘banker’ claims the money for himself. If he’s ever threatened over this, many pirate captains from the surrounding shadows will appear and defend him, sometimes even directly rather than using their men alone, given the importance of Benning’s survival.

Rama-jumoggin: A madman who claims to be the greatest captain ever but has never been on a ship, he patrols the streets like they were his own deck, giving orders which are veiled codes to pirates to help avoid the law. With smoking ganja woven in his dreadlocks, he is always ‘inspired’ for his odd behavior and also given a fierce look to help in it. The law writes him off as a madman, while more experienced captains know and listen to his codes.

TAVERNES AND COMMONS: Though there’s as many tavernes as there are churches in town, a noteworthy few attract the greatest captains and the greatest troublemakers alike.

John Starr’s: One of the better known brothels, the number of prostitutes here is always a few dozen more than any other establishment. Secret doors are everywhere, allowing for quick access into all the rooms, or escape therefrom. Best of all for pirates, the proprietor is a money-changer outside the law.

The Bucket O’ Blood: This tavern stands upon the end of the wharf, the first one seen by men just getting off a ship. It has a spacious and very dark common-room, where all kinds of shady deals are struck in the flickering lantern-light. The barmaids are known whores, thieves congregate here, and the guards turn a blind eye to it (especially since there are so many guards, or friends of officials, or even officials themselves who partake of the prostitution and other vices offered here). It is said that there are so many brawls here, the wooden tables, floor and ceiling aren’t darkened from lantern smoke . . .

The Gibbet: Old cages discarded from the wharfs adorn the walls of this dark pub, still with remains inside them. Sailors suffering great misfortune drink up here, eventually talking to the skeletons. Many like to believe that the dead are their lost mates, a fate better than being in Davy Jones’ Locker.

Barre’s Taverne: Owned by ‘Charles de la Barre’, the secretary to Governor Lynch, this is a higher-class establishment, where officials meet to discuss merchanting matters and Royal Naval officers come to ease themselves after (or before) a voyage. This tavern is frequented by Henry Morgan, particularly in his years of decline as a gentleman. Altogether, this clean and busy bar is the unofficial meeting hall for the city councilmen, and during the year 1680, it is transformed into the harborfront offices of the East India Company.

The Golden Crow: This tavern overlooks the bay and often has upper class customers such as naval officers or rich merchant captains making deals at their tables. As a result, there are more guards in

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close call of this establishment. In addition, this is the favorite meeting spot of Henry Morgan himself, both during his privateering career and in his later days as a drunken nobleman..

The Jolly Rogue: The largest and oldest taverne in the city, it dominates the wharf at the end of the sandbar which encircles the harbor and supports the majority of the city-proper. Originally, this was the Spanish harbor offices, and like most things built by their Empire is as much a fortress as it is anything else. When the Spanish were driven out, this building was converted into a seedy pirate taverne, even going so far as to fly their black flags above the town—the harbor forts cannot fire on their own city, and the building can withstand a siege by the guards—the governors always prefer to leave this haven of evil men self-contained, and so they just leave it be. Inside its dark corridors, all manner of illegal activities take place, but none more so than deals between pirates and government officials who meet in secret rooms rented for just such purposes. The owner, indeed the ‘captain’ of this taverne, the former Admiral Jeffery Conners of Belfast, keeps the scales of illegal activity and legal action well balanced, almost as well as the scales in which he counts his own gold, protecting pirates unless they force the governor’s hand.

Maggotbread: The owner of this ‘taverne’ collects the food thrown out from other tavernes, soaks it in a cheap rum broth, and sells it to starving men for whatever money they have left. While the sign is supposed to read ‘Masthead’, pirates have a lot of fun in defacing it with ‘Maggotbread’, and then waiting for it to be replaced so they can rename it ‘properly’ yet again.

MERCHANTILES: The countless merchantiles in port offer a variety of goods, services and prices as to be found nowhere else in the Caribbean and perhaps the entire world. Note that the Availability of items has not been recalculated like the rest of the scores, so the port’s normal penalty of -5 must still apply to such rolls, though it can be reduced by 1 for every 100 gold paid to the harbor officials or even the governor himself (not to be raised above +0).

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+3
Daalders	Holland	+0
Doubloons	Spain	+1
Ducats	Holland	+1
Guineas	Britain	+3
Louis d’ors	France	+0
Nine deniers	France	+0
Pieces of eight	Spain	+3

Services

Service	Cost of service
Bank	5% of treasure being kept
Doctor	15 gold per Damage treated
Guide	2 gold per day (includes food)
Marriage	10-90* gold
Porter	6 gold per week (includes food)
Proper burial	20-70 gold
Tailor	7 gold per set of clothes
Translator	8 gold per page

Cards: These are marked playing cards, giving one a bonus of +3 with his rolls in card games. But even in winning one may lose, for his opponent is always given a chance to make an Intuition Check to notice this deck’s design.

Chain-arm: This weapon is a retractable chain that fixes to the end of one’s arm, thereby giving it a greater accuracy than a normal chain. These were initially developed to keep slaves in line, giving +1 to Initiative against anyone using a melee weapon.

Clean bill of health: This is an official government document ‘proving’ that the ship and crew are free of disease so that they cannot be rejected from any port on such grounds (whether this is true or not doesn’t matter—it’s official, after all).

Coconut rum: Sweeter and in some ways stronger than normal rum, each bottle will negate -2 penalty worth of wounds for 1-12 hours, and then -1 for the next 1-12. If one is not wounded at all, a full bottle of this gives him +1 to his next roll.

Fireworks: Imported from China, these devices are used to either light up an enemy vessel at night or

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simply confuse them. One box lasts for one battle. It will provide a +1 bonus to Initiative for a ship, provided the battle is at night. Multiple fireworks boxes cannot be used to gain a greater bonus.

Equipment

Item	Found	Cost	Weight
Cards	4	24	1
Coconut rum (1 bottle)	11	3	10
Ganja (1 dose)	8	10	1
Grog (1 bottle)	12	4	10
Killdevil Rum (1 bottle)	10	6	12
Nelson's Blood	12	1	8
Pardon tube	4	12	4
Pleasure-glove	2	50	0
Sugar loaf	11	1	10

Ganja (1 dose): Cannabis, hemp, marijuana . . . this plant has many names. Both abundant and enjoyed in Jamaica, it is a favorite of both piratical and political men alike. Smoking it takes 1-12 Rounds, and when it takes hold, the individual under its influence has a penalty with all his rolls, but a bonus to both his Girth rolls to avoid death and rolls to resist torture—the penalty, and the bonus' alike for all three of these things are equal to the amount of 'doses' the individual has smoked. This is also the number of hours it takes to wear off.

Ganja (1 sack): This smoking-herb serves as both a help and hindrance to a crew. When the sack is used, it boosts crew Morale by +1-4, but will also induce an equal penalty to the crew's rolls during any and all battles that occur within the next day.

Grog: This is rum, watered down and given taste by vegetables and citrus. When consumed in full, one makes an Endurance Check. Success means he is able to heal 1 penalty worth of his wounds, but failure means he not only gains an additional -1 penalty (but stands no chance of dying from this), he will also fall unconscious for 1-12 hours.

Killdevil Rum: This rum is said to be so strong that the devil himself cannot drink it. Often mixed with gunpowder, drinking it requires an Endurance Check. If successful, one will be able to ignore -2 penalty worth of wounds until it heals, but if he

fails he adds -2 penalty worth of wounds. Worse, if his Endurance Check rolls a natural '1', then he permanently loses 1 Girth Point.

Marlinspike: While designed for aid in fixing ropes and rigging, primarily with separating tangles, such spikes are equally effective at separating sinews in one's enemies, giving the user a bonus of +1 with its Attack Rolls when made aboard ships.

Musical instruments: This collection will serve two purposes aboard ship. First, they offer a means of entertainment during a voyage, reducing any loss of Morale for lack of speed by 1. Second, during battle they can inspire a crew's attack or be played dramatically to demoralize one's enemy, either way requiring 3 crew to be effective but giving a +1 bonus to Initiative until Initiative is lost. Multiple 'bands' cannot be used to gain a greater bonus.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Chain-arm	8	4	10	2
Marlinspike	12	2	7	3
Muskatoon	4	16	11	8
Pocket-pistol	10	18	2	4
Triblade	6	16	9	5

Muskatoon: A shorter version of the blunderbuss, a little less accurate but stronger than a musket, this is designed for close-quarters combat, offering the user a bonus of +2 with Attack Rolls aboard ships.

Nelson's Blood: Another name for rum, and this is a style sold in slightly smaller bottles than normal rum, and is not as potent, either. Each bottle will negate -1 penalty worth of wounds for 1-6 hours.

Pardon tube: This is a fancy scroll case made only to mimic the current style of those containing the 'Royal Pardons' carried around by Naval officers. Of course, this tube contains nothing of true value. It can, however, give one a chance to bluff their way into any town by making a Charisma Check, penalized by that town's Hostility Modifier. Such a tube becomes worthless after 1 year, as their styles in official circles change so often.

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Pleasure-glove: The intestine of an animal used for practicing ‘safe-sex’, this will negate rolls of ‘2-4’ on Table 25. However, if a natural ‘1’ is rolled on it, the intestine breaks, and the result of Table 25 must be re-rolled. Nothing less than such a roll is cause for these ‘gloves’ to break—they are sturdy indeed, and can be re-used any number of times.

Pocket-pistol: This pistol is small, designed to hide well in a pocket, hence its name. It’s box-locked, meaning the hammer is fitted centrally rather than to one side, thus making it easier to carry but less accurate as one cannot look down the barrel. This causes a penalty of -1 to all Attack Rolls made at a distance (beyond an arm’s length), however, its small size gives it a +2 bonus to Initiative when it is first produced.

Sugar loaf: Made from the sugar cane extensive all around the island, this is not good as food in itself but, if consumed, will give one a increase of +20’ to his Movement Rate until he either falls asleep or fails an Ability Check.

Triblade: Also known as a ‘weaponbreaker’, this is a dagger-like blade designed to catch and snap all other blades. Its user can, if he rolls a Critical Hit or his opponent a Critical Miss, choose the critical result to be the breaking of his enemy’s weapon, provided it is a blade.

Purchasing Ships

Ship	Found	Cost
Sparrow	12	200
Schooner	11	900
Naval sloop	6	1500
Navy snow	7	2200
Sloop	8	2500
Barque	9	4000
Dutch fluyt	3	4500
Brigantine	10	5000
Mariner	7	8000
Merchantman	6	12000
Square-rigger	5	16000
Frigate	4	21000
Man-o-war	2	24000
Galleon	2	30000
Spanish galleon	1	50000

Provisions

Provision	Found	Cost	Size
Anchor	11	40	50
Cannon (1 gun)	6	60	50
Cannonballs (1 salvo)	7	5	5
Charts	10	600	0
Clean bill of health	7	400	0
Fireworks	3	500	20
Flag, English	10	25	10
Flag, foreign	8	40	10
Flag, pirate	6	60	10
Ganja (1 sack)	4	200	1
Longboat	12	65	350
Musical instruments	7	300	100
Oars (full ship)	5	150	100
Spare sails	11	300	300
Weapons*	10	900	200

Trading Goods

Price	Nature of the goods	Time
+6	Rare plants	2-24 weeks
+5	Medicine	1 month
+5	Tobacco	1-4 weeks
+2	Clothing, cotton or silk	1-12 weeks
+2	Books	1-4 weeks
+2	Tea	1-3 weeks
+1	Sugar or flour	1-6 months
+1	Glass	1 month
+1	Rare animals	1-6 weeks
+1	Spices	1-3 weeks
+0	Rum, ale, beer or brandy	1 week
+0	Hides	1 month

LEGACY: The city of ‘Port Royal’ tells this tale: The largest city in the New World if one weighs a population by the amount of gold in their purse, it is a city rife with sin, debauchery, and treasure. One of every four buildings is a brothel, gambling parlor, or tavern. The streets are filled with folks so vile and wretched that priests turn away to seek other ports, giving up hope that these people can ever be saved or even civilized. During its heyday, this harbor, called ‘The Sodom of the New World’, is the greatest pirate city of them all.

SAINT MARIE

Psst! Ye be needin' a new port o' call, eh matey? An island close ta rich plunder where nobody'll be out lookin' fer ya? Then yer've come ta the proper place, says I. Welcome ta paradise, in the middle o' nowhere, an' the middle o' rich shippin' lanes.

WELCOME TO SAINT MARIE: Just off the eastern shores of the great pirate land Madagascar is this tiny island, rich with fruit, wildlife, timber and fresh water. It is ideally situated to intercept ships coming and going from the Indian Ocean and even the Far East. Here, pirates lounge like kings and barely have to sail out of sight of their newest paradise to take a ship when their gold runs low. A map of the island is provided as Handout 8.

Sourcebook: Open Seas
Existence: 1691 and on
Location: 17S 48E
Level: 3
Population: 1200
Nationality: English, Dutch
Fortifications: 3
Merchantiles: -0

A note about the name: The name of 'Saint Marie' is also used as 'St. Mary's Island', 'Isla Marie', or 'Isle Sainte-Marie'. Any version of the name is, in its own way, 'correct', though throughout this book it shall be referred to only as 'Saint Marie'.

A history of Saint Marie: This 6-league long island paradise lies just off the east coast of Madagascar. It is used as a pirate haven from late in the 17th Century until well into the 18th Century, or so it is said. In truth, there are many islands named for a myth, 'Saint Mary' indeed, but it is not until 1691 that an actual town is given this name officially, a pirate town built with the aid of privateers, and it enjoys decades of support from unofficial backing, drawing both privateers and pirates alike. However, in 1722, the British East India Company makes the trade of piracy a dangerous one all throughout the Indian Ocean, and so business drops off, leaving the island a shell of its former self, with plenty of unused beach and empty huts. The pirates that are keen to continue using such an anchorage are the bravest and hardiest of their kind, and so while far

fewer pirates are here during its declining years, the overall strength of the haven of Saint Marie remains consistent throughout the years.

Government and law: Being a pirate port with only financiers keeping an unofficial presence here, there is no enforced law save that of sword and pistol.

Fort Victory: The first colonists of this tiny island were actually French, and they built this fort back in 1647. However, slow trade led to a decline in the colony, and it was abandoned in 1674. As the pirates who come here a few decades later have little interest or ability in repairing the fort, it thus becomes a steadily crumbling ruin, gambling parlor and anchorage for deeper-drafted ships.

Hiring crew: When acquiring new crew in Saint Marie, each roll that is '11-12' constitutes a bonus roll. Theoretically, one can acquire hundreds more men, since there are so many pirates here at any time, not counted amongst the normal population.

NOTEWORTHY CHARACTERS: Though many a great pirate learned his trade here, few are truly important during their stay on this tiny island.

Olivier Levasseur: A famous French pirate, he is at all times barely able to contain his disdain for how France's influence in the world at large is failing. Given that Saint Marie was originally settled by a French colony, and that there are no captains in the tiny port who can overpower him, this paragon of piracy uses this as his base, constantly boasting about France's greatness and throwing around both his weight and his ill-gotten gold (usually taken off other pirate ships). Nobody here likes him, but the wealth he acquires is enough to maintain a steady and sizable crew. No one dares to challenge him.

Robert Culliford: When he comes to Saint Marie, this pirate is first mate to the already well known William Kidd. In 1692, while on the Indian Ocean searching for pirates and coming up empty handed and desperate, Kidd contemplates turning to piracy in order to placate his very restless crew. Unable to decide, Culliford makes up his mind for him by leading a mutiny and taking his ship, the 'Blessed

SAINT MARIE

William'. However, Culliford suffers a mutiny himself in 1696 and is marooned, only to be rescued by the 'Mocha' soon thereafter, and he is able to quickly acquire its captaincy. On returning to Saint Marie in 1698, Culliford meets up again with Kidd and makes amends before setting off once again on the account, using this port as his new base. He is always looking for new crewmen, as his reputation is starting to work against him. In 1699 he joins his forces with those of Dirk Chivers and together they take the 'Great Mohammed' in the Red Sea. Yet it's not to last, as Culliford's storied history of treachery will overtake him before the year and the century end: He is pardoned by the English and, believing that he can enter greater harbors safely, is soon jailed with his pardon ruled invalid by a tribunal. He is able to escape and return to pirate these waters but only as a sailor—no crew ever trusts him with a captaincy ever again.

Willem Janszoon: A Dutch officer, he was the first to chart the Australian coast and meet the natives there. His vessel, the 'Duyfken', weighs anchor in Saint Marie, where he settled shortly after the port raised its first flag in the late 17th Century. He is a great navigator well into his declining years, and is the port's chief mapmaker. He has charts and maps of all kinds, almost like a wizard of ancient myth. The tales he tells of strange lands beyond borders of maps and Bibles alike adds to his mystique.

TAVERNES AND COMMONS: No town ever survives without bars, brothels and other commons, and Saint Marie is no exception. There are just as many tavernes as there are merchantiles here. Most are known pirate hangouts, with some of them far more preferable, and infamous, than others.

The Rusty Skull: For some reason, a pirate forged a skull of iron and kept it in his shoppe (a rigging and tackle merchantile). Many speculate it was the first of an intended series of skull-like cannonballs. Whatever the truth, the merchant went under as if barraged with iron cannonade and the shoppe was turned into a tavern. The original skull now rests above the fireplace, and though rusted red, it has gained a sinister reputation for getting hot only if a man in the tavern will die that same night.

Thunder Rum: Though its sign actually reads 'The Isle of Thunder', all sailors call this establishment 'Thunder Rum' or 'Thunderum', for its drinks are so strong that they will cause thunder in one's ass.

The Bloody Cay: When the French first built this tavern, it featured a magnificent harpsichord, but during a brawl in 1666, several men died and their blood spilled over it. The tavern closed, and the harpsichord remained, as all feared to take it lest it be haunted. The dwindling villagers called the old, boarded-up building the 'bloody keys'. But when it was reopened by pirates in 1691, they fancied they legend and kept the name. Yet countless unsettling events stoked the fires of fear and superstition, and soon the term 'bloody keys' became 'bloody cay', much as the language itself worldwide was turning 'keys' (as in a harbor) to 'cays'. And indeed, the old harpsichord sits like a reef or island out in the midst of the common-room, never played on again.

The Manger: Playing perhaps too much on an idea of the island's namesake, a financier built mangers like those Jesus was born in for pirates to sleep in at very low cost. Few now remain, a small amount clustered together and referred to as one instead of many. The more pious sailors sleep here, accepting meager food and water from priests whose church is across the street. Their greed, however, is not to be mistaken for piety by any of the townsfolk.

Dagger's Cross: What was once the town square and the site of a sizable church (considering the lack of money the town had to build it) is now a very different place—the church is gone, and all to remain of it is a large, wooden cross rising in the midst of a sprawling tavern, one whose wings are layered over the old streets like the tentacles of an octopus over the rocks. The cross is textured with countless stab marks, for pirates gouge daggers into it for various superstitious reasons. The 'cross for daggers' eventually gave the large tavern its name and its symbol—hanging above each door (as there are many) is a pair of non-functional and slightly oversized daggers crossed like a medieval coat-of-arms. Somehow, the original cross remains almost new in appearance despite years out in the weather and countless stabbings by all manner of blades.

SAINT MARIE

MERCHANTILES: The merchants of Saint Marie are unique, being comprised almost entirely either of priests or thieves. Few indeed are legitimate or official suppliers of wares with a ship or contract. This makes for a marketplace scattered around port with a wide variety of wares and prices.

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+1
Daalders	Holland	-1
Doubloons	Spain	-2
Ducats	Holland	-1
Guineas	Britain	+1
Louis d'ors	France	+1
Nine deniers	France	+1
Pieces of eight	Spain	+0

Services

Service	Cost of service
Carriage	4 gold for 5 leagues of distance
Doctor	12 gold per Damage treated
Guide	1 gold per day (includes food)
Marriage	10-90* gold
Porter	8 gold per week (includes food)
Proper burial	30-80 gold
Tailor	7 gold per set of clothes
Translator	6 gold per page
Whore	2-13 gold per person per night

Chain-arm: This weapon is a retractable chain that fixes to the end of one's arm, thereby giving it a greater accuracy than a normal chain. These were initially developed to keep plantation slaves in line in the Caribbean but here they have been improved to deal greater damage but retain their accuracy of +1 to Initiative against one using a melee weapon.

Devil's claws: These are small, metal hooks forged onto glove-like devices fitted over hands or feet, to give a man a much better grip to rigging or other parts of a vessel in a storm. They are effective to the point of giving a bonus of +1 to all of one's roll for saving himself in every way from being washed overboard, but they are unwieldy in other matters, disallowing one the use of any weapons so long as he wears them.

Fireworks: Imported from China, these devices are used to either light up an enemy vessel at night or simply confuse them. One box lasts for one battle. It will provide a +1 bonus to Initiative for a ship, provided the battle is at night. Multiple fireworks boxes cannot be used to gain a greater bonus.

Equipment

Item	Found	Cost	Weight
Devil's claws	6	30	3
Grog (1 bottle)	9	4	10
Holy symbol	7	10	1
Pieces of fate	1	8	1
Satan's Blood	6	30	2
Spirit-glass	2	70	7

Grog: This is rum, watered down and given taste by vegetables and citrus. When consumed in full, one makes an Endurance Check. Success means he is able to heal 1 penalty worth of his wounds, but failure means he not only gains an additional -1 penalty (but stands no chance of dying from this), he will also fall unconscious for 1-12 hours.

Gully: A large knife normally used for cutting the ropes aboard ship. As there is no hilt it is hard to parry with, lowering a user's Defense Score by -1.

Holy symbol: The priests and jewelers of this port specialize in very fancy, even gaudy holy symbols. Any such symbol, no matter its faith, will give the wearer a +1 bonus to dealing with a Fear at night. This bonus cannot be raised by multiple symbols.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Chain-arm	5	12	10	5
Gully	10	6	6	5
Marlinspike	12	3	7	3
Musketoon	4	18	11	8
Triblade	3	17	9	5

Marlinspike: While designed for aid in fixing ropes and rigging, primarily with separating tangles, such spikes are equally effective at separating sinews in one's enemies, giving the user a bonus of +1 with its Attack Rolls when made aboard ships.

SAINT MARIE



Musical instruments: This collection will serve two purposes aboard ship. First, they offer a means of entertainment during a voyage, reducing any loss of Morale for lack of speed by 1. Second, during battle they can inspire a crew's attack or be played dramatically to demoralize one's enemy, either way requiring 3 crew to be effective but giving a +1 bonus to Initiative until Initiative is lost. Multiple 'bands' cannot be used to gain a greater bonus.

Musketo: A shorter version of the blunderbuss, a little less accurate but stronger than a musket, this is designed for close-quarters combat, offering the user a bonus of +2 with Attack Rolls aboard ships.

Pieces of fate: A collection of broken jewels, coins with unique crests or some form of semi-valuable talismans kept in a pouch, they bring good luck to whoever wears them, a +1 to all Luck Checks and Saving Throws, until any such Check results in a natural '1', then his luck turns, suffering a penalty instead of bonus until he can trade his current (and bad) pieces for new ones here in Saint Marie.

Satan's Blood: This is a small phial of some evil concoction known only to the natives. Pirates just refer to it as 'blood of the devil' or 'Satan's bile', amongst other names. Its strange properties affect a man differently every time. Indeed, for paying 30 pieces of silver (or gold), one buys a potion from Table 98, or poison. A single dice roll is made at the time the potion is consumed. A roll of '7-12' gets one of the magical potions ('7' is 'sleep', '8' is 'love' and so on up). However, a roll of '1-6' means that the potion is actually poison of a level equal to what was just rolled.

Spirit-glass: A spyglass which is said to be able to see ghosts and other spirits, this gives the user a bonus of +1 to his Intuition Checks and Searching Checks alike where the supernatural are involved.

Triblade: Also known as a 'weaponbreaker', this is a dagger-like blade designed to catch and snap all other blades. Its user can, if he rolls a Critical Hit or his opponent a Critical Miss, choose the critical result to be the breaking of his enemy's weapon, provided it is a blade.

Purchasing Ships

Ship	Found	Cost
Schooner	11	1000
Naval sloop	7	1700
Navy snow	7	2500
Sloop	10	3700
Privateer	5	4500
Barque	7	5500
Dutch fluyt	9	6500
Brigantine	8	8500
Mariner	7	10000
Merchantman	6	13000
Indiaman	10	18000
Frigate	4	25000

Provisions

Provision	Found	Cost	Size
Anchor	9	40	50
Cannon (1 gun)	6	90	50
Cannonballs (1 salvo)	6	4	5
Charts	7	340	0
Fireworks	4	400	20
Flag, any nation	7	50	10
Flag (pirate)	10	30	10
Longboat	12	55	350
Musical instruments	4	700	100
Oars (full ship)	5	170	100
Spare sails	9	250	300
Weapons*	8	700	200

Trading Goods

Price	Nature of the goods	Time
+4	Medicine	1 month
+4	Tobacco	1 week
+3	Tea	1-4 weeks
+3	Rare plants	1-6 weeks
+3	Sugar or flour	1-3 months
+2	Clothing, cotton or silk	1-4 weeks
+2	Books	1-3 weeks
+2	Glass	1-6 weeks
+1	Rare animals	1-4 weeks
+1	Spices	1-3 weeks
+1	Rum, ale, beer or brandy	1 week
+1	Hides	1 month

LEGACY: The city of 'Saint Marie' tells this tale: Gold is heaven on earth.

SINGAPORE

Be ye a king or his men, thieves or beggars, or a pirate on a quest casually whisperin' words o' how gods are felled or kings be made, all vessels find this harbor, says I, whether before or after they are sunk. Fer this 'ere city shouldn't even be here, a city fulla myths drinkin' an' discussin' voyages into the spirit worlds where angels fear ta tread, a port unknown ta those who know not a legend ta lead 'em here. It is a haven on the edge o' the world.

WELCOME TO SINGAPORE: In all the Far East there is no city so fabled or any harbor more visited than that of Singapore. A maze of temples, ruins, huts, homes, alleyways and waterways, there are countless crews, factions and families which lurk in what is little more than a man-made jungle where knives await the unwary in every shadow. A map of the islands are provided as Handout 9.

Sourcebook: Open Seas
Existence: Always
Location: 1N 104E
Level: 9
Population: 5000
Nationality: English, Oriental
Fortifications: 5
Merchantiles: -0

A history of Singapore: On the most southeastern tip of Asia there is this harbor which has remained undetected by colonial governments and companies for centuries, a pirate haven that is almost mystical in its commodities, its characters, and its ability to remain unknown to anyone aside from those who sign their name to a ship's articles.

There is a magic about Singapore. Although it is primarily Asian in populace, there is undeniably a sense of spirits from the world over hiding in all the shadows. Whether by way of nigh supernatural powers which weave cultures seamlessly together or simply the deliberate efforts of pirates from around the world bringing things with them, one can see a bit of every culture here. The kampong houses on stilts and boats remind Europeans of Venice, while the liberal brothels and government polices seem to echo Port Royal, and the bamboo furniture and the rattan shades act as a veil of strictly Asian culture barely hiding these clues of a pirate port.

Stories circulate throughout the world that the legendary name of Singapore is tied to, stories that seek to use its fame to enhance other agendas, and the stories are vast and varied indeed. Some of the more popular and widespread tales include the city actually being part of a Sultan's realm, while other years find that the Portuguese have burned it to the ground, again and again. Perhaps Sultans have power of fear over nearby harbors, or even other pirates in the service of Portugal burn towns along the Orient, but none are the true Singapore.

At the dawn of the 19th Century however, the English and Dutch finally lay claim to this harbor. The British East India Company in particular builds a fort here, and goes so far as to claim to all the world that they settled the city, as if it had never existed before their arrival.

Government and law: Throughout the centuries, the pirates of the Orient have maintained a very strong self-government, with all captains serving the same duties as government officials, both on sea and on land as well. Nowhere is this more apparent than in Singapore, where the pirate lords of the various crews, clans and guilds rule their sections of the city without question. Their laws are each unique unto themselves, and outsiders may have a difficult time recognizing the borders between territories in this maze-like city of huts and waterways.

Guards: From the beginning of the 19th Century to the end of pirate days, there are guards from both the English and Dutch East India Companies which maintain their laws in this pirate city. Funded and trained in unison with the two Companies, all such guards are for all intents and piratical purposes the same. They travel in groups, usually of 1-12, and they each have DS 7, G 6, MOVE 100', each has a longsword and a pistol and a bonus of +2 to use both. Each man is Level 1.

Hiring crew: When seeking to acquire specifically Asian crew in Singapore, each roll that is '10' or higher constitutes a bonus roll. Theoretically, one can acquire hundreds more men, since there are so many Asian pirates here at any time, not counted amongst the normal population. However, if a crew was previously a majority non-Asian, this changing

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of balance will stir racial tensions, lowering Morale an indefinite amount: The captain rolls one dice to determine the Morale loss, but if the loss is '1-4', he must roll again, and heap the new loss into the previous amount. This will continue until he either rolls a '5' or better (factoring in the final loss), or Morale hits 0 and thus results in a mutiny.

NOTEWORTHY CHARACTERS: The pirates of Singapore are a secretive lot, and those few whose names are known are too strong to fear anyone.

Ching Yih: Son of famous Chinese pirates, in 1801 he breaks ranks and takes his large fleet of junks 'on the account', as some of his English shipmates term it. Sailing first to Lantao Island, Ching Yih is quick to gain control of the coast there, extorting from many trading vessels and destroying others as he pleases. Eventually he has command of a good six hundred junks and thirty-thousand men. And it is at this point he enters legend. Dividing his ships into smaller fleets or 'lines', each designated by a different colour, he supposedly sails under the red flag but in truth he sails with the black, leaving a decoy to command the red fleet so that he can sail south, leaving behind both his family and the civil war they think is so important, but is not at all important to him. Ching Yih establishes himself in Singapore as a pirate lord while his decoy dies in 1807, effectively severing all his ties to all worldly cares and even his chief enemies (politicians).

Cheng Yih Sao: The wife of Ching Yih, when his decoy dies in 1807, she takes control of what was the 'red fleet' and makes it her own (and with her husband's bi-sexual male-lover acting as first mate). The fleet under the command of Cheng Yih Sao is far bolder and more aggressive than her husband's red fleet was, dominating the coast and engaging in many fierce battles with the British Royal Navy. And, while based in Lantao Island, Cheng Yih Sao herself occasionally ventures in secret with a small crew to Singapore, there to search the truth of the legends as to whether her husband actually died or not. She never finds him, at least as far as legend tells, and in 1810 officially accepts a Royal pardon (even though she continues to run illegal operations for another thirty years).

TAVERNES AND COMMONS: The maze-like streets and waterways of Singapore are riddled with tea bars, drinking holes and bath houses. Any one of these can be a meeting or resting place for the pirates of the city. Some are more frequented and preferred than others, especially when natives meet with foreigners in their city.

The Grotto: This has many names in many varied languages, so pirates commonly refer to it simply as 'the grotto'. It is actually a tea bar, just cast in dim light to hide secret transactions and encourage whispering above the ruckus of a normal tavern. The cups are meant to be broken on the ground, a practice which has already begun to spread through the city as a tradition, but a practice which, in this establishment at least, was begun and encouraged to further disguise treacherous behavior (someone is to wait for the breaking of a cup to muffle a cry or groan from a backstab...)

Lotus Garden: There are many ponds in this island and city where lotus flowers are abundant, but this particular garden is larger than the rest, and a bar has encircled it. Guests sit on the edge of the dark pond, thus remaining visible to everyone else. The more cautious pirates meet here as it is far more difficult to disguise any acts of treachery.

Fang's Bath: Named after the greatest pirate lord to ever use this as his preferred meeting place, this is a large bath house where men and women sit in pools of boiling water, fed from fires in a dungeon below. Bellows go night and day, and the steam is like a barrier between the worlds of the living and the dead. Furthering this illusion are some of those pirates which relax here, their skin encrusted either with filth from too much time in a tub, or from a curse picked up like a disease in any of the ruins or haunted seas frequented by pirates venturing out from this city. Indeed, the living, dead, undead and unliving mingle so seamlessly in this bath house it has become the preferred meeting place for pirates whose voyage is one involving the supernatural or worse, while pirates whose venture is strictly one of earthly matters avoid this establishment like the plague, fearing its reputation.

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MERCHANTILES: There is no order to this city, Merchants are mixed in amongst all the houses and offices. There are more merchants along the stone walkways which descend to line the waterways, but seeking for any goods is a search in and of itself.

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+3
Daalders	Holland	+1
Doubloons	Spain	-1
Ducats	Holland	+0
Guineas	Britain	+1
Louis d'ors	France	-1
Nine deniers	France	-1
Pieces of eight	Spain	-2

Services

Service	Cost of service
Appraisal	2 gold per gem or jewelry piece
Bank	13% of treasure being kept
Carriage	9 gold for 2 leagues of distance
Doctor	6 gold per Damage treated
Guide	2 gold per day (includes food)
Inn room	2 gold per person (includes food)
Marriage	30-150 gold
Porter	4 gold per week (includes food)
Proper burial	10-120 gold
Tailor	6 gold per set of clothes
Translator	5 gold per page
Whore	2-13 gold per person per night
Wizard	10 gold per 'Save' of the spell or prayer to be removed

Concubines: Since ship's articles and superstitions almost always prohibit prostitutes being aboard (and most wouldn't go anyway), these women offer the same service, but better. Slim enough to have their food be negligible, encouraged culturally and given an aura defying superstitions, they circumvent both rules and fears, staying aboard ship only to please the crew. Having such a group aboard increases a crew's Morale by 1-12. Additional groups can't be acquired for any one ship as it is against the ways of these women. Their 'price' must be repaid once every month as well as whenever the ship puts in to any Oriental port. Keeping concubines on board against their will or without payment is one of the

most heinous acts in this culture and automatically turns Asian pirates against the ship in all situations (including crew—they will mutiny at once if their captain commits such a crime). When any group of concubines leave a ship, it lowers Morale by 1-6.

Diver: This is a woman trained to dive for pearls and other valuables in the sea. While not an active part of the crew, each such woman aboard gives a collective 1 in 12 chance of recovering any single item up to a depth equal to the captain's Charisma multiplied by a factor of 20. While the depth of the true ocean is usually too great, anywhere that is within sight of shore or near a reef will have a random depth of 30-360'. Such women are flawless in their ability to avoid sharks, negotiate currents and otherwise accomplish what Characters cannot. They consume food like any crew member, but are 'part of the ship' and need only be paid once until the voyage is over (when the treasure is divided), and then they are free to go.

Food: The food known to sailors the world over is hard to find here, and 'Asian' food is much more common. If a majority of the crew are not Asian, using this as their daily food constitutes a penalty to all crew rolls as if Morale is 20 lower than it currently is (though Morale does not actually drop).

Fireworks: Imported from China, these devices are used to either light up an enemy vessel at night or simply confuse them. One box lasts for one battle. It will provide a +1 bonus to Initiative for a ship, provided the battle is at night. Multiple fireworks boxes cannot be used to gain a greater bonus.

Flash powder: A small bag of powder which, when lit, is thrown at the enemy (a normal Attack Roll is required, and if in a group, always targets the highest of the enemy Defense Scores), creating an explosion that is harmless but disorienting enough to penalize that entire group's Initiative Rolls by -1 for the rest of the fight. If used on an individual, the penalty is -2. Once such powder is used in a fight (whether successfully or not) it can't be used a second time on anyone during that same battle, for its first uses makes everyone involved wise to its effects.

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Special Weapons

Weapon	Found	Cost	Weight	Damage
Flash powder	4	4	1	0
Katana	9	50	6	5
Pocket-pistol	5	24	2	4
Poison pack	2	6	0	0

Katana: More elegant and refined than the normal longsword the world over, these blades originated in Japan but have found their way throughout the Orient due to their efficiency, gaining a +1 bonus to Attack Rolls, though they are literally a double-edged sword, suffering the wielder a -1 penalty to roll the result of each and every Critical Miss. A similar katana design is simply the equivalent of a normal 'longsword'.

Pocket-pistol: This pistol is small, designed to hide well in a pocket, hence its name. It's box-locked, meaning the hammer is fitted centrally rather than to one side, thus making it easier to carry but less accurate as one cannot look down the barrel. This causes a penalty of -1 to all Attack Rolls made at a distance (beyond an arm's length), however, its small size gives it a +2 bonus to Initiative when it is first produced.

Poison pack: This is a small pack of powder that is highly poisonous (level 5). Thrown at an enemy (a normal Attack Roll is required), they breathe it in rather than needing to be slashed or taste of it to risk its potency affecting them.

Purchasing Ships

Ship	Found	Cost
Schooner	11	1200
Naval sloop	8	1800
Navy snow	6	2400
Junk	10	3000
Sloop	9	4000
Dutch fluyt	9	6000
Privateer	6	8000
Barque	6	10000
Indiaman	7	12000
Brigantine	4	15000
Mariner	4	20000
Merchantman	3	30000

Provisions

Provision	Found	Cost	Size
Anchor	7	60	50
Cannon (1 gun)	4	200	50
Cannonballs (1 salvo)	5	10	5
Charts	10	400	0
Concubines	8	100	100
Diver	4	80	0
Fireworks	9	200	20
Flag	10	50	10
Food, Asian (10 days)	12	1	1
Food (10 days, 1 man)	10	2	1
Longboat	11	50	350
Oars (full ship)	9	100	100
Spare sails	6	250	300
Weapons*	9	600	200

Trading Goods

Price	Nature of the goods	Time
+4	Tea	1 week
+3	Rare plants	1-3 weeks
+3	Medicine	1 month
+3	Spices	1 week
+2	Rare animals	1-6 weeks
+2	Tobacco	1-3 weeks
+2	Sugar or flour	1-6 months
+1	Clothing, cotton or silk	1-4 weeks
+1	Books	1-4 weeks
+1	Glass	1-3 months
+0	Rum, ale, beer or brandy	1 month
+0	Hides	1-6 months

LEGACY: The city of 'Singapore' tells this tale: If there is a mystical truth to the world, the outcasts will find it first. If there is a magical city in the world, it is Singapore, pirate stronghold of Asia. Try though they might, the Companies of England and other nations are hard pressed to overthrow the empire of stilted huts and dark dens of pirates. For here, the power of both military might and even bribery is all but impotent. Here, the richest of all commodities are wisdom, cunning, and respect. The pirates value their last great refuge too much for anyone to sell it out, and whatever magic prevails here, it is too strong to be overcome by musket or cannon. It is not until the pirates dwindle of their own accord that Singapore joins with 'civilization'.

TORTUGA

Weigh anchor now, ya swabbies! Be ye seekin' an easy consort, spongin' fer rum or after gold spillin' outta ships, then yer've come ta the proper place.

WELCOME TO TORTUGA: The 'sea turtle' is an island which is nothing less than pirate heaven. Centrally located to raid Spanish, English and even Dutch shipping, with friendly governors who both welcome and help hide pirates, it is said that the harbor is filled with rum, the fountains filled with grog, and the whores' pockets filled with the gold and silver of the Spanish Empire. A map of the island is provided as Handout 10.

Sourcebook: Caribbean
Existence: 1620 and on
Location: 20N 73W
Level: 5
Population: 1500
Nationality: French
Fortifications: 4
Merchantiles: -0

A history of Tortuga: This island off the northwest corner of Hispaniola resembles a turtle shell rising from the sea, so it is named 'Tortuga del Mar' by the Spanish, indeed 'turtle island'. They established a colony here in relative peace, but that peace was not to last. For the French in Santo Domingo to the southeast were driven out by the Spanish, and soon found this 8 league-wide island as a natural haven, for being highly mountainous it is highly defensible, and centered along trade routes allowing for rich piracy. The French buccaneers drive out the Spanish and establish the first town in 1620.

Throughout the next ten years, the island will trade hands many times between France and Spain. Finally the French win out, and the main city that rests on the gentle slopes of the island's southern shore and natural harbor, initially named 'Cayona', is renamed 'Tortuga'.

Against the common enemy of Spain, this port becomes an unofficial partner with Jamaica and the English haven there of Port Royal. Thus begins a legacy of French governors who turn a blind eye to piracy, as easy-going officials welcome the rich and powerful vessels of buccaneers, creating a city where easy wealth consorts with easy virtue.

Over the next few decades, the governors do all they can to encourage the pirates to stay here, given the ever-changing tides of war and safe ports in the Caribbean. They import many prostitutes to reduce sodomy, rape and bugging amongst crews. They offer free currency exchange. And finally, to follow Port Royal's example, they begin offering a commission with letters of marque.

As the 17th Century wears on, endless raids by the Spanish drive most of the buccaneers out from this island, who seek new havens in Petit Goave and Port Royal. Finally, in 1684, new laws and in particular the 'Treaty of Ratisbon' outlaw piracy in the French Caribbean, and Tortuga in particular. As before in many other ports, once the pirates' use is no more they're scattered to the winds. This time, most of the brethren find a new haven in Nassau.

Government and law: The town's unofficial yet all the same profitable endorsement of piracy is also a double-edged sword—funding from the government must be kept secret, and so necessities like guards are a gamble as much as any game played in a pirate tavern. On average, the guards here are an undertrained, unmotivated lot. They travel in groups of 1-6, and each has DS 5, G 5, MOVE 90', each has a rapier and a pistol and a bonus of +1 to use both. Each man is Level 1.

The Four Corners: The southern island, by far the most populated area, is divided into four 'corners', much like shires or parishes; The city itself is still sometimes referred to as 'Cayona', the farms and tobacco plantations are collectively known as the 'Middle Plantation', the western reaches are called the 'Ringot', and finally the 'Mountain' dominates the center of the island, dividing civilization from dense and dangerous jungle.

Jungle towns: While many pirate cities are nothing more than shanty towns along a beautiful beach, in Tortuga, most pirate encampments are made inside the jungle to avoid the eyes of Spanish ships that frequently patrol the west, north, and east coasts of the island, while their ships remain safely anchored in the fortified harbor of the town proper, paying a light fee to the harbormaster.

TORTUGA



Hiring crew: When acquiring new crew in Tortuga, each roll that is '8' or higher constitutes a bonus roll. Theoretically, one can acquire hundreds more men, since there are so many pirates here at any time, not counted amongst the normal population.

NOTEWORTHY CHARACTERS: The haven of Tortuga always has a rouge's gallery around every corner and in every taverne. However, there are a good many characters who have made this a base of operations and can usually be found here.

Baron Helmsley: A nobleman of great lineage who served as a privateer throughout the 1650s, fighting both for the French against the English and later with the English against the French, he now lives in contented retirement in a large mansion adorned with fine art and statuary. His close friend Marquis di Biase of Port Royal often visits. Together, they enjoy stories from new pirates, but only those who are the most daring. Those who aren't are usually put to death. Those who are usually get financing.

Baggywrinkle: This old man takes frayed ropes and uses them to make 'chafing gear' for ships not to bump into each other in port. While his name has become synonymous with this trade, he's also kept busy at finding new uses for ropes, and, in secret, sells all manner of small torture devices.

TAVERNES AND COMMONS: In the mazes, alleyways and tent-towns of Tortuga, one can just as easily find a drinking hole as he can a watering hole. One might stumble into the back of a shoppe and find it converted to a grog house, or make a wrong turn in town and find a financier's office is now a den of thieves. But for all the hangouts of pirates which come and go like their ships, a few better known gathering places can always be found.

The Sea-Wolf: This is an old galleon, derelict, that is run aground in the harbor and has been turned into a 'floating taverne'. The fact that it no longer actually floats doesn't matter to patrons, and makes maintaining it that much easier. The most common higher-profile customers are captains of ships laying at anchor in the harbor, here on neutral ground to discuss partnerships, treasure division and the like.

The Slush Fund: Each and every pirate ship makes more than a little money off the grease, fats and crust that hardens on the side of barrels, called a 'slush fund' because it's sold to shipyards which use it for ship maintenance, but, it's often difficult to sell, as it's a buyer here, a buyer there, etc. So this shoppe buys it whole from ships and sells it to regular customers. The total number of men on board any vessel (and thus the more food that they have eaten) is the number of gold a ship may gain from selling here. The chance of the 'slush' being foul enough is 1 in 6 for each month the vessel has been at sea (since its last port of call, when it is standard procedure to otherwise clean the slush out and acquire new barrels).

Pieces Of Eight: This moneychanger is one of the oldest establishments on the island. Their principal business is changing coins into jewelry, normally a practice frowned upon by pirates, but given Spain's laws of the century, this is a valuable service. For Spanish Common Law dictates that anything which comes into their port can be taxed, except for that which a sailor wears on his person (save for coins) that he can take off ship in a single trip, or rather step from ship to shore with. Hence, this business takes in coins and gives good value in return with gold chains, earrings, gold teeth, and so forth. The business earns its name as a mockery of Spanish trade and wealth. The name has also come to have a secondary meaning, because they have established a flawless means of minting pieces of eight, thusly able to tip the scales of trade by turning any gold into perfect Spanish currency, undetectable for its French-pirate origins.

Sparrow's: This is a taverne where rum flows like water from the Fountain of Youth. It is popularly believed that the first bar here was nothing more than an overturned 'sparrow' boat, and grew from there. It is even more preferable to the beliefs of drunkards and pirates that the original proprietor, a pirate himself, hid exotic treasures throughout this establishment, though none have ever been found. Still, legends die hard, and it's just as common for a brawl to begin over poker as it is from one to be staged in order to disguise someone prying up floorboards in search of 'buried treasure'.

TORTUGA

MERCHANTILES: There are few streets in this city, and instead one shoppe opens into another, or the marketplace is more of a tent-town just outside the harbor. In any event, navigating these mazes of merchants often leads to unexpected treasure. Note that the Availability of any item in Tortuga can be re-rolled at the cost of 10 gold (bribes, etc).

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+0
Daalders	Holland	-1
Doubloons	Spain	-2
Ducats	Holland	-1
Guineas	Britain	-1
Louis d'ors	France	+3
Nine deniers	France	+3
Pieces of eight	Spain	+0

Services

Service	Cost of service
Bank	4% of treasure being kept
Doctor	9 gold per Damage treated
Guide	2 gold per day (includes food)
Marriage	5-60 gold
Porter	12 gold per week (includes food)
Proper burial	20-70 gold
Tailor	8 gold per set of clothes
Whore	1-6 gold per person per night

Baggywrinkles: These are bundles of old ropes that are used to prevent ships from bumping into each other in port. Having these, in any amount, gives a ship a bonus of +2 Morale when leaving port after 3 or more days, as it there is less work than usual to repair and clean the vessel due to its relatively smooth stay in the harbor.

Boucan knife: This is a short, curved blade that is normally used for cutting up wild animals such as boar and oxen. When used aboard ship, in a jungle or indoors, it adds a +1 bonus to one's rolls to determine the **effect** of a Critical Hit.

Charqui jerky: Jerky from boucan houses, these are sold in bundles providing enough food to equal 10 days for 1 man. Unlike normal rations, it does not spoil under any circumstances. If enough is bought

to actually feed an entire ship's crew it will negate any low roll for a day's travel, thus resulting in an uneventful day (with no loss of provisions).

Equipment

Item	Found	Cost	Weight
Charqui jerky (10 days)	10	3	20
Coconut rum (1 bottle)	11	4	10
Grog (1 bottle)	10	5	10
Rosary of pain	4	30	1
Pardon tube	4	12	4

Coconut rum: Sweeter and in some ways stronger than normal rum, each bottle will negate -2 penalty worth of wounds for 1-12 hours, and then -1 for the next 1-12. If one is not wounded at all, a full bottle of this gives him +1 to his next roll.

Grog: This is rum, watered down and given taste by vegetables and citrus. When consumed in full, one makes an Endurance Check. Success means he is able to heal 1 penalty worth of his wounds, but failure means he not only gains an additional -1 penalty (but stands no chance of dying from this), he will also fall unconscious for 1-12 hours.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Boucan knife	10	3	6	3
Marlinspike	11	3	7	3
Muskatoon	3	20	11	8
Pole-axe	5	5	30	10

Marlinspike: While designed for aid in fixing ropes and rigging, primarily with separating tangles, such spikes are equally effective at separating sinews in one's enemies, giving the user a bonus of +1 with its Attack Rolls when made aboard ships.

Pardon tube: This is a fancy scroll case made only to mimic the current style of those containing the 'Royal Pardons' carried around by Naval officers. Of course, this tube contains nothing of true value. It can, however, give one a chance to bluff their way into any town by making a Charisma Check, penalized by that town's Hostility Modifier. Such a tube becomes worthless after 1 year, as their styles in official circles change so often.

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Pole-axe: A large mallet with many random spikes protruding from its end, these are normally used to hunt cattle and cut jungle, but are also effective at hunting and cutting people. Unfortunately, they are unwieldy in battle, inflicting a penalty of -3 to all Attack Rolls made with them.

Rosary of pain: A cunningly woven length of rope designed to screw a man's eyes out of his head, it will penalize one's rolls to resist torture by -1. Its use also increases Morale by +1 if the victim does confess, but if not, penalizes Morale by -1-6, as it is unnecessarily brutal and difficult to watch, even among some pirates.

Sea turtle: This is a living turtle left to roam free on the deck, and butchered when it is to be eaten, giving the crew fresh meat. One turtle will provide enough food to equal 1 day for 120 men. If this fresh meat is enjoyed by the crew on a single day (no leftovers), and everyone gets their share, it will increase Morale by +1.

Smoking lamp: Smoking is forbidden on so many pirate ships that these have been invented. Hanging somewhere on the forecastle, smoke is blown into it, thereby eliminating any chance of shipboard fire. Having one on board will improve Morale by +1 when the vessel leaves port, but at the cost of an additional 5 gold each time due to maintaining it.

Purchasing Ships

Ship	Found	Cost
Sparrow	12	250
Schooner	9	900
Naval sloop	5	1600
Navy snow	4	1800
Sloop	10	2500
Barque	11	3500
Dutch fluyt	2	4500
Brigantine	7	6000
Mariner	5	8000
Merchantman	3	14000
Square-rigger	5	22000
Frigate	2	28000
Man-o-war	2	36000
Galleon	1	40000
Spanish galleon	2	60000

Provisions

Provision	Found	Cost	Size
Anchor	9	40	50
Baggywrinkles	10	50	0
Cannon (1 gun)	6	90	50
Cannonballs (1 salvo)	6	6	5
Charts	10	450	0
Flag, French	10	20	10
Flag, foreign	5	60	10
Flag, pirate	7	60	10
Food (20 days, 1 man)	12	1	2
Longboat	11	60	350
Oars (full ship)	6	90	100
Sea turtle	2	25	10
Smoking lamp	9	10	0
Spare sails	11	150	300
Weapons*	8	500	200

Trading Goods

Price	Nature of the goods	Time
+5	Tobacco	1 week
+4	Medicine	1-3 months
+4	Clothing, cotton or silk	1-4 weeks
+3	Rum, ale, beer or brandy	1 week
+3	Rare plants	1-4 weeks
+2	Hides	1-3 weeks
+2	Sugar or flour	1-3 months
+2	Tea	1-6 weeks
+1	Books	1-4 months
+1	Glass	1 month
+1	Rare animals	1-6 weeks
+1	Spices	1 week

LEGACY: The city of 'Tortuga' tells this tale: The legacy of pirate towns is moving from one to the next as the previous haven falls either to politics, weather, or simply being drained dry by the pirates themselves. Tortuga is perhaps the definitive town of the latter. Unable to be touched by rival Navies, never doomed to suffer such a cataclysmic fate as Port Royal, this pirate port would endure forever, if it is less successful—the sheer number of pirates taking refuge here disrupt shipping lanes to such a degree that soon all that is left for them to prey upon is each other, eventually making them easier targets for Royal Naval pirate hunters. Tortuga is perhaps the pinnacle and ultimate moral lesson in the legacy of pirates.

VENICE

Ahhhh, the winds o' destiny have carried ye ta the city o' sails, matey? Mark well me words, there be no greater harbor fer men seekin' adventure in the ancient world, says I. The city o' sails awaits ye.

WELCOME TO VENICE: Built on a collection of small islands, this city is so vast that there is no visible land left—the streets are waterways, the perfect setting for the maritime merchants to whom this is the true center of the world. A map of the islands are provided as Handout 11.

Sourcebook: Mediterranean
Existence: Always
Location: 45N 12E
Level: 11
Population: 8800
Nationality: All
Fortifications: 2
Merchantiles: -1

A history of Venice: Established centuries after the fall of the Roman Empire but still nigh a thousand years ago, this seafaring center grows in swiftly in both wealth and power during the holy wars of the 15th and 16th Centuries, until finally it becomes the merchant capital of the Old World.

The fall of Constantinople in 1453 leads to a decline of seafaring trade in the eastern regions of the Mediterranean. Either new trade routes must be found, or the commerce needs to be revived some other way. Enter pirates. Having a common rival in the Ottoman Empire, the pirate and corsair ships that begin to use Venice as a base are welcomed by the merchant-lords of the city. Their plunder is enough to bring the city back to its true economic strength, and even more.

Though officially at peace with the Ottoman Empire, finally the Venetian people are forced to side against it in the late 16th Century. This leads to an increase of pirates using the city as a central base of operations, causing the decline of its proud artistic reputation into something just above a ruin crawling with pirates, prostitutes, cutthroats and all manner of foul folk. The truth is rather a different story, as the city retains its majesty, and all of its pirates are but the minority of its populace, sailors who just happen to be best for business.

Government and law: The city is governed, but not officially 'ruled', by the so-called 'Council of Ten', a group of elected men who operate mostly in the shadows or behind the marble walls of their great Doge's Palace. Their minds are to govern what is best for business, and most of the secrecy allows them to circumvent the official laws of the Roman Catholic Empire to which the city belongs. Still, in spite of the religious wars, Venice manages to hold and uphold laws unique to themselves, by far the most notable of which is their abolishment of slave labor in galleys. In Venice, oarsmen for any vessel must be volunteers who are paid, which is usually those working off debt.

Religion: Though it is officially part of the Roman Catholic Empire, this city enjoys a great amount of religious freedom, with its rather excessive (some say greedy) ways being only occasionally punished by the Pope, usually its tolerance of heathens.

The Arsenal: This is the main stronghold of a vast military proportional to the size of the city, usually several thousand men. With their chief activity the design and building and improving of vessels both coastal and oceanic, it is said they produce on an average one new ship each and every day. As it is they can certainly repair ships better than any other city, reducing both the cost and time by a factor of 1-10; if '11' or '12' is rolled, roll again for a new range of '1-10', adding the factor into that of the previous roll(s), so a ship might conceivably be repaired at 1/30th the cost and time. In addition, the craftsmen build argos, galiots and galleys with such skill that any such ship purchased here shall have the potential for 2 modifications beyond the normal limit imposed by its Value.

Doge's Palace: The central government offices off St. Mark's Square, the great gothic architecture and marble edifice are a daily reminder of the intellect and wealth of the city. However, the building also casts an invisible shadow, seen only by those who have cause to fear the government or the merchant elite of the city, and whispers of what really goes on inside is enough to maintain peace without the need for any constables. In truth, the first floor is a collection of offices for lawyers, naval officers,

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and merchants. The second floor houses the Grand Council Chamber. And finally, the third floor holds the prisons and meeting places for the legendary 'Council of Ten', the mysterious high leaders of Venice. Altogether, the entire palace is a labyrinth of passages, secret doors, traps and prison cells, designed to prevent anyone breaking in as much as breaking out. Most political prisoners are held here.

NOTEWORTHY CHARACTERS: There are few individuals in Venice who stand out enough to be of notice to pirates. Instead, much like the throngs of people who crowd the few paved streets or the ships which crowd the harbor and waterways, the most prominent people of the merchant city both remain visible and operate as groups.

The Council of Ten: No more important, influential or mysterious a group exists than this office of ten powerful officials, the effective rulers of the city. Though invisible to most citizens, they often invite pirates into their midst, who carry out their more clandestine missions. Begun in 1310 as a defense against 'the Doge', the name given to the rulers of Venice since its beginning, this council was voted emergency powers and have retained them in full force ever since. Still, though their operations are unknown, the people generally regard them as fair.

The State Inquisitors: Established by the Council of Ten in 1539 to deal directly with matters of city security, these three men act as judges who preside over all breakers of the city's laws from this year on, both foreign and domestic. They create a vast network of spies and informants who operate both inside Venice and abroad. It is their ruthless tactics which eventually lead to the people's distrust and soon thereafter the fall of the Council of Ten.

The Doge: Historically the rulers and owners of all the city, they were overthrown in 1310 and remain a token government, visible to appease the Pope in world politics, but with no real power within the city itself. Secretly, those who hold 'doge' offices spend more time protecting pirates and financing a good many illegal activities, since their government work is of no consequence. They wish to return to power one day and will do anything to get there.

TAVERNES AND COMMONS: In a city built on art and architecture, places where pirates can be comfortable or at least made welcome are rare, and they tend to blend into the crowds of seafarers or merchants, thus remaining unseen to the eyes of all Royal Navy or Vatican spies.

The Grand Canal: There are countless small houses of drink, whores and gambling along this, the main river which winds through the city.

St. Mark's Square: The hub of the city, surrounded by government offices and the greatest merchants shoppes, any pirate can easily blend into the crowd here, for a bazaar is almost always in place.

Mermaid's Hall: Nobody is certain who built this establishment, or even who owns it. Most assume that its extensive fountains (even for Venice) and quality food must have some secret backing, but to pirates it's all the same—government eyes watching them are just as likely to offer secret commissions than they are to capture anyone. Surrounded by a good number of statues resembling sea gods of the ancient world, served by saucy wenches and above all treated like royalty, pirates, corsairs and thieves of all sorts congregate here, enjoying the extensive hospitality regardless of who is funding it. A less savvy pirate would fail to understand that the price for such debauchery of a hundred men is relatively insignificant compared to the profits made by even one who completes a mission that cheats the law.

Campo San Polo: Originally a field where livestock were taken for grazing, this place, eventually like the rest of the city, is paved over and surrounded with walls. In 1493 it becomes a courtyard, where one of the few water wells can be found in all the city, and where all manner of entertainment begins to find a regular home—bullfights, mass sermons and masque balls are just a few of the events that regularly fill this plaza. However, most of its time, the walls are filled with the colourful tents of the merchants who cannot afford a spot in St. Mark's Square, thus attracting many pirates who take their ease for days at a time, with as little worry of the world outside the plaza walls as if they are sitting on the white sand beaches of a Caribbean paradise.

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MERCHANTILES: The countless merchantiles in port offer a variety of goods, services and prices as to be found nowhere else in the Mediterranean's many seas. Note that the Availability of items has not been recalculated like the rest of the scores, so the port's normal penalty of -1 must still apply to such rolls, though it can be reduced by 1 for each levy of 80 gold paid to the merchants or even the Council of Ten itself (not to be raised above +3).

Services

Service	Cost of service
Bank	2% of treasure being kept
Boat (taxi)	1 gold to go anywhere in town
Doctor	7 gold per Damage treated
Guide	4 gold per day (includes food)
Marriage	10-90* gold
Porter	12 gold per week (includes food)
Proper burial	40-150 gold
Tailor	3 gold per set of clothes
Translator	5 gold per page
Whore	2-13 gold per person per night

Barbados water: Another name for rum, and this is a style sold in slightly smaller bottles than normal rum, and is not as potent, either. Each bottle will negate -1 penalty worth of wounds for 1-6 hours.

Clean bill of health: This is an official government document 'proving' that the ship and crew are free of disease so that they cannot be rejected from any non-Muslim port on such grounds (whether this is true or not doesn't matter—it's official, sanctioned by representatives of the Roman Catholic Church).

Holy water: Blessed by whatever god one prays to, this strengthens faith if not true power, granting a bonus of +1 to a single Prayer, whether one drinks or splashes or uses this water in some other way. Only a single flask can affect a single Prayer Roll.

Equipment

Item	Found	Cost	Weight
Barbados water	5	6	8
Holy water	8	15	5
Potion	4	60	3
Religious survival pack	7	20	3
Spice rations (10 days)	5	5	10

Jewelry-knife: Concealed somewhere in a collection of jewelry is a knife. If used on the first Round in a fight it gains a +2 bonus to its Attack Roll.

Malta blade: The small isle of Malta amidst a vast and bloody sea of religious war, the small force of the Malta Knights caught in the middle of zealous empires, they hold their own. This is reflected best in their unique weapon. This longsword is designed to counter the weapons of the Mediterranean most of all, giving its wielder a bonus of +1 to Attack Rolls and Defense Score alike when used against Saracen swords, scimitars, and stiletos.

Musical instruments: This collection will serve two purposes aboard ship. First, they offer a means of entertainment during a voyage, reducing any loss of Morale for lack of speed by 1. Second, during battle they can inspire a crew's attack or be played dramatically to demoralize one's enemy, either way requiring 3 crew to be effective but giving a +1 bonus to Initiative until Initiative is lost. Multiple 'bands' cannot be used to gain a greater bonus.

Potion: The alchemists, exotic travelers and strange characters that gather in Venice bring with them a collection of secrets from all over the world, and it is not uncommon for potions to be available in the bazaar. Such a potion is the same as any from Table 98, though they do not always work. Once a potion such as this is consumed, the individual has to make an Ability Check to see if it takes effect. Detailed below are the Ability Checks necessary to make each type of potion work, along with the ill effect that occurs when any such Check fails.

Berzerker requires an Brawn Check, which if failed causes the individual to attack with these bonus' but against random allies for the next 1-12 Rounds, and then the entire potion wears off.

Blood requires a Girth Check, with if failed is enough to permanently lower his Girth Score -2.

Courage requires an Intuition Check, which if failed gives one moments of madness for 1-6 days, during which time all penalties from Fears and any exotic influences are doubled in their effects.

Love requires a Wits Check, which if failed is to have the reverse effect, making the drinker fall in lust with members of the same gender for the

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entirety of its duration, so much that any of them can tell him what to do with a Charisma Check, but if it fails, instantly ends the potion's effects.

Sleep requires an Endurance Check, which if failed makes one unable to fall asleep for the next 1-3 days, which is disturbing enough to the mind to cost him 10-120 Experience Points at the end.

Truth requires a Luck Check, which if failed makes one ill, effectively wounding him -1 against which there is no Girth roll nor a chance of death.

Religious survival pack: This is a collection of all the symbols and other accessories one would need to give convincing proof of his turn to whatever religion he needs be to save his hide. It does not work every time, but it does offer one a +1 bonus to his Charisma Check to convince anyone of his supposed recent conversion.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Jewelry-knife	2	30	1	3
Malta blade	1	20	9	5
Saracen	7	8	15	8
Scimitar	5	10	10	7
Venetian ring	3	6	4	2

Saracen: This is a monstrous scimitar. What more needs be said? It's good for chopping people, ships and unholy temples in half!

Scimitar: A true Arabian scimitar, in the hands of anyone with blood born of the desert lands, gains a bonus of +1 to his Attack Rolls when using this godly-given weapon.

Spice rations: This is normal food enriched with a liberal helping of the stronger spices available here. Each day it is eaten, these tasty treats will give +1 to one's Prime Requisite, but no more than that, no matter how much one decides to eat.

Venetian ring: This is a circular piece of sharpened metal, about a foot in diameter and hollow in the center, used for throwing at enemies. Its range is equal to the thrower's Brawn multiplied by 10. To hit by a margin of 3 or more results in a return to the thrower like a boomerang.

Purchasing Ships

Ship	Found	Cost
Argos	12	500
Schooner	10	800
Naval sloop	2	1200
Navy snow	3	1500
Sloop	1	2500
Galliot	11	3000
Dutch fluyt	2	4000
Barque	3	5000
Brigantine	5	6000
Galley	11	7000
Mariner	3	8000
Merchantman	5	10000
Frigate	1	15000
Man-o-war	1	20000
Galleon	2	30000

Provisions

Provision	Found	Cost	Size
Cannon (1 gun)	5	70	50
Cannonballs (1 salvo)	7	5	5
Charts	11	300	0
Clean bill of health	7	400	0
Longboat	12	40	350
Musical instruments	5	400	100
Oars (full ship)	8	70	100
Spare sails	12	100	300

Trading Goods

Price	Nature of the goods	Time
+7	Spices	1 week
+7	Medicine	1-4 weeks
+5	Clothing, cotton or silk	1-3 weeks
+5	Books	1-4 weeks
+4	Glass	1-6 weeks
+4	Tea	1-3 months
+3	Rare plants	1 month
+3	Sugar or flour	3 months
+2	Rare animals	1-6 months
+2	Tobacco	1-4 months
+1	Rum, ale, beer or brandy	1-3 weeks
+1	Hides	2 months

LEGACY: The city of 'Venice' tells this tale: It is no god nor church which rules the world, but gold will. There is no loyalty save to greed. And there is no paradise save that which gold can build.

ZANZIBAR

Avast there! Be ya seekin' the world's end, matey? Or are ye just weighin' anchor here fer a spell? O' this 'ere port be the last nest o' pyrates in the far seas, an' there ain't no better harbor fer anyone on the account, says I.

WELCOME TO ZANZIBAR: This collection of islands off the eastern coast of Africa provides the best natural harbor for smaller pirate vessels in all the Indian Ocean, and the countless isles, reefs and keys are dotted with tents and shanties, forming no less than a small pirate city. A map of the islands are provided as Handout 12.

Sourcebook: Open Seas
Existence: Always
Location: 6S 39E
Level: 4
Population: 600
Nationality: All
Fortifications: 6
Merchantiles -0

A history of Zanzibar: Originally settled centuries ago by natives and Arabs who used the monsoons of the Indian Ocean for speedy trade, they relished their return to this place's shallow, safe coves that kept the weather at bay. However, when Europeans enter these waters, pirates find these coves safe for different reasons—Royal Navy—and establish many small shanty towns here. These soon rise to form a single, small city scattered across all of the tiny isles and inlets.

Officially colonized by the Portuguese in 1503, and controlled by them until 1698, but this is just on paper—the majority of the inhabitants here are pirates, and ships of Portugal find safe harbor here simply because it's good for business.

Rich in spices such as cloves, pepper, nutmeg and cinnamon, these islands are also named as the 'Spice Islands', especially by East India Companies who do not like to admit to there being a pirate port they can neither control nor destroy.

Throughout the heyday of pirates in the Indian Ocean, no end of buccaneers from all nations and religions find safe refuge here, adding to the ever swelling size of the world's largest shanty town. It is a backwater haven for thieves of all sorts.

Government and law: There really is no operating government here. Portugal maintains harbor offices as a formality for their ledgers and logs throughout the world, but they stay well out of the way of all the pirates here. The true laws here are those of a man's sweat and sword.

NOTEWORTHY CHARACTERS: While most of the denizens of this thieves den come and go with such frequency or just keep to the shadows, there are a few to whom this is home, and whose very names bolster their town's sense of pirating pride.

Marcus Hollinsworth: Marcus is, or was, an official for the English East India Company who was both captured and set free in town. Indeed, he buys a new life of freedom with knowledge of the English business and government. He since abandons both country and company and set up shoppe as a sort of advisor to pirates, selling them loopholes in the Company policies and laws of as many nations as he can study. For example, he clues in the pirates here to avoid Spanish tax by wearing ear-rings, as jewelry cannot be taxed under Spanish law. He is a 'pirate lawyer' after a fashion, selling information on how not to circumnavigate a globe, but how to circumvent the shoals and storms in a sea of laws.

Robert Cutlass: This mad pirate captain frequently returns here for recruiting. He is known for taking the heads of **all** who die aboard his ship, hanging them from his yardarm which is just ahead of the sterncastle, and letting their dribbled blood create a clear line of stained blood on the deck. His rule is that to challenge him one must cross the line to approach him, and by doing so, signify this intent.

Matuszak: A giant of a man, his real name is long forgotten and he goes by 'Matuszak' because some forgotten pirate suggested it. As deformed as he is huge, he works the docks, but never signs aboard a ship because nobody will have him out of fear that he will 'unsteady' the ship or crew—he does not know his own strength and may tie lines too strong for anyone else to untie, or he may eat far too much food, etc. He is, however, a gentle giant and always enjoys company on the maze of docks around the town's many shallow harbors.

ZANZIBAR



TAVERNES AND COMMONS: There are not any clean or decent places in Zanzibar—all of the tavernes, brothels, innes and markets are owned or operated by pirates. There are, however, a few that stand out either for their prominence, or for their very strange reputation.

Fifty Cards: The two jokers in a deck of cards did not exist until the middle of the 19th Century, and hence the name of this gambling den. Card games of all sorts are played here all day and night, with a lot of money changing hands. One can earn as much gold as his Charisma Score multiplied by 10 before nobody trusts their chances against him any longer. This maximum is increased by 10 for each Gambling Skill Level one has.

Potter's Hill: High upon a rocky crag overlooking the chief harbor is a cemetery, with an inne built in the dead center of all, inside its old mausoleum. A labyrinth of uneven stairs, crumbled terraces and wicked trees converge like an army of the damned on the stone ediface atop the cliff, overlooking the sea from whence all evil came, and of which that inne is still captain.

Shaka's Shack: Though run by British men (Shaka himself is a Scotsman who wears a heavy wooden cannibal mask and body paint when he needs make any appearance), for the most part the customers in this taverne are Africans and other natives, indeed those unwelcome in other drinking holes about the islands. To enhance the base 'headhunter' mystique of the establishment, the men who run it are ever collecting exotic-looking things, paying handsomely for new ones all the time. The overall superstitious atmosphere tends to keep most pirates away, and that is the way that the black customers prefer it.

The Black Queen: This marketplace is built on a collection of derelict ships—all those which tried to sail up the legendary 'haunted river' on the coast of Africa, only to turn back when their crew either began getting taken by unseen enemies or simply going mad. Named for the greatest ship to attempt this, captained by a piratess known as the 'Black Queen', it is truly a black market. For here in this bazaar are bizarre wares from all over the world.

MERCHANTILES: Most merchants in town are other pirates. This leads to limited availability for more common goods as well as seemingly random prices, both high and low. Generally though, prices are higher due to the lack of a true town to farm, encourage commerce, or do legitimate business.

Coin Values

Type of coin	Nation	Value
Crowns	Britain	+1
Daalders	Holland	+1
Doubloons	Spain	+2
Ducats	Holland	+0
Guineas	Britain	+0
Louis d'ors	France	+0
Nine deniers	France	+0
Pieces of eight	Spain	+2

Services

Service	Cost of service
Appraisal	2 gold per gem or jewelry piece
Bank	15% of treasure being kept
Carriage	10 gold for 5 leagues of distance
Doctor	14 gold per Damage treated
Guide	2 gold per day (includes food)
Tailor	6 gold per set of clothes
Translator	12 gold per page
Whore	2-13 gold per person per night
Witch-doctor	10 gold per 'Save' of the spell or prayer to be removed

Cards: These are marked playing cards, giving one a bonus of +2 with his rolls in card games. But even in winning one may lose, for his opponent is always given a chance to make an Intuition Check to notice this deck's design.

Grog: This is rum, watered down and given taste by vegetables and citrus. When consumed in full, one makes an Endurance Check. Success means he is able to heal 1 penalty worth of his wounds, but failure means he not only gains an additional -1 penalty (but stands no chance of dying from this), he will also fall unconscious for 1-12 hours.

Head-bomb: This is a grenade made not from any iron ball, but a hollowed shrunken head found on the African mainland. The gruesome nature of it is

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enough to disorient a target as it comes flying at him, doing +1 Damage because he won't move as far or as fast as he otherwise should (thus its total Damage is either 2-13 or 2-7).

Equipment

Item	Found	Cost	Weight
Cards	3	28	1
Grog (1 bottle)	11	3	10
Killdevil Rum (1 bottle)	7	5	12
Spice rations (10 days)	10	5	10
War-paint	3	13	1

Killdevil Rum: This rum is said to be so strong that the devil himself cannot drink it. Often mixed with gunpowder, drinking it requires an Endurance Check. If successful, one will be able to ignore -1 penalty worth of wounds until it heals, but if he fails he adds -2 penalty worth of wounds.

Marlinspike: While designed for aid in fixing ropes and rigging, primarily with separating tangles, such spikes are equally effective at separating sinews in one's enemies, giving the user a bonus of +1 with its Attack Rolls when made aboard ships.

Special Weapons

Weapon	Found	Cost	Weight	Damage
Head-bomb	1	24	13	Variable
Marlinspike	12	3	7	3
Musketoen	5	18	11	8

Musketoen: A shorter version of the blunderbuss, a little less accurate but stronger than a musket, this is designed for close-quarters combat, offering the user a bonus of +2 with Attack Rolls aboard ships.

Spice rations: This is normal food enriched with a liberal helping of the spices available here (such as nutmeg and cinnamon). Each day it is eaten, these tasty treats will give +1 to one's Prime Requisite, but no more than that, no matter how much one decides to eat.

War-paint: Learned from the savages on the nearby mainland of Africa, this is one use worth of such paint, giving the wearer +1 to his Attack Rolls for the duration of his next fight.

Purchasing Ships

Ship	Found	Cost
Schooner	12	1500
Naval sloop	6	2600
Navy snow	5	3300
Sloop	10	4200
Privateer	6	4800
Dutch fluyt	7	5500
Barque	9	6000
Brigantine	10	8500
Mariner	8	9500
Junk	4	12000
Merchantman	6	16000
Indiaman	9	24000
Frigate	4	35000
Man-o-war	3	45000

Provisions

Provision	Found	Cost	Size
Anchor	10	40	50
Cannon (1 gun)	5	90	50
Cannonballs (1 salvo)	5	6	5
Charts	9	1200	0
Flag	10	30	10
Food (10 days, 1 man)	12	2	1
Longboat	10	100	350
Oars (full ship)	6	100	100
Spare sails	9	150	300
Weapons*	8	900	200

Trading Goods

Price	Nature of the goods	Time
+4	Spices	1 week
+4	Medicine	1 month
+3	Tobacco	1-3 weeks
+3	Rare animals	1-6 months
+3	Rare plants	1-6 weeks
+3	Sugar or flour	3 months
+2	Clothing, cotton or silk	1-6 weeks
+2	Books	1-4 weeks
+1	Glass	1 month
+1	Tea	1-6 weeks
+0	Rum, ale, beer or brandy	1 week
+0	Hides	1-3 months

LEGACY: The city of 'Zanzibar' tells this tale: If the world neglects a town along trade routes, pirate trade will use the wharfs, shoppes and farms.

Atlantic Ocean

Bermuda

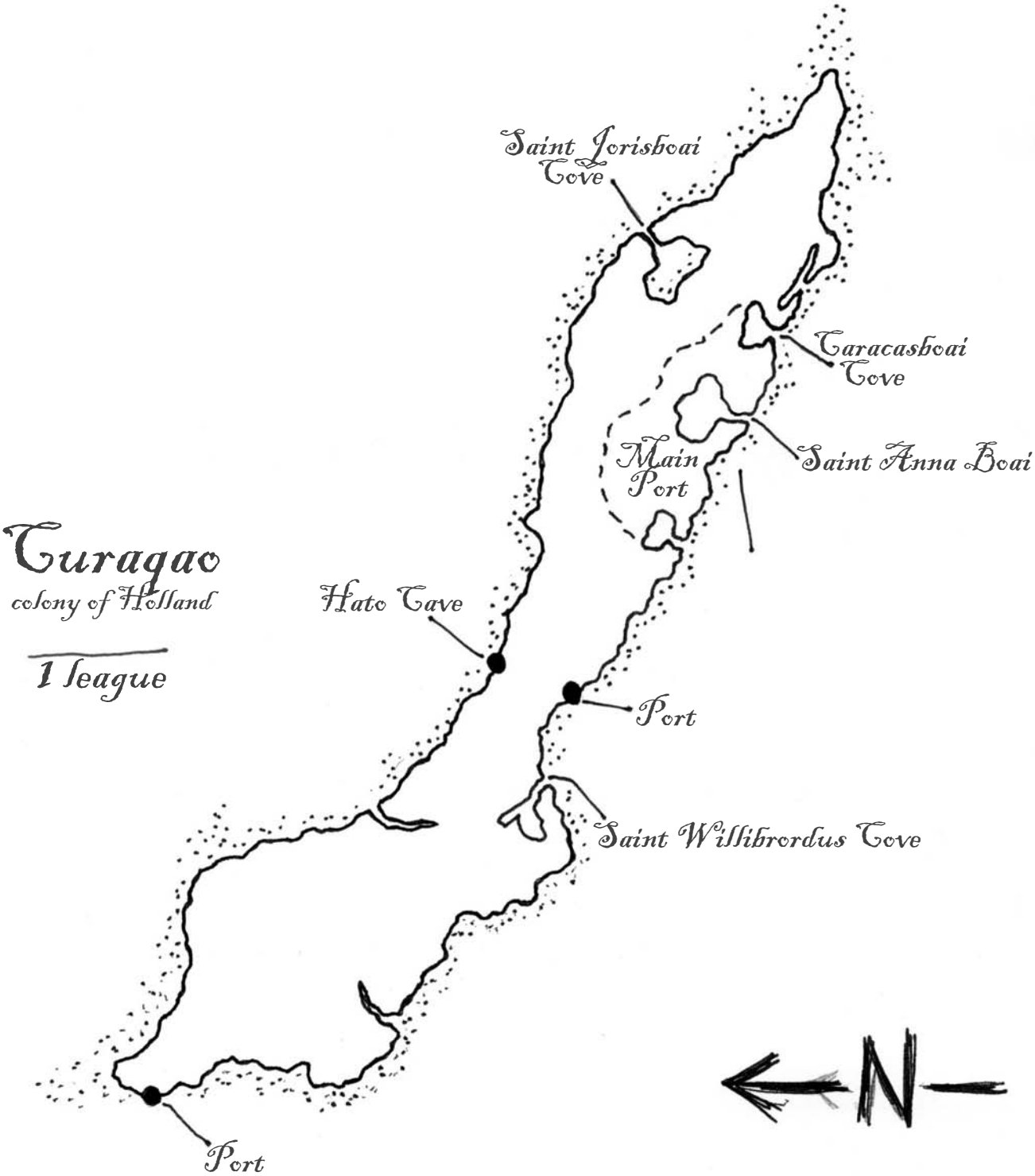
the Caribbean gateway

1 league

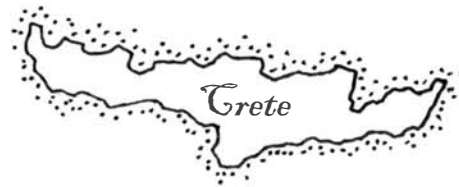


The Caribbean Sea

The Caribbean Sea

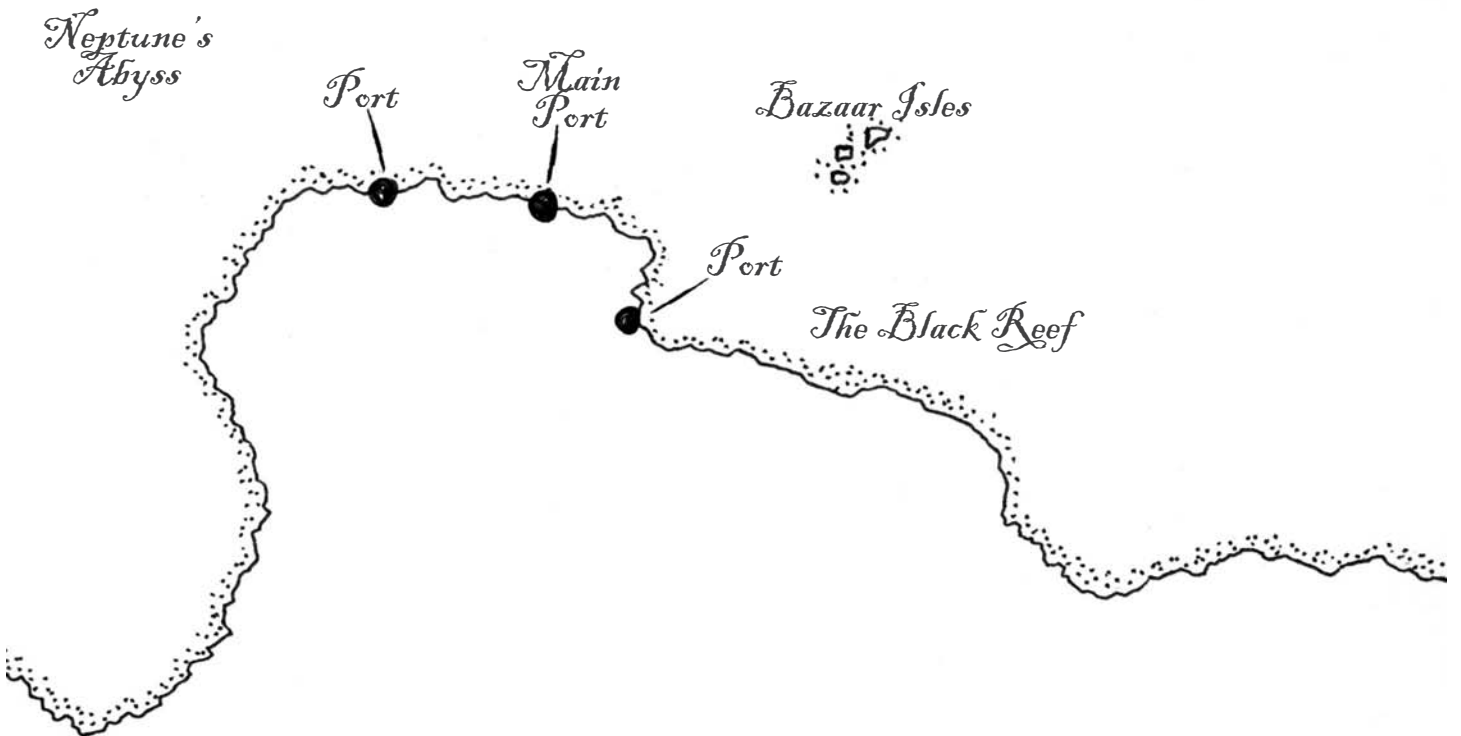


The Mediterranean Sea



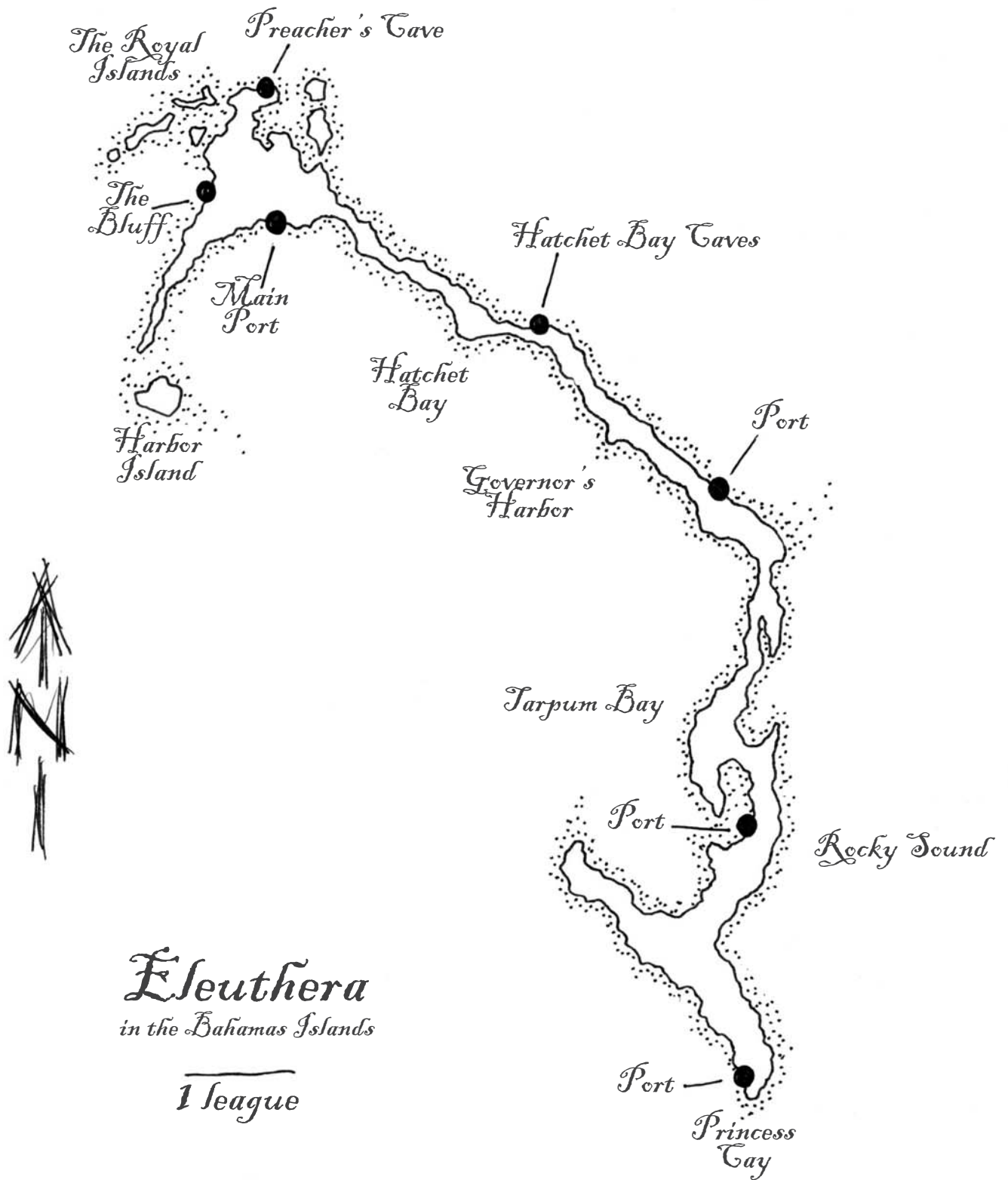
Derna
port of the Sahara
10 leagues

*Shoals of
Lost Ships*



The Devil's Backbone

Atlantic Ocean



Eleuthera
in the Bahamas Islands

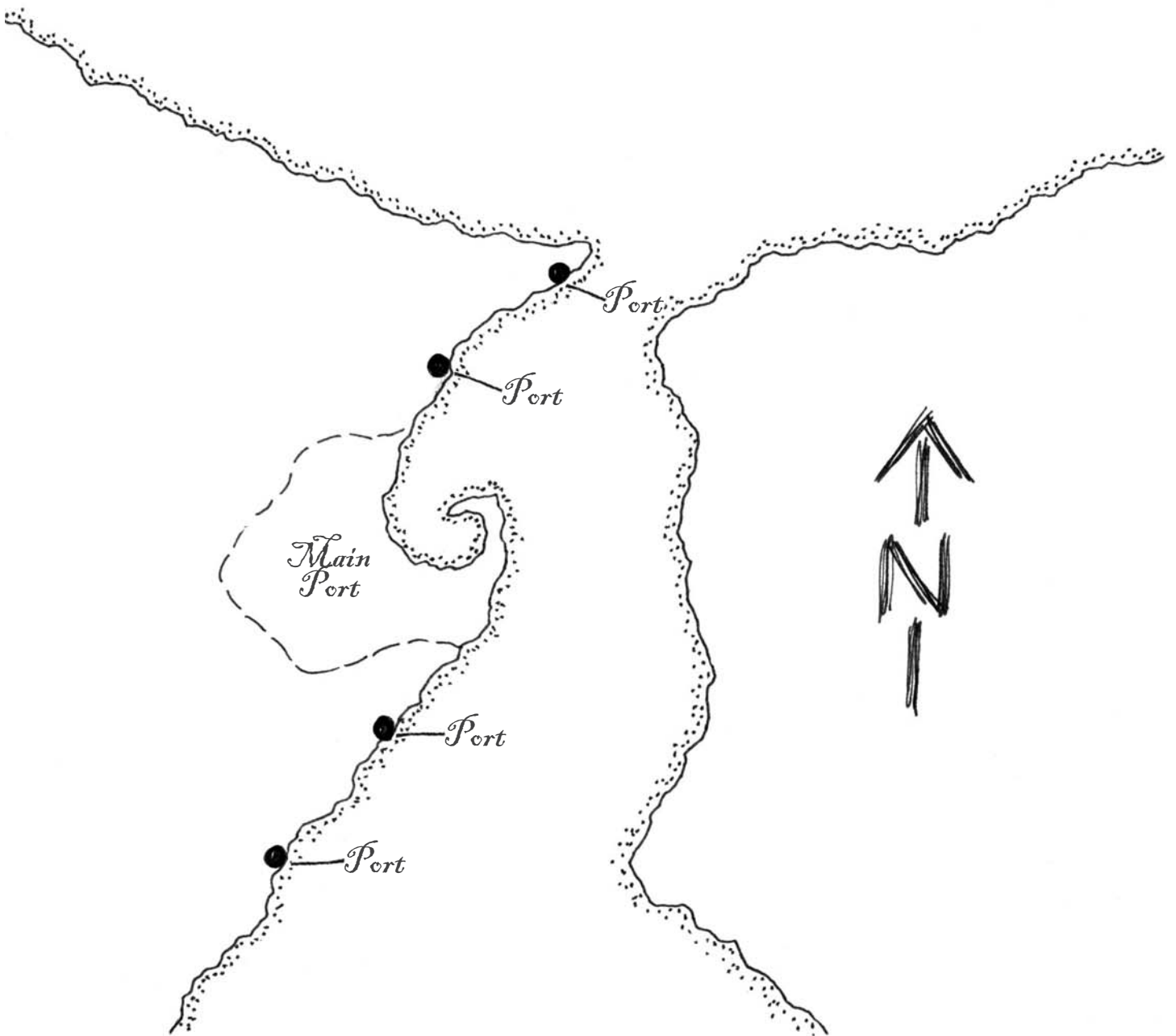
1 league

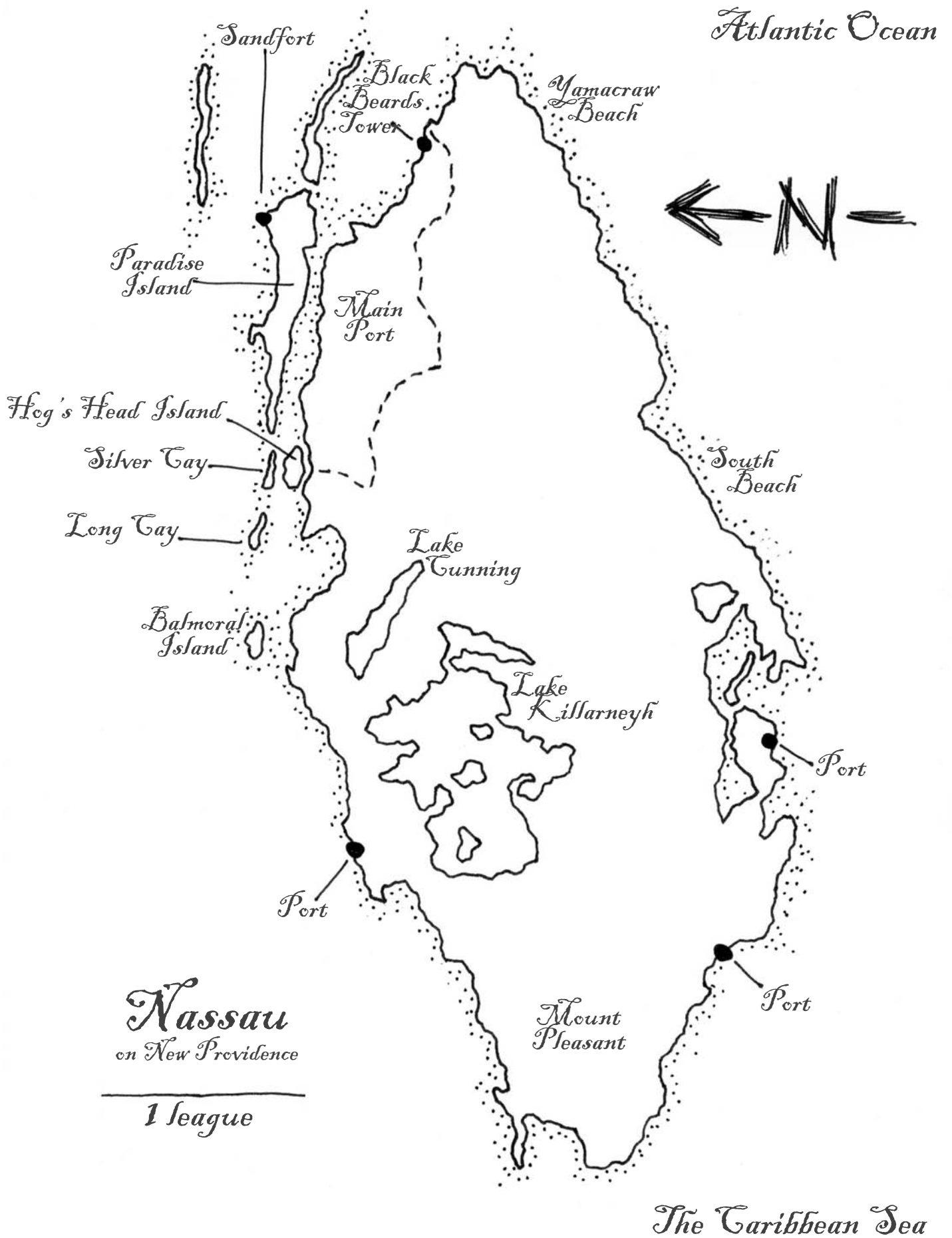
The Caribbean Sea

The Mediterranean Sea

Messina
on Most Ancient Sicily

1 league

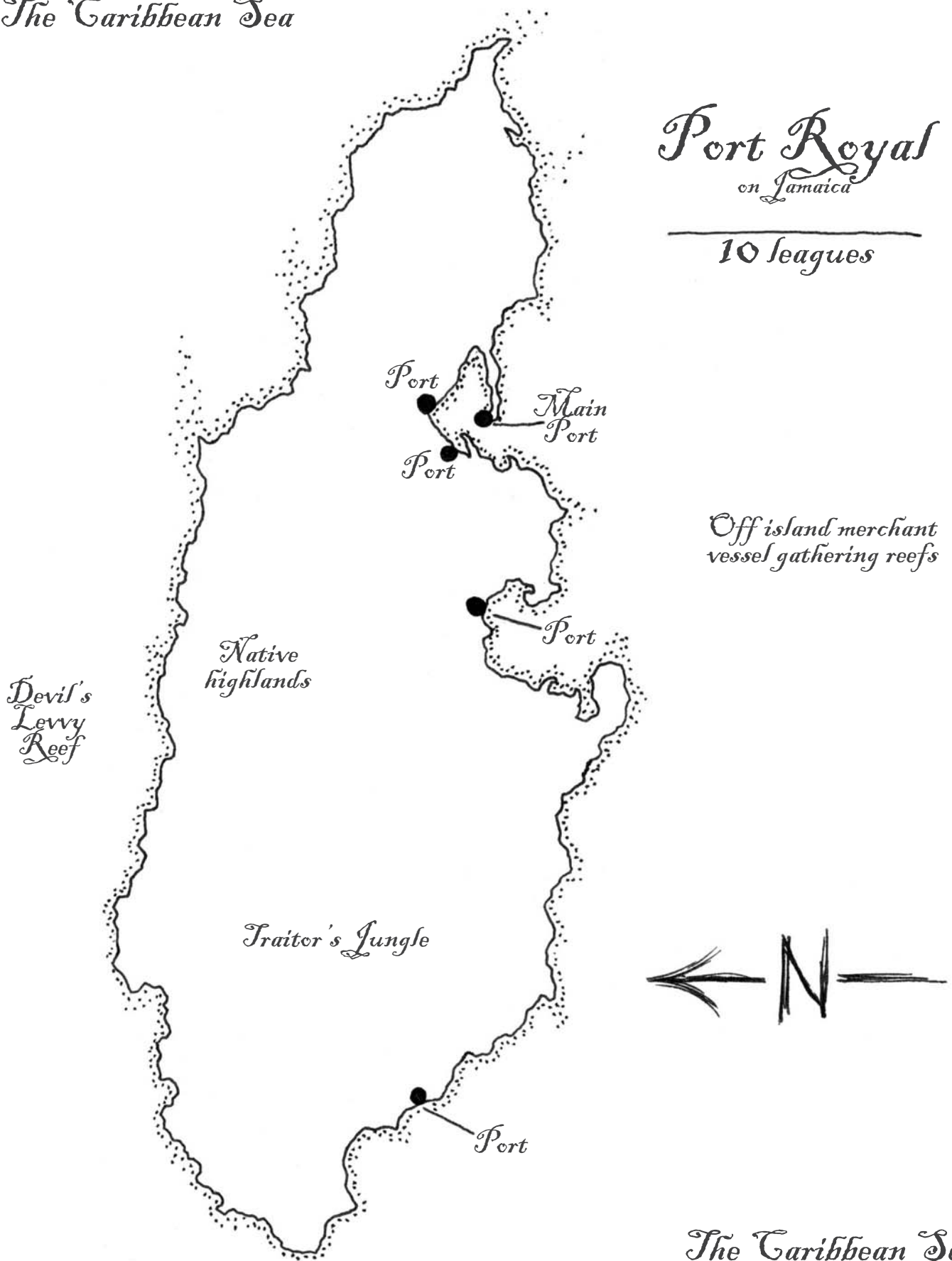




The Caribbean Sea

Port Royal
on Jamaica

10 leagues



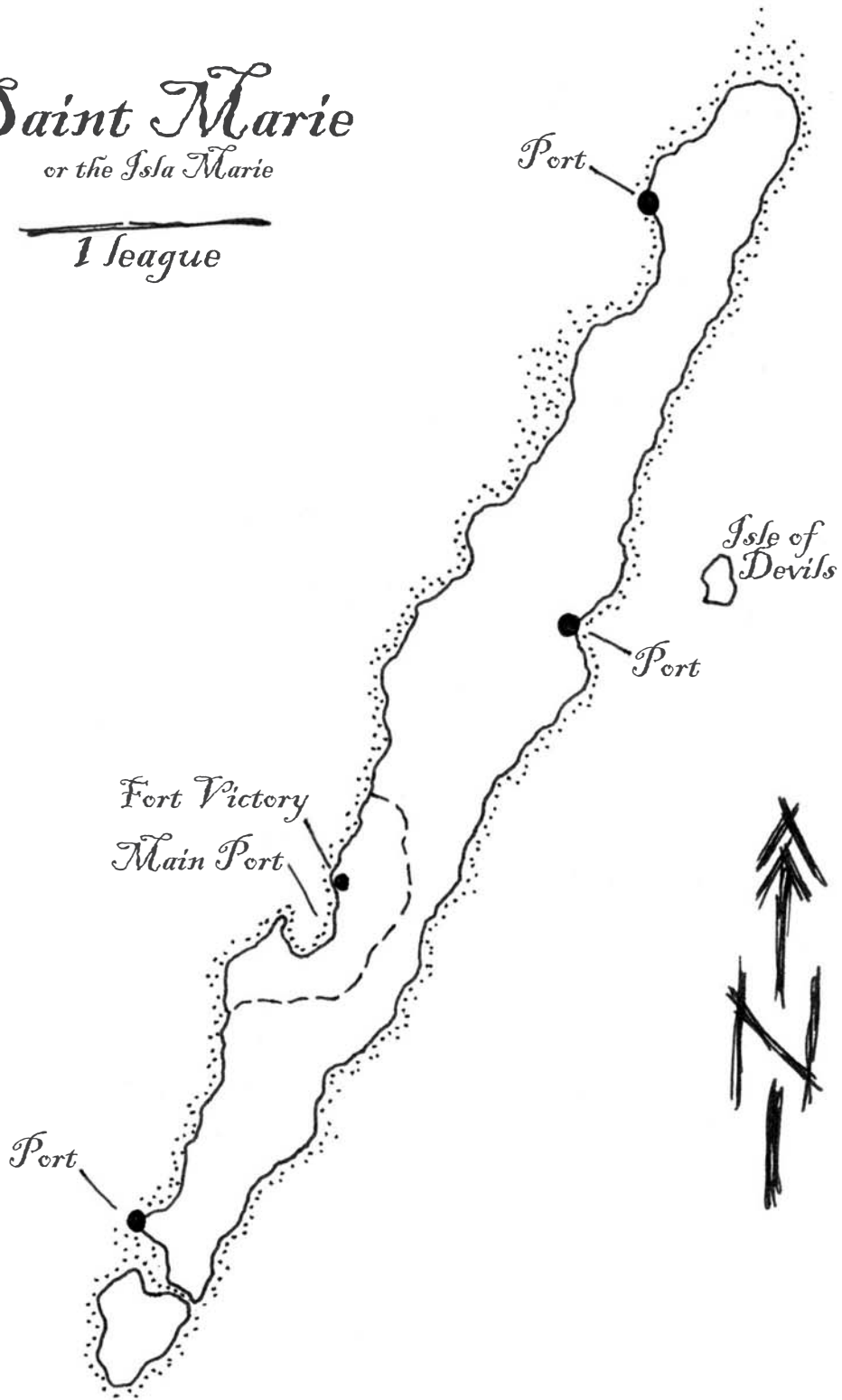
Off island merchant vessel gathering reefs



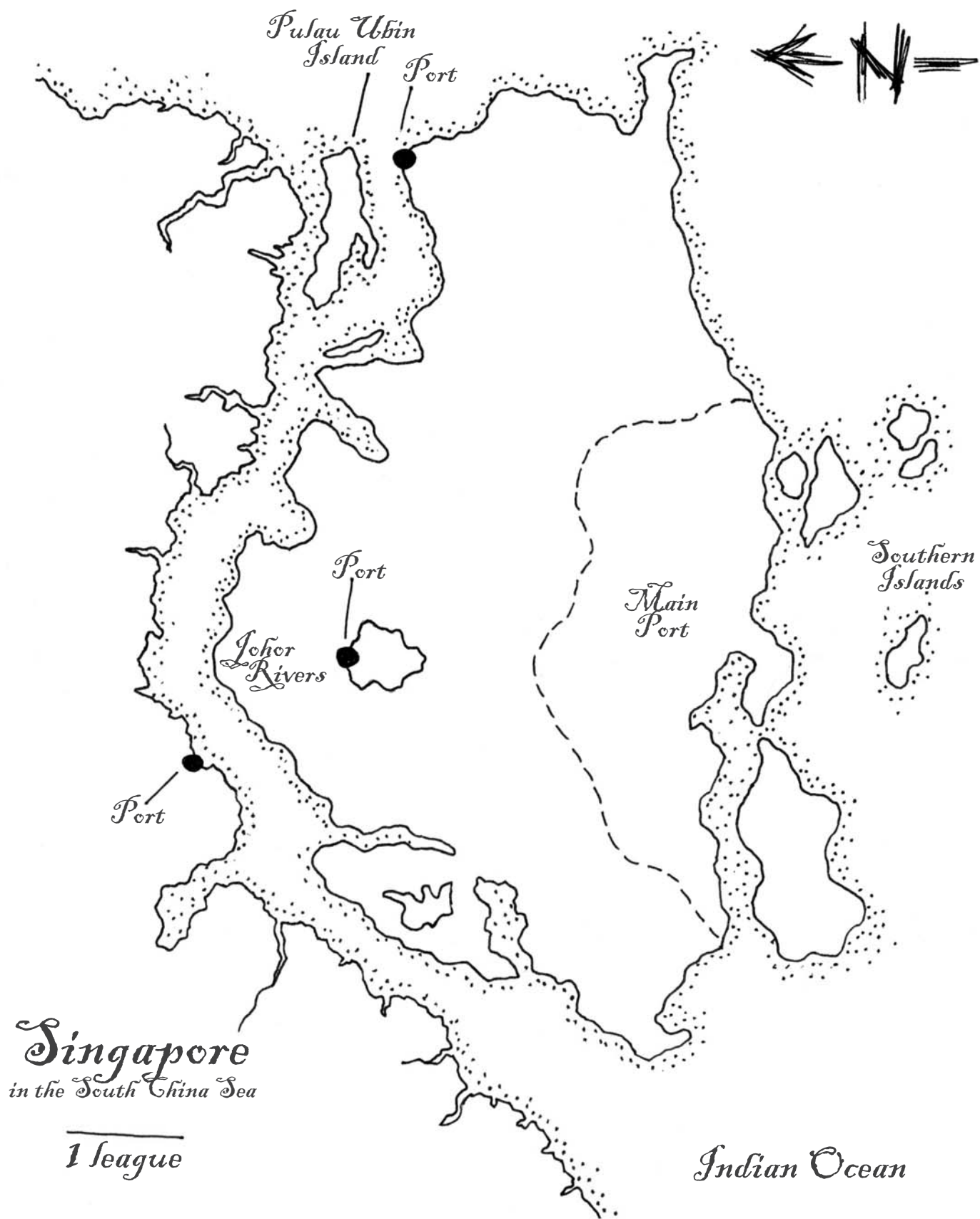
Indian Ocean

Saint Marie
or the Isla Marie

1 league



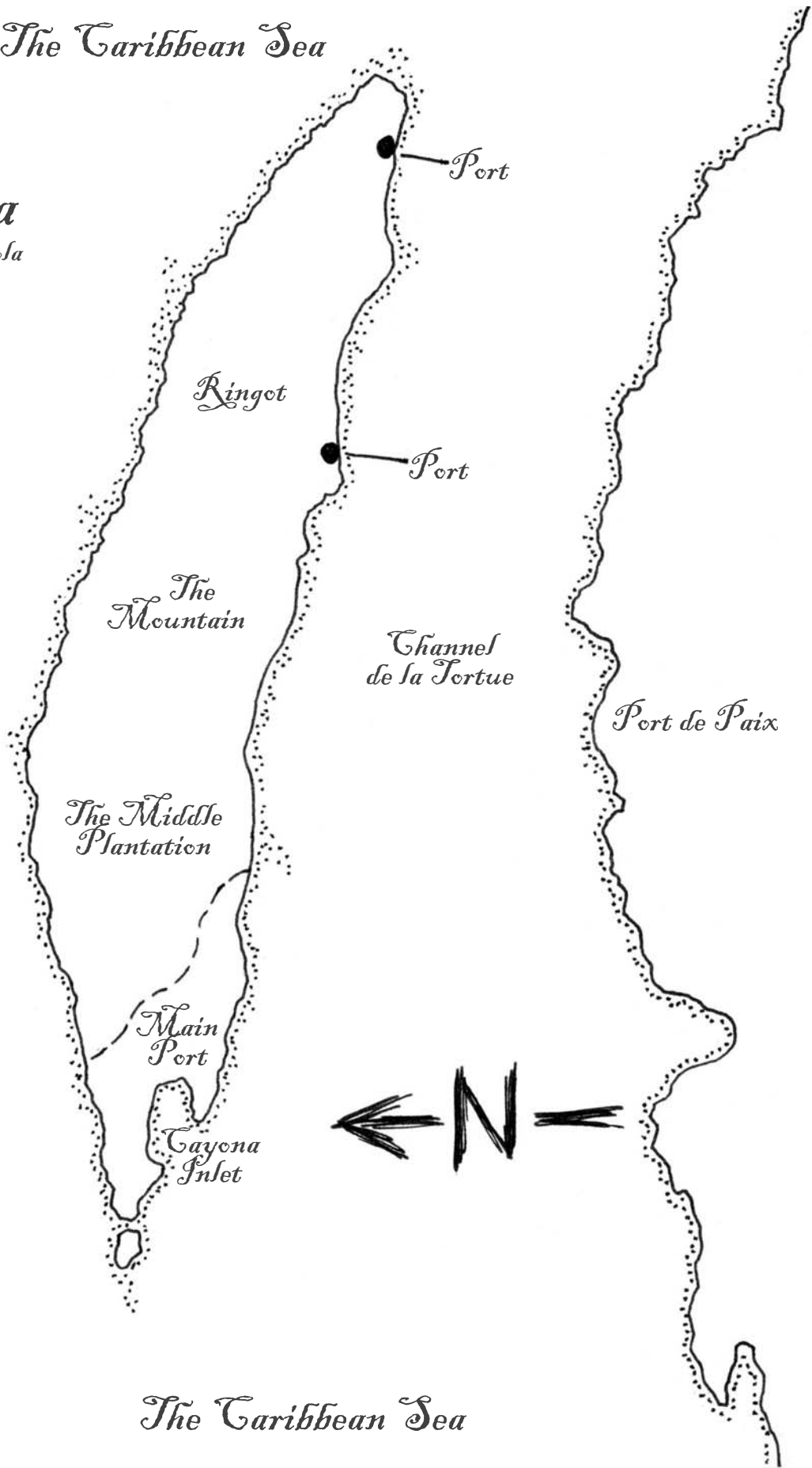
The South China Sea



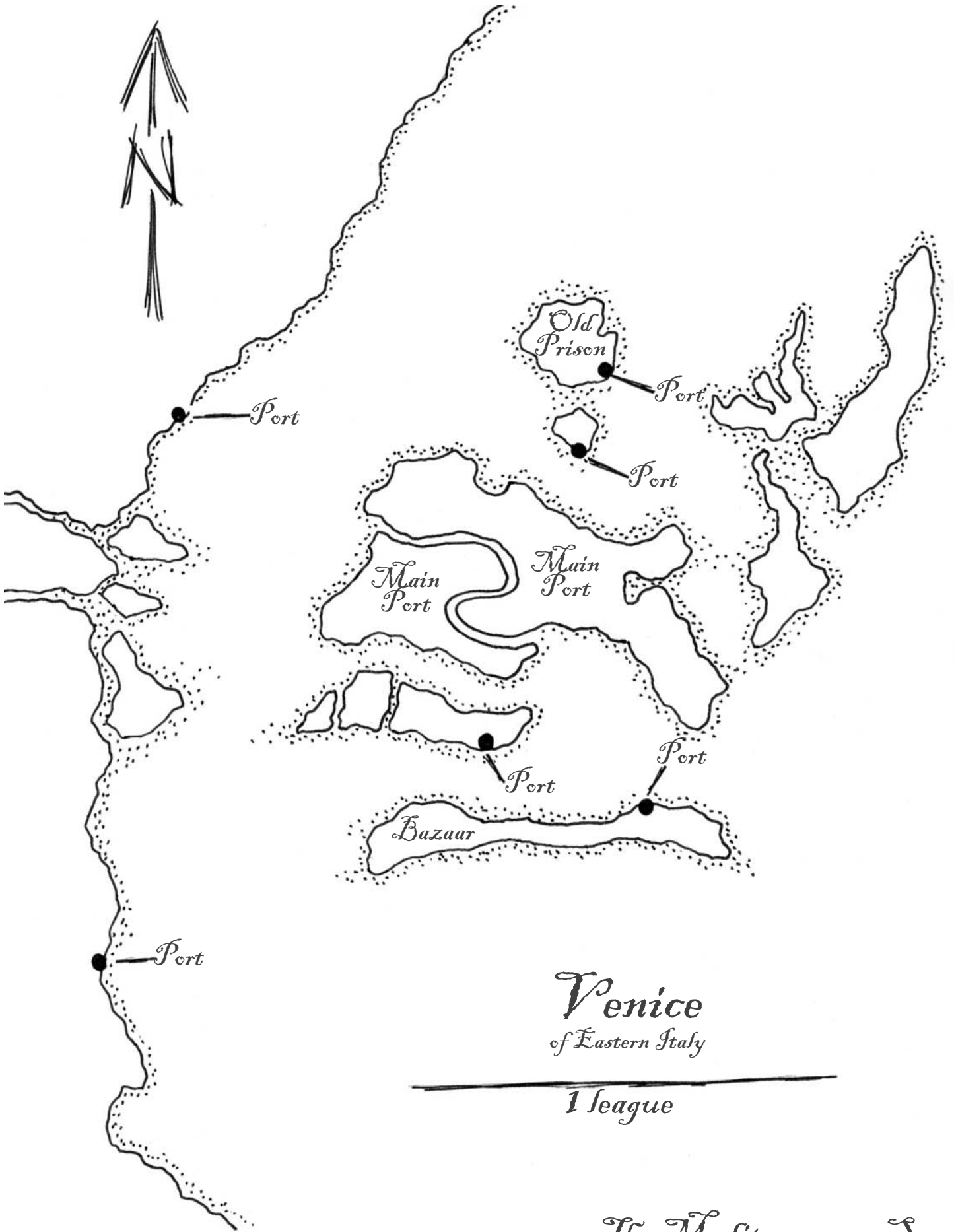
The Caribbean Sea

Tortuga
off the Hispaniola

1 League



The Caribbean Sea



Venice
of Eastern Italy

1 league

The Mediterranean Sea

Zanzibar

off the African Coast

1 League

Pemba Island
or the
Devil's Skull

Drowned Skulls Channel
20 leagues between islands

Port

Skull Island

Tumbatu
Island

Forbidden
Mountain

Chumbe
Island

Main
Port

Zanzibar Channel
30 leagues between islands

Potter's
Hill

Port

Mafia Island
or the
Knife's Edge

Port

