

PIRATES™

OF THE
OPEN SEAS

BY: MATT DEMILLE
ROLE-PLAYING GAME SOURCEBOOK

NEW DIMENSION
GAMES

FOR X Atencio,
father of a legend...

Pirate Adventures

Gazetteers

- G1) The Spanish Main
- G2) The Barbary Coast
- G3) The Seven Seas
- G4) Hellish Havens
- G5) The Bloodiest Yarns
- G6) Endless Enemies
- G7) Untold Tales
- G8) Legendary Wars
- G9) New Worlds

Caribbean Adventures

- C1) The Forbidden Gold
- C2) The Fabled Treasures
- C3) Blood and War
- C4) Love and Duty
- C5) The Lost Treasures
- C6) Drake's Inferno

Mediterranean Adventures

- M1) The Lost Kingdom
- M2) New Crusades
- M3) Holy Wars

Open Seas Adventures

- O1) The Devil's Fleet
- O2) Master's Voyage

Novelettes

- N1) Treasure Island
- N2) Captain Blood
- N3) Howard Pyle
- N4) The Sea Hawk

OPEN SEAS BOOK



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The Mermaid

*It was a Friday morn
when we set sail . . .
and we were not far from the land
When our captain he spied
a fishing mermaid . . .
with a comb and a glass in her hand*





Foreword

Avast there! Ye be headin' out inta open sea, matey? Ahhh, them fat ships up the Carolina coast be waitin'? The haven o' Madagascar be a callin'? Ye be a darin' ta seek the weird and haunted shores at world's end? Then mark well me words matey an' chart yer course well. This be the book ye need, a fortune in facts an' fables gathered over many years. Ahhh, since the beginning o' this 'ere game's design, this was always the plan, says I, ta take ye ta the ends o' the earth, an' beyond.

The Open Seas be a boundless world o' adventure, matey. There be no end ta the maps, an' if ye be clever enough, then no end ta the gold or the adventure says I! Coastlines change with the tide. Kings die. Yet gold an' legends remain. Ye haven't yet known greatest adventure until ye've had the whole of the world on yer table fer ye ta chart yer course through life. That be what this book an' this very game be all about, an' I be proud ta offer the world ta ya, matey!

Better then to be prepared, an' that's what this 'ere book'll do fer ya. Fer just as the world be vast, reachin' out beyond them known seas, so does this 'ere book reach beyond them 'core rules'. If one be settin' out to navigate the waters o' the greater world, he'd do well ta consider in his calculations greater rules, methinks. While them core rules simplify sailin' under the black flag fer the sake o' some dice-drunk fun, an' other 'sourcebooks' focus on a single sea or province o' piracy, this 'ere book be explorin' the reality o' explorin' the world itself, fer the whole o' God's Creation be the province of us most darin' pirates!

Now, don't be a thinkin' this 'ere is a rule expansion, 'cause it's not. Sure, there be some optional rules to advance yer game, but this game isn't 'bout rules. It's 'bout adventure! Most a' this 'ere book gives opportunity fer adventure, outlining lands an' legends, buccaneers an' beasts, giving you what you'd expect to find in the Carribean and more besides!

So, if yer ready to hoist yer sails and flip these pages, then the Open Seas o' the world are waitin' fer ya, matey! Just remember, make it yer own! I'm sure we'll be hearin' yer great tale come soon, whether ye be livin' ta tell it, or not...



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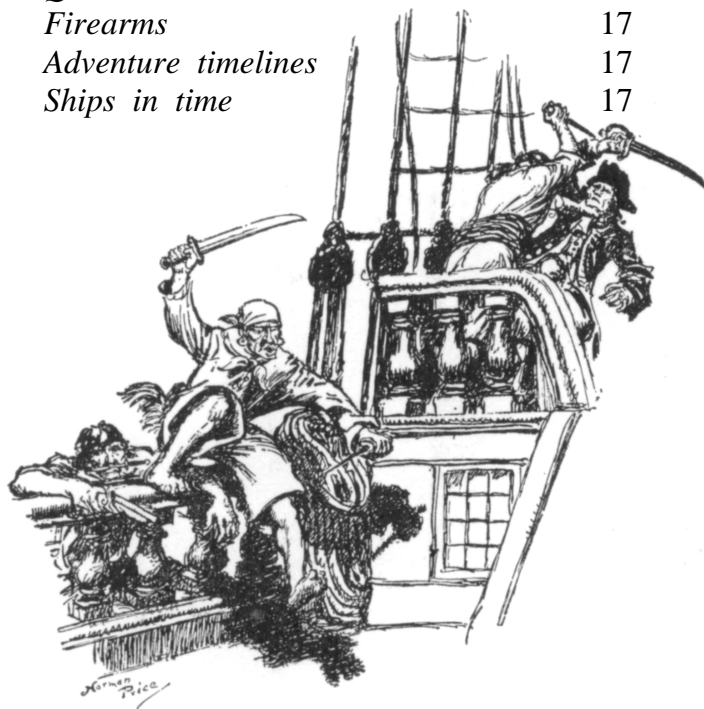
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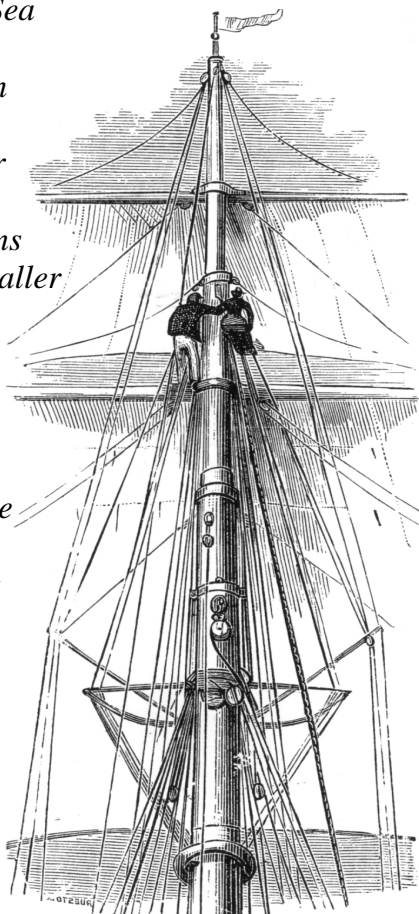
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Pirates

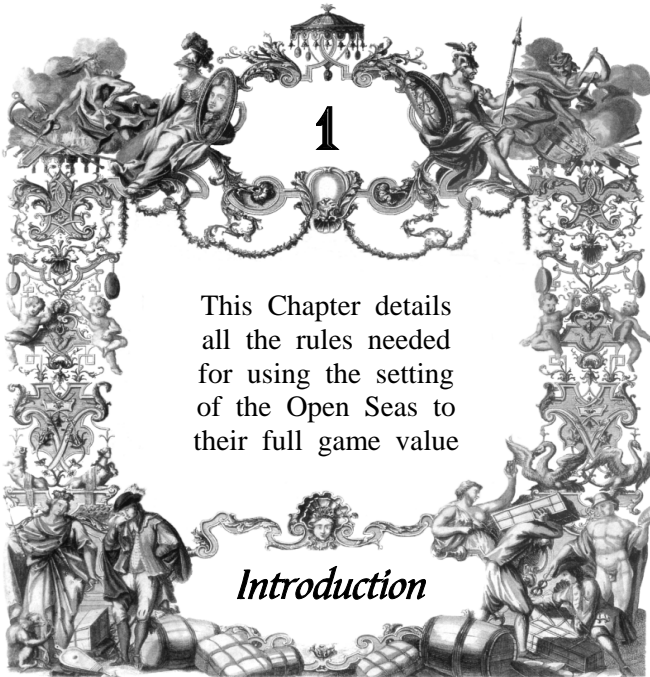
Book 6

*The Open Seas
Sourcebook*



CHAPTER ONE

GOD CREATED THE SEVEN SEAS AND ON THE SEVENTH DAY WATCHED PIRATES RUIN THEM ALL



This Chapter details all the rules needed for using the setting of the Open Seas to their full game value

Introduction

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 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: This book is a supplement for the 'core rules' of the Pirates game. But rather than adding too many more rules, it adds more to the setting itself. But, like the rules themselves, this supplement does not offer needless details—all the elements of the Open Seas found within this book are provided in the same proportions as to their usefulness. Indeed, details not presented in this book are those that are either too trivial or too far from the themes of the game's storylines to be given the definitive telling of a rule—they are better left to the Players' impromptu description and preferences.

What is in this book: Within these pages are all the maps, lore, descriptions of lands, cities, even the politics and history one truly needs to tell any story in the pirate waters of the world.

Using this book: This book is designed as a resource, to be referenced whenever a situation arises that requires a specific rule or piece of information relating to the larger map of the vast pirate waters of the world. The history of piracy on the world's stage has been condensed to but the few pages of this sourcebook, allowing for easy understanding and flexible scenarios, as Players and Game Captains alike write their own chapter in a history that could have been. Use the histories, settlements and other references in this book as inspirational material and as guidelines, but never as rules that must be set in stone.

GOLDEN RULES: Though the Game Captain is free to design Adventures as he chooses, and the Players are free to act according to their own hearts, there are none-the-less three rules that one must abide by when playing the game of Pirates in the Open Seas.

Requirements of rules: The rules provided within this Book are optional when used in other, more specific settings (including any area detailed by its own Sourcebook, such as the Caribbean), but they are required when used in the open seas of the world outlined by the Maps presented herein.

Stay in charted waters: Provided from Pages 59 to 63 of this book are Maps showing the favored pirate waters of the open world. And while ships often come and go from other lands and seas (such as from the Caribbean or the Mediterranean), the game should remain on these Maps and routes which connect them. If the party seeks to venture outside these waters, try to discourage them unless your Adventure plans for such a situation. For if ever the party leaves the waters charted by the Maps in this book, they can enter lands that are simply too variable to be fairly balanced by rules, which is perilous to a game's ability to stay afloat. While these rules can be used anywhere really, the real danger is in improvisational rules for NPCs, or towns, or government laws, etc. Ultimately, let the group sail where they will, though their wandering should be discouraged for very practical reasons—a lack of plunder and adventure outside the **favored** pirate waters provided on the Maps of this Book.

INTRODUCTION

GOD CREATED THE SEVEN SEAS AND ON THE SEVENTH DAY WATCHED PIRATES RUIN THEM ALL

Count the years: Sometimes it is important to keep count of the passing years in specific areas (or eras), especially in a Campaigned game. For in the years before their time, there wasn't really enough piracy throughout such specific seas to justify the proportions of the rules presented in these pages, and after any era's time, laws and pirate hunters became so strong that pirates simply could not survive. In any case, your game should not exceed the time ranges for piracy provided in this book.

PIRATE HISTORY: The basic elements of the Open Seas relating to its history with pirates were researched and written for this game from the standpoint of fun and entertainment, though there are some exceptions that should be noted.

Historical impossibilities: The rules of this game allow for many historical 'flaws' or impossibilities, including the design and presence of some types of sailing vessels and weapons before their time. This was done in an attempt to make the game more flexible, and to encourage players to take more liberties when dealing with history so that the fun of their game is not stifled by any inclination to be historically accurate.

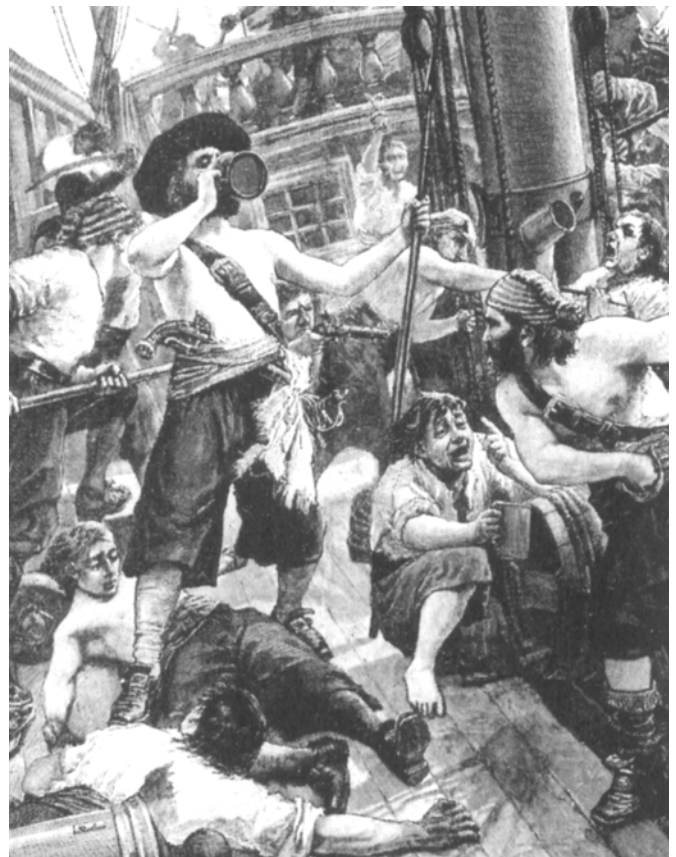
Animals: The few animals detailed in this book are the only ones foreseen to need game statistics. However there are certainly many, **many** more types of creatures, be they birds, beasts or aquatics, that one may encounter during his adventures in the world's seas. These creatures are **encouraged** to be designed and used by the Game Captain, according to the needs of his Adventure.

Settlements: The cities, towns and villages that are detailed in this book were chosen according to their prominence and geographical location. They are not in any way the only settlements in the 16th and 17th century—one can always research or invent another settlement as he needs.

A NOTE ABOUT RELIGION: The basic clichés and standards of centuries-old faith are used in this book for purposes of crafting stories and scenarios. This is not an attempt to preach any opinion about any religion, past or present. It's only a game.

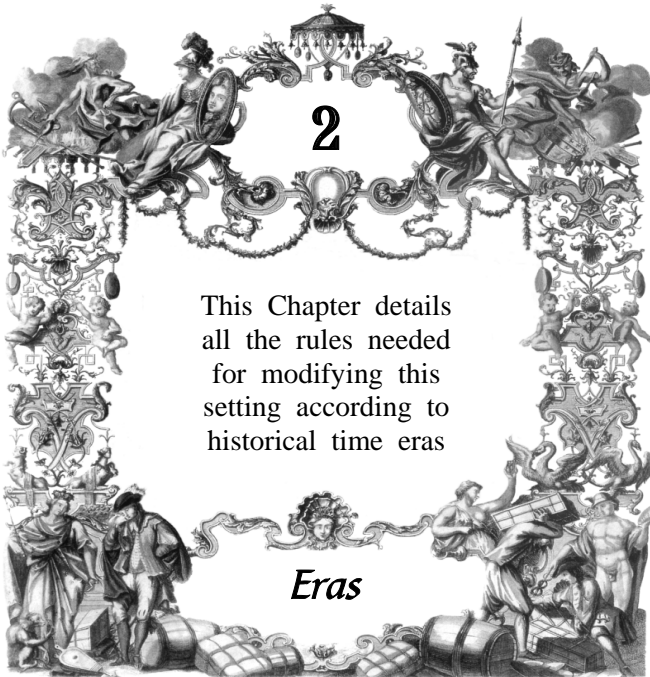
A NOTE ABOUT MAPS: The coordinates for all settlements and locations used in this Book and its adventure material are based on the reestablishment of the Prime Meridian in the late 19th Century, thus the coordinates are actually inaccurate for all eras in which this game is set, but easier to reference for modern Game Captains and Players researching while designing their own adventure material.

A NOTE ABOUT HISTORY: The rules within this Book are slightly keyed more towards history, but not for history's own sake. The variables of all cultures and continents create a unique mystique comparable to other pirate settings, and it is simply embraced rather than forcing artificial mythologies for the sake of an exciting game—the excitement of adventure on the open seas is due largely to the natural variety of people and legends. Please do not mistake this emphasis of history as either an attempt subjugate fantasy with facts, nor to imply any accuracy, authority or awareness of reality on the part of our rather rum-soaked brains.



CHAPTER TWO

THE SEAS OF TIME ARE AS LINKED AS THE SEAS OF MEN THAT CHANGE WITH TIDES OF FATE



This Chapter details all the rules needed for modifying this setting according to historical time eras

Eras

ENDINGS AND BEGINNINGS: Whenever a new Pirates Campaign begins, the Game Captain will select (or roll if he prefers) the area of piracy in which his game shall begin. As there are several areas of the world that are worlds unto themselves, to sail beyond their borders is to sail beyond what many consider a world's end, and so each area is bound in time as an 'era'. All the great eras are listed and explained below, along with the years in which they are active enough with pirates—the sun sets on eras both in time and space, and to live to the end of an era is as sure as to sail off its map, for outside those borders, pirates will find neither adventure nor camaraderie, the map will close in as surely as the navy, and the rules of the game will protect them no more than their pirate's code. Indeed, in the vastness of the Open Seas, an area and an era are one and the same, the coasts drawn by the sands of beaches and the hourglass alike.

Table 140: Worlds Of Piracy

Roll	Era	Years
12	The Americas	1700-1840
8-11	The Orient	1500-1820
4-7	Madagascar	1680-1740
2-3	Australia	1600-1820
1	India	1640-1760

The Americas: With the sun setting on piracy in the Caribbean to the south, many young 'gentlemen of fortune' spill up the New England coast, a land casually referred to more often as 'the Americas'. From Florida to Newfoundland they carry out their raids, feared by officials and embraced by the all-too-rebellious spirit of the colonists themselves. The outbreak of full rebellion against England in 1775 seems to be the time so many captains are just waiting for, as the conflict ushers in a new age of privateering, which in effect leads to greater piracy itself. The War of 1812 provides an even greater need still for privateering vessels, bringing this era of cannons and cutthroats to its apex, for when the war is over, and peace resumes, there are countless privateers who refuse to give up attacks on ships and thus they become rogues, both unprotected and oftentimes hunted by the government that they so recently served, dying out one by one.

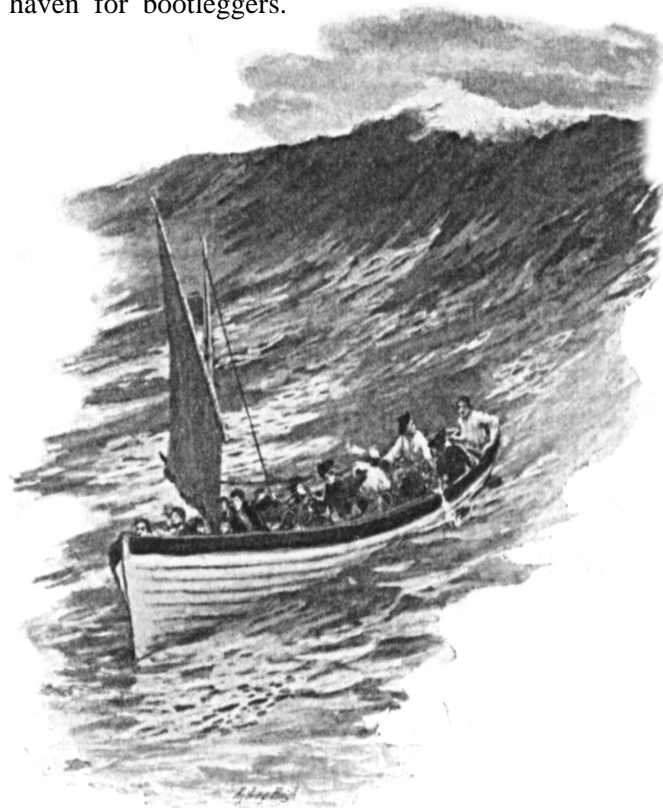
Australia: The earliest account of Europeans sailing into these waters comes from the early 17th Century when they called it 'Terra Australis Incognita', the 'unknown southern land'. For the next 170 years, over 50 European ships from a variety of Nations venture here, mostly merchantmen from the Dutch East India Company, which chart so many ports along the north, west and south coast that all of the continent becomes known as 'New Holland'. In 1770, the famous Lieutenant James Cook claims the eastern coast for King George III and renames it 'New South Wales'. The coasts are later filled in by English and French mariners, finally coming to be completed in the early 19th Century, thereby encouraging enough civilization and naval presence to destroy pirates in these waters once and for all.

India: Following the return of Portuguese navigator Vasco da Gama from India in the late 15th Century, a new trade route was revealed and opened, thus connecting Europe to the mysterious land of India via the African coast. The Arabic control of land routes swells the number of sails along the coasts, the English controlling the western coast, and the Dutch the eastern coast and islands of Indonesia. By the late 17th Century, many pirates who flee the Caribbean and other waters find a perfect hunting ground in the warm waves of this sea, where both

ISLANDS IN TIME

THE SEAS OF TIME ARE AS LINKED AS THE SEAS OF MEN THAT CHANGE WITH TIDES OF FATE

Indian and Arab ships sail the coasts full of gold and other wondrous prizes. With the great Moghul Empire of India already weakened through its wars with forces outside as well as inside, it has little choice but to surrender true control of the lands to trade, or as the big-wigs of the East India Trading Company like to say, “Loyalty is not the currency of the kingdom, but rather currency is the currency of your empire”. Yet greater trade brings with it a shadow of piracy, and some incredibly large raids force European powers—most notably England—to formulate convoys and a stronger naval presence, quickly putting an end to piracy in these waters. Ultimately, it is the inevitable fall of the strongest pirate empire, the Angria clan in the 1750’s, which blows out the fires of one of the wealthiest but shortest era of piracy. However, during that time, it is great business for buccaneers, and the island nation of Madagascar is forever established as a haven for bootleggers.



Madagascar: Rounding the Cape of Good Hope in southern Africa, mariners soon discovered this isle, this continent, which was to play a pivotal role in centuries of blood-stained seas to come. It quickly

becomes ideal for pirates fleeing the Caribbean and seeking to raid the Indian seas. Its vast interior, its countless hidden anchorages and its sheer distance from established military strongholds makes pirates feel safe. Buccaneers and others take to aiding the natives in tribal warfare, for which the white-men have superior weapons, thus availing them endless supplies of food and slaves. The camps swell into such numbers that by the early 18th Century, French captains manage to establish the ‘Libertaria’, a sort of utopian republic for pirates, with all its efforts, laws and codes bound around the hand of liberty like a bloody bandage. European powers refuse to believe that such a ‘pirate civilization’ could exist, simply because they believe that ‘pirates’ are not civilized, incapable of any code that would care for the wounded, free slaves, or encourage religious freedom. This delusion on the part of ‘civilization’ gives these pirates the cloak of myth to ensure their security for a long time to come.

The Orient: Often called by Europeans and other Westerners ‘the end of the world’ or ‘off the map’ given the strange seas, islands and endless coast of these waters, it’s almost a world between life and death, of hopeful sun-rise and darkest de-mise. The seas are filled with thousands of years of legends, but when pirates arrive from other lands, it is the sunset of the Japanese raiders in the 16th Century. Rival Chinese pirates begin to appear, and these are the golden faces Europeans come to know the best (or the worst). Here, piracy often goes hand-in-hand with politics in such a way as to create a marriage strong enough to upturn the ships of the socially elite and cause entire Imperial Dynasties to founder. Tribal pirates and clans interwoven within society are seen as equally alien by all the English and Dutch, who swell the ranks of both merchants and mercenaries alike. Soon the small, fragmented states of China become a haven for pirates from all points of the compass, lost in a sea without an end, indeed a sea **beyond** world’s end, where the Oriental pirates rival the population of entire cities. New trade routes open to China, Japan, Malaysia and the Philippines, allowing pirate empires to rise, and this establishment stays in place for centuries. Finally, as the 18th Century dawns, the renewal of the powerful Ch’ing Dynasty ends this era for all.

CHAPTER TWO

THE SEAS OF TIME ARE AS LINKED AS THE SEAS OF MEN THAT CHANGE WITH TIDES OF FATE



PIRATES IN THE OPEN SEAS: The pirates of the Open Seas are as varied as the winds and the tides they ride. It seems that which each generation and each new crew, a race has disappeared and a new people has emerged on the world stage. All Player Characters are pirates, but, just what sort of pirates are they?

British pirates: The British have by far the most widespread and influential population in the world. They're explorers, merchants, and inevitably pirates who use the ever expanding map to hide from the Royal Navy and other enemies (that they make). In the open seas of the world, Englishmen are the commoner, and thus, the common enemy.

In the 1500s British Sea Hawks roam the world's waters, seeking to introduce their country's presence across the map. Blessed with success, such Characters gain +1 to their Luck Score.

In the 1600s British explorers are cautious and careful, survival the most important thing on their minds, yet ever with the gleam of gold in their eyes. British Sailors in this age gain +1 to their Intuition Score as well as 1 extra Skill Point.

In the 1700s British pirates learn that only the most crafty cutthroats and captains will be able to survive the growing numbers of pirate hunters and

still find plentiful plunder amongst the presence of the East India Trading Company. It is the British captains who are the most successful at piracy at the height of their age, chiefly due to their keen strategies, reflecting a +1 to their Wits Score.

In the 1800s British born pirates have become a grand collection of scoundrels and cutthroats with little loyalty left for their king or their country. Survival and pleasure is of the highest (and only) importance, and they work hard at achieving their goals. Only the most ruthless of pirates can survive this unofficial war amongst each other. And the British, being better learned than most others, make the best pirates of their day. Buccaneer Characters in this age gain either +1 to Brawn and Endurance Scores or 4 additional Skill Points.

Dutch pirates: The Dutch were largely responsible for starting the East India Trading Company and as a result have a stronger presence throughout all the open seas than they have in centuries past. Still, power comes with a price, as they have become somewhat feared or even resented by other people. Consequently, Dutchmen have been forced to learn additional trades, like fighting and skulking.

In the 1500s Dutch sailors are few and far between. Such Characters suffer a loss of -1 to their Luck Score.

In the 1600s Dutch traders first begin to have their sails commonly recognized throughout the far flung ports of the world, known for their ships to be laden with many goods and valuables brought from Europe or strange lands. All Dutch Characters in this age may re-roll two 'failed' rolls for their starting wealth.

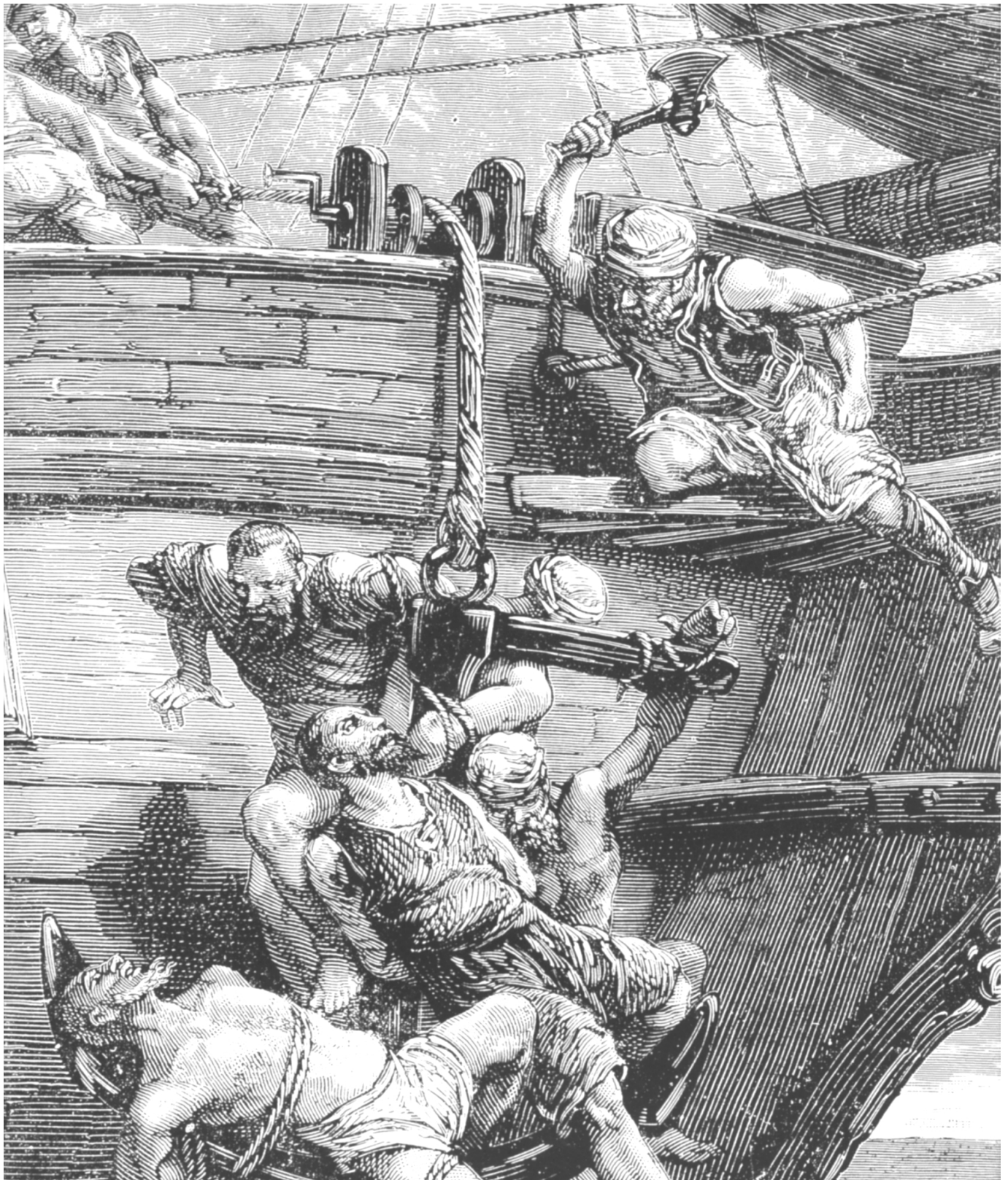
In the 1700s Dutch adventurers are far more commonly heard of, though they are still rare by any measure, both a cautious but cautious lot, with an interesting (and often valuable) brain whose hold is well stored with skill and knowledge. Any and all Dutch Characters in this age gain 2 extra Skill Points.

In the 1800s Dutch merchants stray from their piracy to return to the businesses and profiteering they have long missed out on. Any and all Dutch Characters in this age rely greatly on luck and wit, and usually have it, gaining +1 to either their Wits or Luck Scores.

ISLANDS IN TIME



THE SEAS OF TIME ARE AS LINKED AS THE SEAS OF MEN THAT CHANGE WITH TIDES OF FATE



CHAPTER TWO

THE SEAS OF TIME ARE AS LINKED AS THE SEAS OF MEN THAT CHANGE WITH TIDES OF FATE

French pirates: The French began to fill in all the blank spaces of the global map with as much zeal as other Nations though they quickly lost their way in the open seas of the world. They retreated into ways and lands they knew, leaving only scattered fragments of their influence throughout the world. In the end, Frenchmen are recluse and seldom seen at large, consigned to being the Europeans few in foreign lands can recognize or relate to.

In the 1500s French scoundrels are notoriously vicious and unforgiving of their enemies, making their mark in the world though being short-lived, their like few and far between, yet dangerous when encountered. French Buccaneers in this age gain +1 to either their Endurance or Agility Score.

In the 1600s French Huguenots are setting sail to escape their oppressive homeland. All such men gain 1 Ability Point to place where they will.

In the 1700s French sailors are a dying breed, though the Buccaneers sail at will, having learned well their trade of piracy in the New World. Such men trust to fate, and don't end up too badly off, as is reflected in their +1 to their Luck Score.

In the 1800s French mariners both pirate and privateer alike are akin to ghosts, anchoring at the edge of night, striking swiftly and disappearing into the shadows as quickly as they came, returning to the mainland where the winds of fate and fortune have blown them back into war. The few that take to the sea are men of strange or desperate dreams, with Priests the most common, such individuals gaining 3 free Skill Points.

Spanish pirates: The Spanish continue to struggle for world dominance even as their great empire in the New World crumbles and sinks into the marsh and malaria-ridden jungles on the edge of the map. Caught between greed in the New World and their religious fervor in the Old, their scattered presence is unable to support itself. In time, Spaniards are forced to accept their time as having passed, which of course is altogether unacceptable . . .

In the 1500s Spanish are encouraged to spill blood by the Holy Roman Empire, which names as heroes those who kill the infidel and bring treasure back home, and they are good at it. All Spanish Characters in this era gain 1 Skill Point, or 3 Skill Points instead if their initial amount was 5 or less.



In the 1600s Spanish pirates are losing power fast, both in government tolerance and opportunity, as their New World empire weakens and their old enemies gain stronger influence throughout the vast, open seas, forcing all such pirates into cove and corner like trapped animals. In this age, Buccaneers alone thrive, gaining 2 Skill Points.

In the 1700s Spanish Coasta Guarda are busy sweeping the seas to tighten the borders of their crumbling empire, and such petty bone-pickers are funded by government and fueled by bitter memory of their glory days long gone. Such Characters will gain some support from their home, in the form of a +1 bonus to rolls on Tables 142 and 143.

In the 1800s Spanish pirates have all but been driven from the world stage, making up the motley crews and filling in holes in the ranks as slaves or Englishmen did on their own vessels in centuries past, which makes them both resentful and cunning cutthroats. In this age, Spanish Swashbucklers gain either +1 to their Attack Rolls **and** Slow Death, or +1 to their Defense Score (which may or may not constitute a Defense Score bonus via Table 60).

ISLANDS IN TIME



THE SEAS OF TIME ARE AS LINKED AS THE SEAS OF MEN THAT CHANGE WITH TIDES OF FATE



CHANGING WITH THE TIMES: As the game sails into the waters of history, certain elements of realism fly their flags and demand attention. This presents the Game Captain with choices of rules

Oriental terminology: When sailing in the Far East, one would do well to flip back the pages of time and apply different terminology to some of the core rules. These are not new rules, but simply substituting the more names of core statistics with their ancient equivalent.

Captain has as its Oriental equivalent the title of 'Laopan'.

Quartermaster has as its Oriental equivalent the title of 'Toumu'.

Letter of marque is in the Orient the referred to in the manner of a 'promoted pirate'.

Towns by time period: In Chapter 7, each town or other settlement is given a time range within which it exists. The Game Captain may opt to remove a settlement from the various maps if the game is played outside the colony's time range.

Quartermasters: Beginning about the mid 17th century, pirate crews often had a 'quartermaster' aboard. This station is mentioned here as it is the only officer that a Game Captain can choose not to have in the game prior to the 1660s.

Firearms: Firearms were not invented until the 1500s, and even then they were crude, clumsy devices that took a good two minutes to re-load. It wasn't until 1615 that the flint-lock was developed, and it wasn't in widespread use until almost the end of the era. For the sake of greater realism, pistols, muskets and blunderbuss rifles may be disallowed until the ages of war begin in 1640.

Adventure timelines: Normally, adventures are written to be 'timeless', in that they utilize cities and sites heedless of the realistic restriction of years. The Game Captain may opt to be specific what year an adventure takes place in. Packaged Adventures for this game account for this detail, and add Encounters and plot developments keyed to its specific time that are not otherwise used, making the game more historically based.

Ships in time: The ships found in the Captain's Book are a collection of all the designs of ships that came and went throughout the heyday of the pirates. However, as this era spans many centuries and even more seas, some designs came and went before others. For the sake of greater realism, the Game Captain may impose the modifiers from Table 101 to any ship's Availability Check. Note that these modifiers may differ in Sourcebooks for more specific seas, accounting for their availability (greater or lesser) throughout the world.

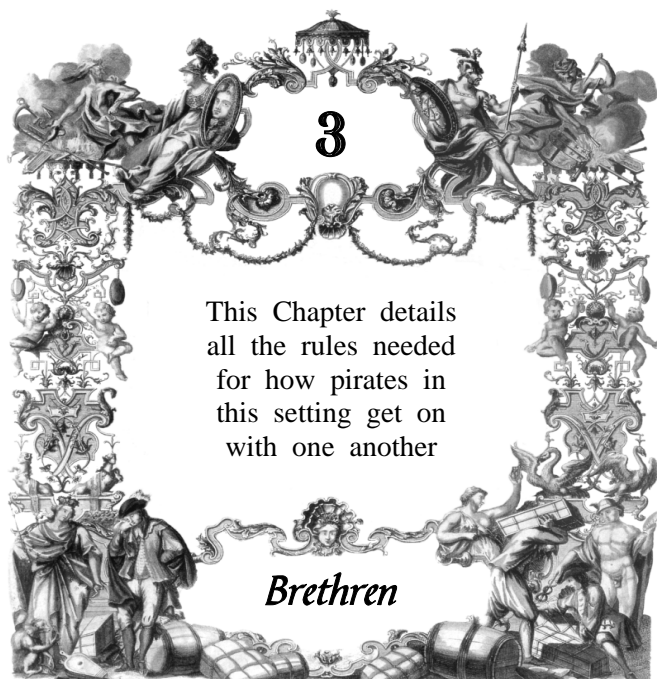
Table 141: Ships By Time Period

Ship	1500+	1600+	1700+	1800+
Barque	-2	+1	+0	-2
Brigantine	-2	+0	+0	-2
Dutch fluyt	-8	+2	+0	+0
Frigate	-2	+0	+5	+3
Galleon	+6	+0	-2	-5
Indiaman	-5	+0	+3	+1
Junk	+2	+0	+2	+0
Man-o-war	-3	+1	+6	+4
Mariner	+0	+2	+2	+3
Merchantman	+0	+2	+2	+3
Naval sloop	-7	-4	+2	+2
Navy snow	+0	+0	-4	-6
Privateer	-10	-4	+0	+4
Schooner	+3	+0	-4	-5
Sloop	-7	-2	+2	+0



CHAPTER THREE

WHILE KINGS WITH GOD'S AUTHORITY SQUABBLE OVER CHARTS THE PIRATES OWN ALL THE MAP



CHARACTER CREATION: The rules provided in the Player's Book cover pirates the world over, but there are always those few have heard of or plain forget about, leaving a few options for Character creation. The following rules a Player may employ when generating a Character who begins his career in the remote corners of the world. And even if he travels to other waters thereafter, that is fine.

Nationality: The world's far-flung ports are full of varied cultures and people, both those native and those of European descent, creating a much more interesting world of pirates. Given their prominence throughout the oceans and their being more apt to dealing with this expanding world, such peoples gain advantages that pure-bred Europeans do not. And thus, if a Player wishes to make a Character whose roots are remote or even cut by distance or time, while being limited to the Character Classes of Buccaneer, Madman, Rogue, Priest, Sailor and Swashbuckler, he will gain benefits of another sort.

Americans are those from the Colonies, rugged and rebellious yet strong in their own ways. Such Characters require 3 Creation Points to select for one's Nationality. However, they gain +1 to their Wits **or** +1 to their Defense (Player's choice), and +1 to their rolls made on Table 144.

Australians are either escaped criminals from that most remote desert prison or adventurous souls hailing from a world worse than any Hell. Such Characters require 2 Creation Points to select for one's Nationality. However, they gain +1 to their rolls in all drinking contests, and also claim one (more) Weapon Proficiency as a Suggested Skill.

Chinamen can be from anywhere in the fabled Orient, but as the tales of China cling to the yarns of sailors like barnacles to their ropes, so all such people known by the name of that land of legends. Such Characters require 3 Creation Points to select for one's Nationality. However, all they gain +1 to their Wits, and also +2 to all rolls on Table 145.

Europeans may be from any lesser country of that continent (none of the four primary countries). Such Characters require 1 Creation Point to select from one's Nationality. However, they gain +1 to all rolls on Tables 142 and 143.

Indians are the dark-skinned natives from the oldest of all ancient lands. Such Characters require 2 Creation Points to select for one's Nationality. However, they gain either +1 to their Luck, **or** a bonus of +3 to all rolls on Table 148.

Norsemen come out of the sunless shores far north of Britain, original Scandinavians who hail from a frozen land of myths that does not concern itself with the passing of time, but instead only the passing of opportunity. Such Characters require 2 Creation Points to select for one's Nationality. However, they gain a +1 to all rolls when dealing with any 'monsters' (anything that is not common as an animal nor humanoid in shape).

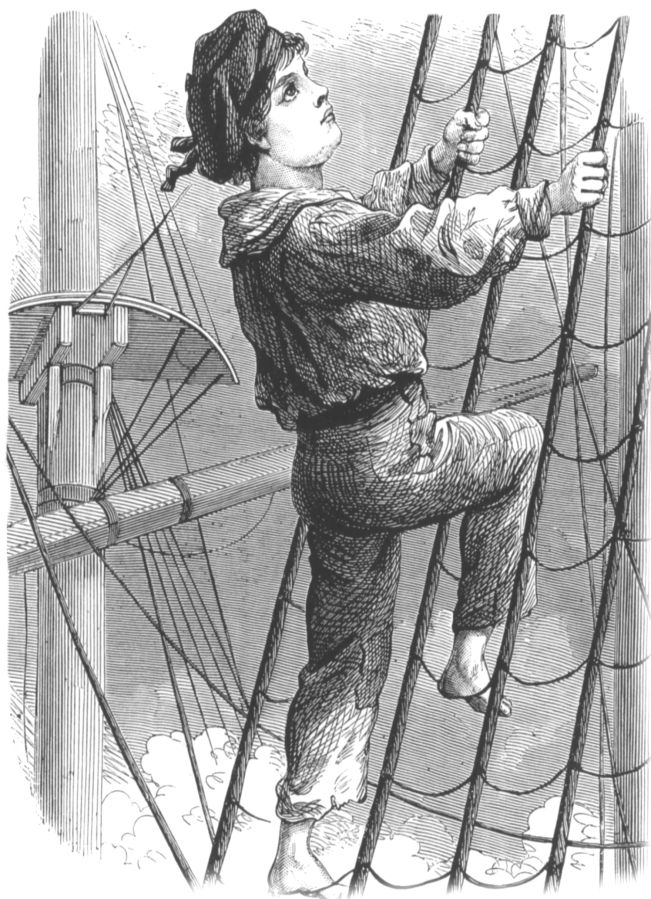
Persians appear at sea like a desert mirage of water, indeed a man of the sand in the midst of a desert of gleaming waves—they are a most unique people disguised amongst other Arabic cultures, not unlike pirates amongst privateers and naval officers, as some seamen often like to say. Such Characters require 4 Creation Points to select for one's Nationality. However, they gain +1 to their Luck as well as 1 bonus Skill Point.

Slaves are escaped from some ship or nation, but are still referred to as a 'slave race' by the world at large. Such Characters require 1 Creation Point to select for one's Nationality. However, they gain +1 to a random Ability Score (roll one dice; '1' is Luck, '8' Brawn, '9-12' Player's choice).

THE PIRATE WORLD



WHILE KINGS WITH GOD'S AUTHORITY SQUABBLE OVER CHARTS THE PIRATES OWN ALL THE MAP



Multiple races: Some may wish their Character to be the child of different races. This may be done, but he must not only spend the Creation Points for both races, but he must also pay an additional 5 Points for this novelty. If he has children, they too must spend the same Points before they can ever be used as Characters.

History: What drives a man (or a woman) to join a pirate crew? Their tales are endless, however, a few stories have left marks on their masters, for good or ill. A Player can choose to spend Creation Points for a roll on one of the following charts, be it Tables 142 to 148. If it is the one chart which most closely corresponds to his country of origin, the cost is 1 Point, otherwise it is 2. However, be the result better or worse, he must live with it, as one must live with scars. The 'Loss' factor is what Ability or Creation Points one can give up to lose (or just forget) that part of his past at any time.

Table 142: Caribbean History

Roll	The Character's past	Loss
12	Letter of marque	-
11	Free ship; 'barque' or 'schooner'	-
6-10	Money; 10-120	-
4-5	Debt; 30-360	1 CP
2-3	Branding	1 E
1	Curse; -1 to all Slow Death rolls	1 L

Table 143: Mediterranean History

Roll	The Character's past	Loss
10-12	Letter of marque	-
8-9	Money; 10-120	-
1-7	Branding; -2 instead of -1	1 E

Table 144: American History

Roll	The Character's past	Loss
12	Free ship; 'privateer'	-
10-11	Letter of marque	-
7-9	Money; 20-240	-
5-6	Debt; 100-1200	1 CP
1-4	Branding	1 C

Table 145: Oriental History

Roll	The Character's past	Loss
11-12	Family crew; 2-24	-
9-10	Free ship; 'junk'	-
3-8	Branding	1 E
1-2	Curse; dies in exactly 1-12 years	1 G

Table 146: Madagascar History

Roll	The Character's past	Loss
12	Family crew; 1-6	-
6-11	Money; 10-120	-
1-5	Branding	1 E

Table 147: Australian History

Roll	The Character's past	Loss
7-12	Money; 10-120	-
1-6	Branding	1 G

Table 148: Indian History

Roll	The Character's past	Loss
11-12	Family crew; 1-12	-
7-10	Nothing	-
1-6	Branding	1 L

CHAPTER THREE

WHILE KINGS WITH GOD'S AUTHORITY SQUABBLE OVER CHARTS THE PIRATES OWN ALL THE MAP

Brandings are marks left on one either by the government he didn't escape from or perhaps the East India Trading Company whom he had a brush with. Such brands forever designate one as a pirate and a fugitive. This penalizes one's rolls on either Table 164 or 165 or 166 (Player's choice) by -1, with an additional penalty to place for each and every branding he comes to acquire.

Curses are variable, and can be 'negotiated' to a Game Captain to arrange a different manner of ill fortune which follows the Character, though the Game Captain has the final say in this matter.

Debtors are criminals, for to owe money to a merchant or anyone else is to break Common Law and thus owe it instead to country and king. Such a one as this owes gold to his government. If this category is rolled again, just take the current debt and, like the merchant or monarch, draw in another '0' on the end of the owed amount.

Family crews are just that, families which stay aboard a Chinaman's vessel and help him with his piracy. These hereditary crews might even include wives and children. These free 'crew' are always of Level 1, but no matter how many of them are aboard, they offer the ship +1 to Attack Rolls with both cannons and the captain's personal attacks, as the ship fights harder to defend their family.

Free ships are the mark of a good pirate, who left a sea with the type of ship listed, as well as 100-1200 gold to outfit it. If this category is rolled again for any sea, no additional ship is gained, but rather just roll again for the outfitting money and add the totals together. Furthermore, unless such a vessel was brought out of one's 'home' waters, it will be broken and battered from its acquisition, a loss totaling 10-60 **percent** of its Hull Points.

Letters of marque are genuine and legal, not only a license to privateer in one country, but the clearance of all crimes therein. If one already has a letter of marque, he will gain 10-120 Notoriety Points purely for purposes of promotion in that navy. In any event, this letter of marque is not to constitute any roll on Table 78.

Money means that the Character escaped that sea with the amount listed, whether he stole it or was paid from a completed voyage, or any other reason the Player prefers.

LANGUAGES: There are fewer language barriers in the open seas than one might expect, though this era of piracy has mixed them up in its own way, as explained below.

Varying languages: Though there are hundreds of individual 'languages' throughout the pirate world, sailors and scoundrels are good enough at adapting to them by working variations, and thus need only one basic language for each 'area' ('Indian speech', 'Madagascar slang', 'Oriental', etc.).

Pirate names: The language of pirates is a rather colorful art of mixing such profanity with simple talk that it is comparable to their grog—equal mix of water and gunpowder. For sheer debauchery and delight, the more common pirate insults, slangs and profanity are provided below.

Blighter is a name no man wants attached to him, for in these days of world voyages it means someone who doesn't prefer women . . .

Bold in attack is a name given to a captain who has the respect of his crew from being, as his title suggests, brave in battle.

Scupper comes from the holes in a ship's side through which water drains, basically meaning that the individual bleeds a lot (for good or ill).

Wig refers to a European official, usually an Englishman, because of the white, curly wigs they wear that appear rather ridiculous to most.

Vocabulary: By watering the words of sailors, they have been streamlined like a ship to make for the most efficient 'common language' amongst crews in reference to common duties and items aboard. While most crews tend to be from the same nation and thus speak the same language, there are names that every sailor needs to be readily familiar with, creating a language unto itself. Some of the more important items of worldly pirates are named below (in English), helping one both to better understand the prepared narrative of Adventures, and to role-play with greater depth in his turn.

Abaft refers to the rear or stern of a ship.

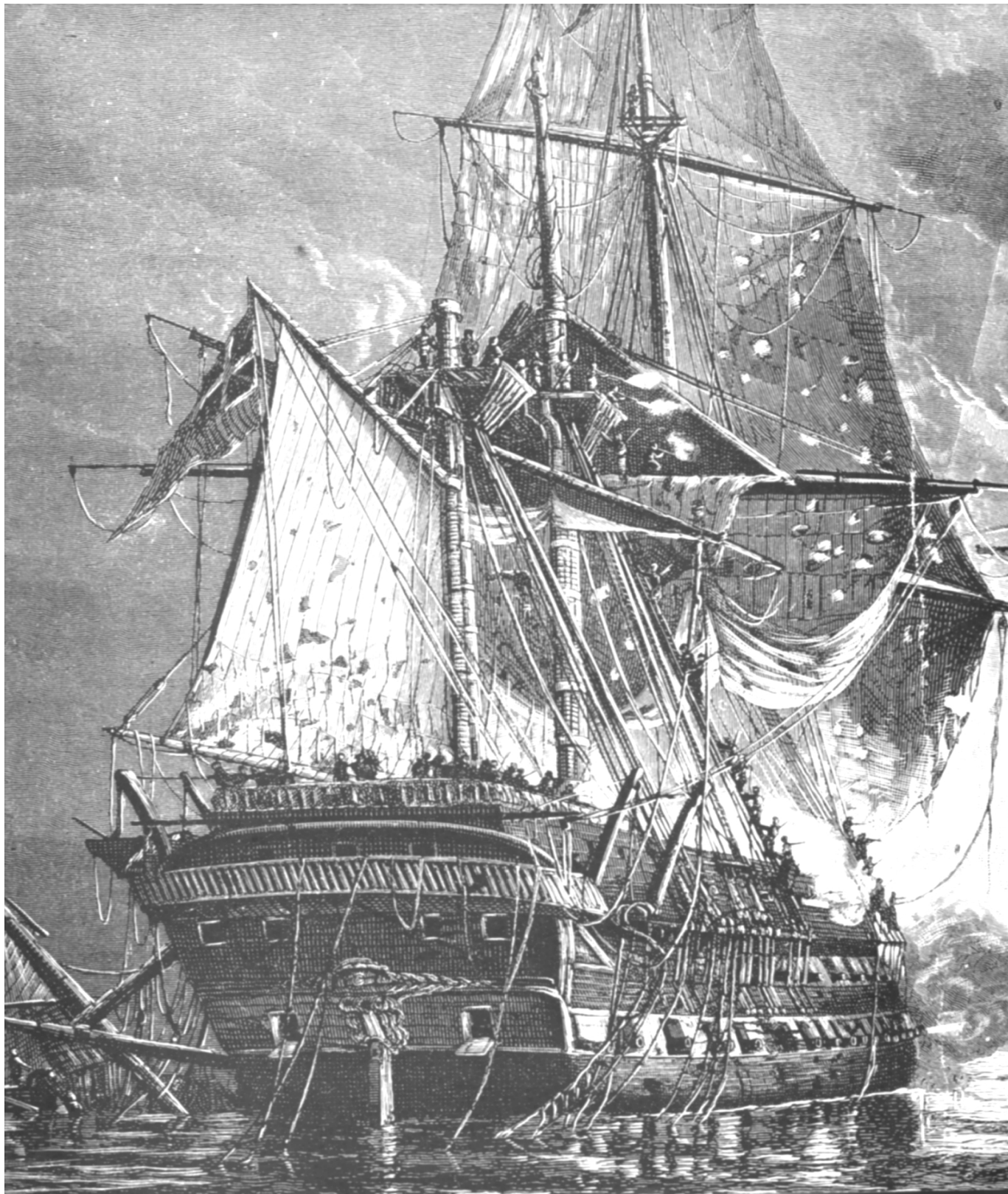
Amidships is the most common name (there are others) for the center deck of a ship.

Ballast is a group of worthless weights used to balance the vessel so it stays upright.

THE PIRATE WORLD



WHILE KINGS WITH GOD'S AUTHORITY SQUABBLE OVER CHARTS THE PIRATES OWN ALL THE MAP



CHAPTER THREE

WHILE KINGS WITH GOD'S AUTHORITY SQUABBLE OVER CHARTS THE PIRATES OWN ALL THE MAP

Bulkhead is the name for wooden walls inside a ship's hull that keep cargo from rolling about.

Captstan is the common name for the large wheel that raises any large ship's anchor, usually taking a good half dozen men to rotate.

Cat-o'-nine-tails is a whip made from several knotted strands, commonly used to deal out lashing punishment aboard ship, with a particularly feared (and effective) boson one who prides himself on cleaving flesh from bone with every swing.

Dolphin is a cluster of rope-wrapped pilings at a wharf, as they are for ships to bump into, thus protecting them just as dolphins which swim along with ships do, protecting men from sharks.

Grog may perhaps be the favored drink among pirates, as it is not just rum, but rum to which hot water, lime and sugar have been added, giving it a sweet taste in addition to its intoxicating spell.

Halyards are ropes which are used to hoist up the ship's sails.

Heads are the two toilet-holes on board a ship and are always located at the bow.

Lantaka is a kind of swivel-gun used on the Chinese 'junk' vessels.

Larboard refers to the left side of a ship, as the term 'port' is not used in such a manner until well into the 19th century.

Marlinspike names a tool often used during a broadside as a weapon, as it is a large metal spike used to separate strands of rope for splicing, but it is equally effective for splicing the sinews of men (statistically, it is a 'club').

Port is used only for directions, such as when saying "Hard a-port" or "Turn to port".

Sand is kept aboard to keep a deck's grip to walk on, and is often used during battle when the blood of the wounded makes decks slippery.

Scuppers are the holes on the sides of a ship which allow water to drain away.

Nautical terms: A language has begun to develop on its own in recent lifetimes, that of a seaman's speech. While other true languages dominate seas of the world, it is the speech of Europe that is coming to overtake them. Though mostly Spanish, many pirates speak English as they come and go from the New World and the misfortunes in their homeland, and the tales they tell give rise to new

ways of speaking. Some of the more oft-used sayings of sailors are provided below (in English), helping one to role-play with greater depth and accuracy in this setting.

A *brace of pistols* refers to a pair of pistols being carried in a single sling (and oftentimes also being sold in such a manner).

An *airy dance into Hell* is a favored way that Christian captains inform someone that they will be hanged from their ship's yardarm.

Armed to the teeth comes from a medieval word, that of simply being 'armed', meaning that one's arm is extended by a weapon, but many pirates go much further, having weapons not only in both hands, but also tucked into several belts and baldrics, and indeed carrying an extra dagger clenched by their teeth, hence the expression.

Belay there is a catch-all term for someone to stop whatever it is he is doing, usually something that is either dangerous or offensive.

Belay your swivel tongue comes from ceasing fire with a swivel-gun, and essentially means for a rowdy or drunk pirate to shut up since what he's saying isn't doing much damage anyway.

Brethren of the Coast originally was used by corsairs based in ports along the Barbary Coast in the Mediterranean sea to refer to both themselves and other sailors forced by fate to become pirates and who banded together for mutual protection, but as piracy rippled out into the wider world, such a name came to refer to any group of pirates who beheld honor for others of their ilk that were based in the same general area.

Cat's out of the bag means that someone has done something bad enough to warrant lashings by the feared cat-o'-nine-tails whip, and once it is out of its bag, there is no undoing the mistake, and so the consequences must be endured, a very dreaded consequence in those days, even if it was through the later centuries watered down like a very shady barkeep's beer to mean only saying something that one shouldn't otherwise say.

Dead men tell no tales is perhaps the most time-honored expression among pirates, a cold and hard truth that is used most often as a warning to spike the bitter taste of a farewell, a warning indeed that can refer to any treachery known, or perhaps act as an omen of things to come.

THE PIRATE WORLD

WHILE KINGS WITH GOD'S AUTHORITY SQUABBLE OVER CHARTS THE PIRATES OWN ALL THE MAP

General quarters is a common order on most any ship, given to move all crew from all hiding areas of the ship or 'quarters' (not cabins, for they seldom had one save for the captain himself), a warning to be prepared in case of battle 'just in case', the captain uncertain of what approaches or what the precise level of threat currently is.

No prey, no pay! is often used by captains as a reminder to their crews not to flee, but to fight, because gold doesn't wash up onto the decks like the seawater in a storm.

No quarter given is a common expression by both pirates and their victims to confirm that a battle that is beginning will be fought to the death, solidified by the raising of a blood-red Jolly Roger as opposed to the more common black version.

Purification by pain is a holdover from earlier, medieval times, and is a more divine way to say that one will be tortured until he renounces his faith, divulges information sworn to secrecy, or in any other way denounces his religion in order for the torture (and thus the pain) to cease.

Rounding on the enemy is to maneuver one's ship to come broadside with its target and so fire their guns and continue another circle and thus 'round' on them again so as to fire more, this tactic most commonly used by fighting ships that make the best use of both speed and armor, their enemies preferably unable to match their speed or maneuverability and thus cannot predict exactly when that they will be 'rounded' on again until, of course, it is too late.

Shiver me timbers was immortalized in song, telling the tale of a supposedly fearless captain whose name has changed with the times, referring to the timbers of his ship in a terrible storm that sent a shiver up his own spine, and so now is an expression of either surprise or shock, or, as the English later watered it down, "My goodness!"

Silence the guns means to pound an enemy ship or fort with so much damage that their own cannons no longer fire back, whether the result of surrender or being utterly destroyed, though which it may be is of little or no importance to the captain who would give such an order.

Sounding the sea or simply to 'sound' it to drop a lead weight on a line so one can tell just how deep the sea is.

Take what you can—give nothing back is what dock-hands and sailors say when throwing each other ropes while mooring ships, in that they are reminding the other not to leave any slack or give in the line, though many a pirate has come to use this same term to refer to many other things, most especially taking treasure and revenge.

Turning Turk is what is said of those (usually Christians) who adopt Islam as their religion solely for the purpose of reaping the benefits of the sultan's loose rules and sanctions on piracy under the Ottoman Turkish Empire.

Unleash the dogs of wind was coined by pirates to pay for the morale of the crew when outnumbered, meaning to hoist as many sails as possible so they fill with the breath of the wind, countering the term 'let loose the dogs of war' that is perhaps what is being said by those in pursuit, the very dogs, others say, whose breath fills the sails that speeds them to safety.

Walk the plank actually does not refer to one walking a plank off a ship (though this does occur on rare occasions as a form of punishment), but rather such an expression is used to inform sailors to get on board a ship in the first place, a ship that they do not wish to serve on but must simply because it is the will of their emperor, king or sultan, and so they must walk up the gangplank to an uncertain fate on an uncertain sea.

Where away? means to ask 'which way', as in which way to go?

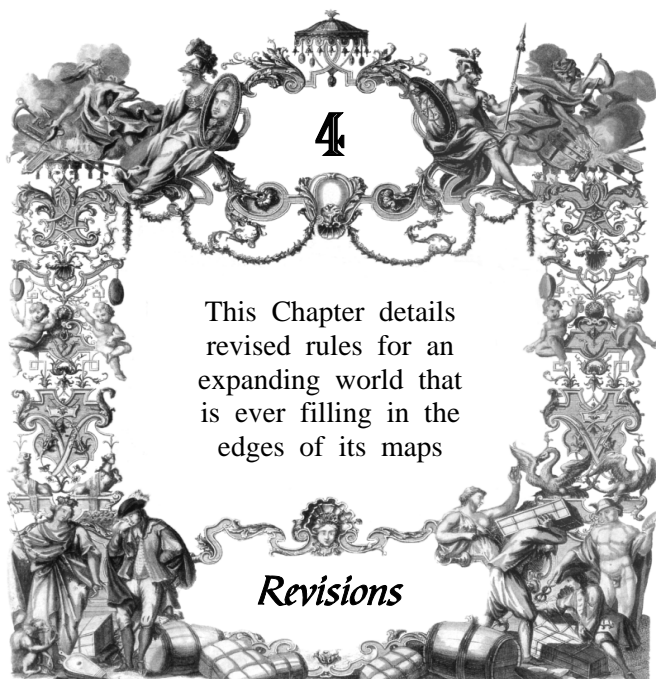
Wog those dogs refers to 'wogging' someone, the term derived from the flogging that indeed it is, usually as a punishment or other measure of discipline, hence the one being 'wogged' no more to the crew who watches on than a 'dog'.

Worth his salt means that the individual is a very worthy person, as salt is still a regularly used measure of wealth, so to be 'worth your salt' is to be 'worth your pay'.

You are your father's son is to say that the person in question, in these days of strong belief in blood-matters, is destined to be exactly like his father unless he makes a concerted effort otherwise and has some luck to help him succeed—being of the same blood he cannot become someone else unless he has help, or so it is believed.

CHAPTER FOUR

AS NATIONS FILL IN THE EDGES OF THE MAP IT JUST GIVES PIRATES MORE TOWNS TO PLUNDER



This Chapter details revised rules for an expanding world that is ever filling in the edges of its maps

Revisions

BATTLE: Regardless of where one comes from, fighting on the high seas is different, as there are many dangers which lie hidden in the winds, under the waves which rock a ship, and within the hearts of sailors who seek survival and treasure above all else, including redemption in the eyes of their god.

Initiative: In personal combat, there are far fewer times that fate offers rocks, reefs, shoals, cities and other places to swim to or use to one's advantage. Indeed, a captain is more important, as he is in a manner of speaking a god, for his speaking guides the shape of the world around the combatants—the ship. Therefore, so long as the captain is present, his Experience Level affects the personal Initiative Rolls of all Characters, regardless whether or not it is higher than anyone else's. Furthermore, should the captain fall, all under his command no longer receive a bonus to their Initiative Rolls from Level until he's revived.

Truly using weaponry: Different weapons have very different values on the small isle of a ship. While most pirates find ways to compensate for all such differences, in attack or defense, given the carefree and wild nature of the Caribbean or in the zealous and reckless fervor of Mediterranean corsairs, these

differences are normally balanced or simply unused. However, in the vast realm of the world's oceans, where sailors make far more use of their limited surroundings on board their ship, these differences are forced into play. Table 149 displays each basic weapon's modifiers when being used aboard a ship. Note that the modifier to Initiative only counts for a Character fighting alone (it's not a group bonus).



THE SHRINKING WORLD

AS NATIONS FILL IN THE EDGES OF THE MAP IT JUST GIVES PIRATES MORE TOWNS TO PLUNDER

Table 149: Weapons Aboard Ship

Weapon	Initiative	Attack	Damage
Blunderbuss	-2	+3	-1
Boarding axe	+1	+1	+2
Chain	-3	-1	+1
Club	+1	+0	+0
Cutlass	+2	+2	+1
Dagger	+2	+2	+0
Longsword	+1	+0	+1
Machete	+2	+1	+1
Musket	-3	+1	-1
Pike	-2	-3	-1
Pistol	+1	+2	+0
Rapier	-1	-2	-2

Slow death: When a Player Character or key NPC 'dies', a roll on Table 150 instead of Table 10 will determine what happens.

Table 150: Slow Death

Roll	The Character dies . . .
12	Another day; gains 10-120 Experience
11	Some other time; it's just a flesh wound
8-10	If not healed; roll on Table 151
7	After 1-12 Rounds if his killer is not dead
6	When he fails a now daily Luck Check
4-5	As soon as the battle is finished
2-3	Instantly
1	In a horrific way that leaves no body

Festering wounds: When one receives a wound that is festering, death will occur if what is rolled on the following chart is not amputated before 1-12 units of the time listed for that body part passes.

Table 151: Festering Wounds

Roll	What needs amputation	Time
12	Finger or toe (no Ability loss)	Weeks
11	Eye (victim's choice which side)	Weeks
9-10	Left hand	Days
8	Right hand	Days
6-7	Foot (victim's choice which side)	Days
5	Leg (victim's choice which side)	Hours
4	Both legs	Hours
3	Left arm	Hours
2	Right arm	Hours
1	Two additional rolls on this chart	-



TREASURE: In the vast realms of the open seas, with countless trade routes, smugglers, cities and governments competing with each other, there is an almost infinite variety of plunder aboard ships and in towns, and equally diverse ways at storing and concealing it. Therefore, the following charts should be used in lieu of those in Chapter 17 of the core rules for goods and gold.

Valuables: The most common treasures found are those of normal valuables such as tradegoods and weapons. A roll on Table 152 instead of Table 82 will determine the nature of the valuables taken.

Table 152: Plundered Valuables

Roll	Valuables	Total size	Total value
9-12	1-12 tons / goods	100-1200	1000-12000
7-8	1 ton goods	100	100-1200
6	Weapons	200	600
5	1-6 slaves	10-60	10-60
4	1000 days / food	100	100
3	500 days / food	50	50
1-2	100 days / food	10	10

Food: When food is found as a treasure it is well packaged and preserved in barrels, boxes, sacks and stores. The high count of stores compared to those in other, much more concentrated areas of piracy is due to the sheer distance of journeys prepared for in the open seas, and thus vessels tend to carry more provisions.

CHAPTER FOUR

AS NATIONS FILL IN THE EDGES OF THE MAP IT JUST GIVES PIRATES MORE TOWNS TO PLUNDER

Goods: There are all kinds of goods carried aboard ships and traded in town. As a rule, 'goods' are always the same as far as the space they take in a ship's cargo hold. However, if you or your Players wish to have a little more detail added to your game, roll on Table 153 instead of Table 83 to determine the exact nature of the plundered goods as well as the 'country' that favors them, and thus, where they will fetch a greater price when rolled on Table 36, in addition to their normal bonus as listed there. However, the 'country' may be rolled separately as well, as there are always exceptions.

Table 153: Plundered Goods

Roll	Nature of the goods	Country
12	Medicine	Mediterranean; +1
11	Tobacco	Caribbean; +2
10	Tea, wine or brandy	England; +3
9	Rare plants	Britain; +1
8	Sugar or flour	Europe; +2
7	Clothing, cotton, or silk	Mediterranean; +1
6	Books	Caribbean; +1
5	Glass	Europe; +1
4	Rare animals	Australia; +1
3	Spices	England; +2
2	Grog, rum, ale or beer	Caribbean; +2
1	Hides	Europe; +1

Slaves: Either in the event of battle or as a direct result of freeing them, 1-6 slaves have escaped their captivity. Happy to be freed, these men will offer to join any ship. They do not count against the normal amount of men available for recruiting from a captured ship (or town). The slaves still living but not joining a crew have their reasons...

Weapons: Weapons (and sometimes armor) are kept aboard any ship that can afford them. Or, if a treasure is found, it is sometimes found with the remnants of those who fought for it or even died defending it. In any case, 'weapons' will include enough weapons to arm an entire ship's crew as effectively as if 'weapons' were normally purchased (from Table 34). If a Character wants a specific weapon from a cache of weapons, he must make a normal Availability Check for it, using the ship's Value or the town's Level, and, as normal, if the Check fails, no such weapon is there to be taken.

Gold: When ships and towns are plundered, roll on Table 154 instead of Table 84, two single rolls to determine what gold has been found. The first is a roll added to the ship's Value or town's Level (or the NPC's Level) to determine how many coins are found, and the second roll to determine what country the coins are crested for. Results of either 'country's own' for pirate ships or 'bullion' for all vessels results in further rolls on Table 155.

Table 154: Plundered Coins

Total	Gold	Roll	Coin type
24	5 rolls x10000	12	Bullion
23	3 rolls x10000	11	Pieces of eight
22	1 roll x10000	10	Crowns
21	5 rolls x1000	9	Doubleoons
20	3 rolls x1000	8	Daalders
19	1 roll x1000	7	Ducats
17-18	5 rolls x100	6	Louis d'ors
15-16	3 rolls x100	5	Deniers
13-14	1 roll x100	4	Guineas
10-12	1 roll x10	3	Ottoman phillips
6-9	3 rolls	2	Any Asian coins
1-5	1 roll	1	Country's own

Special gold: Whenever a roll of 'country's own' for a pirate ship or 'bullion' for any flag is rolled, a roll on Table 155 below will determine just what it is as well as how it is stored, as there are very common ways for storing certain types of bullion. However, these may be rolled separately as well, as any captain can have exceptions. Those marked with an asterisk (*) require a Searching Check.

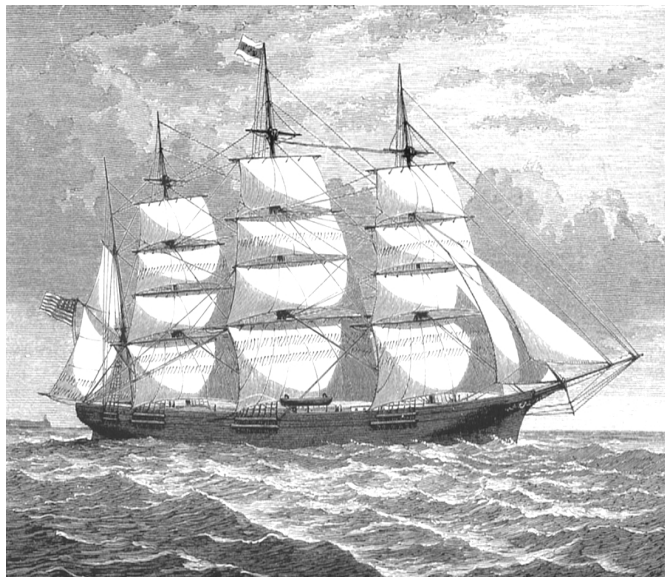
Table 155: Special gold

Roll	Gold	Roll	Storage
12	Statuary	12	Locked in a chest
11	Ingots	11	Secure in the hold
10	Ingots	10	Buried in the ballast*
9	Ingots	9	Baked in bread loaves*
8	Ingots	8	Locked in a chest
7	Plates	7	Secure in the hold
6	Plates	6	Mingled with goods
5	Plates	5	Disguised with goods*
4	Plain coins	4	Locked in a chest
3	Gold dust	3	Chest in main cabin
2	Gold dust	2	Hidden in a cache*
1	Goldwear	1	In captain's possession

THE SHRINKING WORLD



AS NATIONS FILL IN THE EDGES OF THE MAP IT JUST GIVES PIRATES MORE TOWNS TO PLUNDER



VOYAGE: The oceans of the world are vast, and so rolling for each and every day can become very tiresome for a Game Captain, so he may choose to employ Tables 157-159 to account for summaries of 7, 14, and 30 days at a time, with the vessel's speed multiplied accordingly. The lack of storms, reefs and other obstacles proportionately per day is due to the emptiness of the open ocean. All three of these charts call for a roll of not 1 but 2 dice, with a bonus of any **one** Skill of the captain, his choice of Navigation, Leadership or Shipwright, but the roll of a natural '1' on either dice is always going to find an 'Encounter', while a natural '12' on either dice will not necessarily give assurance of good weather. The sea is an unforgiving place.

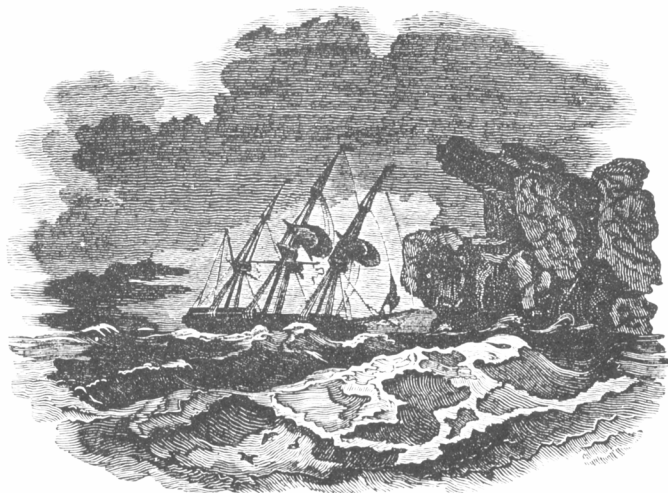


Table 156: One Day At Sea

Roll	The day's voyage
12	Good weather; double speed this day
8-11	Smooth sailing
7	Bad food; loss of 1-12 total days' worth
6	Troubled crew; loss of 1-3 Morale
5	Storm
4	Reefs
2-3	Possibly lost; Navigation Check required
1	Encounter

Table 157: Seven Days At Sea

Roll	The day's voyage
20+	Good weather; double speed this week
14-19	Smooth sailing
12-13	Bad food; loss of 10-120 total days' worth
11	Troubled crew; loss of 1-6 Morale
9-10	Storm
8	Storm which cannot be rounded
7	Reefs
4-6	Possibly lost; Navigation Check required
2-3	Encounter

Table 158: Fourteen Days At Sea

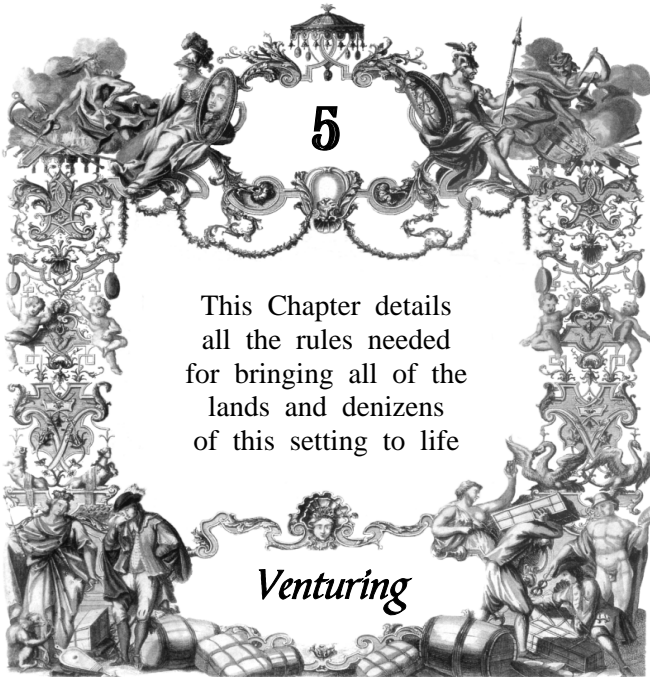
Roll	The day's voyage
22+	Good weather; gain 10-120 leagues
17-21	Smooth sailing
15-16	Bad food; loss of 20-240 total days' worth
14	Troubled crew; loss of 1-12 Morale
11-13	Storm
9-10	Storm which cannot be rounded
8	Reefs
3-7	Possibly lost; Navigation Check required
2	Encounter

Table 159: Thirty Days At Sea

Roll	The day's voyage
24+	Good weather; gain 20-240 leagues
20-23	Smooth sailing
18-19	Bad food; loss of 50-600 total days' worth
15-17	Troubled crew; loss of 3-15 Morale
11-14	Storm
9-10	Storm which cannot be rounded
7-8	Reefs
3-6	Possibly lost; Navigation Check required
2	Roll twice on this chart; if either result is a '1', then there is an Encounter

CHAPTER FIVE

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW



LANDS: Sometimes pirates must go inland, or at least need to know something about the terrain that yields their plunder, and their friends and foes. The better known and explored lands of the Open Seas are described below. Those areas of the expanding map without names are simply as yet unknown . . .

Africa: This vast continent is a barrier dividing all other worlds, a world with an endless variety of terrain to entrap all those who wander into it, from the greatest deserts to the most bizarre jungles.

Arabia: Land of legends, desert of mystery, realm of tales beholding magic, ghosts and gods trapped on earth, this is where the sands of time snow the world in the gold that is dust with Death's tracks.

The Congo: Despite numerous small colonies, this jungle retains a deep sense of mystery, and many crews who venture into it are lost to legend.

The Devil's Locker: This desert plateau surrounded by a labyrinth of haunted diamond mines is what many believe to be where the Devil himself stores all souls he has stolen from purgatory, for it calls to thieves of all sorts, who stray from their course and willingly enter this place, never to return.

Gold Coast: Initially settled by the Portuguese, the English eventually wrest control of this coast along western Africa's Gulf of Guinea, its harbors ideal ports for ships making the long voyage to India.

Hollandia: The majority of the Australian mainland, its Dutch name remains long after the English take its eastern coast, though most refer to this desert by no name at all—even Holland's enemies cannot compare them to this hellish place.

Korea: With its people claiming ancestry thousands of years into the past, this land along the Yellow Sea is a heartland for the Orient, enduring many invasions from Japan in the late 16th Century, aided sometimes by China but also just as often at odds with them, leaving its plains and mountains ever at the center of the firestorm of Eastern piracy.

Malaysia: This great collection of islands ranges for thousands of miles along the edges of the map, some as small as a mile across, others larger than entire countries, but all of them home to natives of countless tongues and superstitions and dispositions with whatever civilized men brave this archipelago.

New England: The colonies of England first take hold in the late 16th Century, but quickly develop into a land and then a nation as strong as any in the Old World, with all manner of terrain found along its lengthy coastline, from swamps in the far south to majestic mountains and forests up north.

New South Wales: The eastern coasts of Australia bear this name given by early Dutch settlers and later accepted by British colonists, the rugged and seemingly endless desert terrain spotted with many an oasis of a tiny port or anchorage in the reefs.

Slave Coast: This is a stretch of the west coast of Africa, named for the intensive slave trading ports, which are as deadly to all as the wilderness itself, being little more than jungles of bamboo buildings.

Vietnam: A dense jungle with lost temples and an endless variety of mythical animals, the rulers of this land are like entities from a spectral world, with little concern for the outside world.

THE KNOWN WORLD

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW

ISLANDS: Many an island makes a nation out in the vast expanse of the world. The more prominent or commonly used islands of the Open Seas are explained below. Those not named are either not frequented or even feared in the pirate lore...

Goto Islands: Here, over a hundred and forty small islands form the southern end of Japan, dotted with hamlets and the ruins of lost civilizations.

Java: This is the heart of the Dutch East colonies, remaining strong throughout the pirate era.

Johanna: This island of Madagascar is a common gathering place for pirate crews either forming or ending alliances and dividing treasure on the rocky shores or in the dense patches of jungle.

Lantao Island: Where the haunted Pearl River gives its breath to the South China Sea, this island will always remain a favorite gathering place for pirates from many seas, at first favored but then quickly abandoned by the Portuguese, and later used as a semi-permanent base for English and Dutch vessels.

Mauritius: The Dutch build the earliest settlements on these volcanic plateaus in the mid 17th Century, though unpredictable weather soon forces them out, leaving the island to be claimed by the French and conquered by the English at the end of the age.

Seychelles: These hundred and fifteen islands form an archipelago of many ports, mostly Portuguese in the beginning, establishing trade between Asia and Africa, a pleasant haven for pirates until a French effort forces them out in the mid 18th Century.

Sri Lanka: This ancient island is ruled by various small kingdoms dominating different regions, and is frequently invaded by forces from southern India, but through all the wars its majestic temples and traditions endure, later buttressed by the British, who set up trading posts for its many commodities.

Taiwan: Forming the northern anchor of the Orient as far as piracy, European explorers are amazingly not interested in conquest, but mere defense of its tradeposts, mostly the Dutch East India Company.

WATERS: The waters of the world flow together like the forces of destiny, bringing many wayfarers to strange lands and fates. The various realms that form the Open Seas are explained below. To enter one not named is to venture into the unknown...

Arabian Sea: The waters that touch the shores of the desert are haunted by cultists and religious zealots, staining the waters red with the blood of Christians, Muslims, Jews, Hindus and pirates alike.

East China Sea: The last frontier before the endless realm of the Pacific Ocean, many fleets come here to fight their decisive battles... or flee from them.

Gulf of Aden: These waters serve as the gateway to the Red Sea, where business meets the steadfast gate of religion, and to venture on demands faith.

Gulf of Guinea: The waters of western Africa are often traveled by slave ships and larger vessels on long voyages between Europe and India.

Gulf of Persia: These waters are traveled by an endless amount of adventurers, navies and pirates, offering the greatest variety of colorful sails.

Gulf of Tonkin: The waters that lead into Vietnam are a hotbed for pirates of all skin colors.

Indian Ocean: These waters see more European and New World vessels than those of their natives, for it is here that the major trading lines between the West and the East tighten the noose of the world.

Red Sea: These waters are ancient and connected to many religious faiths, and with the influx of so many Europeans, religious strife only grows, thus leaving this sea to truly earn its name... in blood.

South China Sea: The waters that form the largest area of piracy in the Orient are filled with islands, nations, clans, cults, kinships, settlements and ruins as to rival the Caribbean and the Mediterranean.

Yellow Sea: These waters gain their name from the Yellow River itself, and are shared and fought over by Korea, Japan, and Mongols from inland.

CHAPTER FIVE

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW

SHIPS: The Open Seas include most manners of ships, though lighter and faster craft are far more common, given the variety of waters to which they must adapt and the limited knowledge in the far-flung ports of how to repair the designs of all the different nations. Purchasing ships in the ports that mark the edges of the map is oftentimes far more costly than if they're acquired in the sea for which they were designed. The costs of all vessels used throughout the open seas are listed on Table 160.

Table 160: Purchasing Worldly Ships

Ship	Found	Cost
Schooner	10	1000
Naval sloop	7	2000
Navy snow	6	3000
Sloop	9	4000
Privateer	10	5000
Dutch fluyt	5	6000
Barque	10	7000
Junk	6	8000
Brigantine	9	10000
Mariner	5	12000
Merchantman	4	15000
Indiaman	8	20000
Frigate	3	30000
Man-o-war	2	40000
Galleon	1	50000



Indiaman

Value: 5
Crew: 20/300
Speed: 12 leagues
Guns: 10
Battle: 6
Hull: 300
Cargo: 15000

Indiamen were designed and originally built by the Dutch for shipping to and from India for the (then) Dutch East India Company, hence their often being named 'East Indiamen'. Faster than galleons but almost as strong, these sturdy vessels offer a large cargo hold beneath their three masts which in turn offer the best speed for such large cargos. All these qualities combine to make what many sailors consider the best designed ship of all.

Special capabilities for an Indiaman lie in the sturdy build of the hull and masts, reducing all rolls for Damage on each dice by -2, thus rolls of '1' or '2' would result in no loss of Hull Points.

Suggested Nationalities for an Indiaman (or an East Indiaman) include England and Holland.

Junk

Value: 4
Crew: 6/200
Speed: 12 leagues
Guns: 12
Battle: 6
Hull: 150
Cargo: 5000

Junks are special designs of pirates in the Far East that often bewilder Western shipwrights with their simple yet efficient build. They have a single deck, beneath which the lowest space is divided into smaller compartments, according to the size of the vessel, some furnished as small living quarters. Fitted with a single rudder, they have as much as four masts with as many sails.

Special capabilities for a junk are their lower compartments to prevent sinking, so if 'sunk' by a loss of Hull Points (thus not by Critical Salvos or other such instantaneous effects), the ship will stay afloat for another 1-12 Rounds.

Suggested Nationalities for a junk include the powers of the Orient alone.

THE KNOWN WORLD



THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW



Privateer

Value: 2
Crew: 6/80
Speed: 16 leagues
Guns: 10
Battle: 7
Hull: 100
Cargo: 3000

Privateers are specially designed schooners that hail from American ports, built for swift attack and escape. They reflect the swifter, more aggressive nature of the Colonies. They are the pride of many a New England harbor.

Special capabilities for a privateer are seldom seen by foreigners until it is too late, as they have greater speed and maneuverability for boarding and the capture of other vessels, gaining a +1 bonus to all listed modifiers on Table 46.

Suggested Nationalities for a privateer are the Americas alone.

SAILING: The vast world of the sea changes as much on maps as it does in the sands and shoals of the unmappable coastlines, ever making for a difficult and dangerous task to sail far. Provided below are some options that the Players may use to their advantage when sailing in the Open Seas.

Provisions: The world is a vast place, and finding provisions is always to challenge God to play with dice. As a result, the normal rules for foraging are used, but with many modifiers, as detailed below.

Lands near to civilization by a distance of 10 leagues or less are often farmed or at least settled because the land is abundant with food, water and other provisions, increasing the chance of success for a Foraging Check by +1.

Knowledge of the region will allow one to be able to choose between the nourishing provisions of the land and those ill for its foreign crew, a Foraging Check's odds increased by +1 for every 3 Experience Levels of the captain (rounded up).

Scurvy is a disease that comes up often, given the lack of medicinal foods stored on long voyages or even able to be found in many foreign ports, so that all Foraging Checks are penalized by -1 unless the captain or quartermaster has a Skill Level with Medicine for every 100 crewmen (rounded up).

Group caller: If the ship has a quartermaster, he may also serve as the 'group caller' in a manner of speaking, in that, when many Players are speaking all at once, the Game Captain will listen to the quartermaster only. The quartermaster is the mediator, even for the sake of his captain.

CHAPTER FIVE

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW



ANIMALS: The world is filled with the strange creations of God, nature, and error, but all are to be employed by the world of men. Provided below are statistics for the more commonly encountered animals in the vast, open world, whether as beasts of burden or as dangers to be overcome.

BOAR

Group number: 1-3
Defense Score: 7
Survival: 10
Attack Rolls: Gore +1
Base Damage: 6
Movement Rate: 120'

A boar is a large, vicious swine that hunts alone, and once it's found its prey it charges them and gores them to death. If attacked, boars will attack random targets, goring them in hopes of driving them away or killing them outright—the first one to fall to a boar it will proceed to feed on, and will leave others alone unless they continue to attack it, in which case it will fight to the death.

BURRO

Group number: Any
Defense Score: 2
Survival: 3
Attack Rolls: Hooves
Base Damage: 1
Movement Rate: 100'

Burros are simple-minded beasts of burden. They can carry up to 35 Weight in bags in sacks (or on their back), then each time that burden is equaled again, the burrow will slow down by 20'.

Camel

Group number: 1-6
Defense Score: 2
Survival: 3
Attack Rolls: Hooves or bite
Base Damage: 2 / 2
Movement Rate: 220' (in deserts) / 200' (elsewhere)

Camels are the choice beasts of burden in the desert, indeed most of the Empire and those lands that border it, for they store water in their humps and can thus go weeks without being supplied with any additional drink.

Cat

Group number: 1
Defense Score: 10
Survival: 10
Attack Rolls: Bite / 2 claws
Base Damage: 8 / 5
Movement Rate: 300' (on land) / 240' (in trees)

Great cats are mostly associated with Africa, India and Asia, but there are some to be found in other areas as well. These great cats hunt alone. If wounded, they will flee.

Lions are one of the most feared and revered beasts in the ancient world, regal and terrifying at the same time, found in Africa and the East, with males growing a large mane but all of their kind gaining +3 to Attack Rolls on wounded prey.

Pumas average two to three feet in height and four feet in length, with reddish coats and pale underbellies, and exceptionally long tails.

Tigers are rare in the ancient world, usually in the keeping of gladiatorial arenas for ritual battle with criminals, their black stripes adding to the ferocity of their already terrifying appearance, they all gain +1 to all Attack Rolls on wounded prey.

CROCODILE

Group number: 1-6
Defense Score: 9
Survival: 12
Attack Rolls: Bite +1 / 2 claws
Base Damage: 9 / 6
Movement Rate: 60' (in water) / 180' (on land)

THE KNOWN WORLD

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW



Crocodiles are cunning and dangerous animals. Larger and with longer heads than alligators, they are slightly faster and with greater gripping ability than their Caribbean cousins, though their overall behavior and battle plan is pretty much the same. They lay perfectly still in shallows, easily mistaken for a log or filth upon the water, and jump up to surprise easily—crocodiles gain a bonus of +5 to their first Initiative Roll. Once they have chosen a target, they will attack him until they get a hold of him (a successful bite attack), and then drag him down under the water (no roll necessary), stuffing him in the shallows until he stops kicking, saving him for later.

Dog

Group number: Any
Defense Score: 5
Survival: 4
Attack Rolls: Claws / bite +2
Base Damage: 3 / 2
Movement Rate: 140'

Dogs can be bred or raised to be wild, fierce guards and hunters, while still obeying commands by selected humans.

Bulldogs are favored amongst Europeans, their unique jaw allowing them to hold onto prey while still being able to breathe, and as a result, once a bite attack is successfully made, they continue to inflict a new Damage Variable (but not Base) each Round to the same individual, without needing to make a new Attack Roll.

Wolfhounds come from the far northern realms of Europe, standing eye-to-eye with many men, do Damage of 4 / 3, and running at 150'.

Elephant

Group number: 1-6
Defense Score: 5
Survival: 11
Attack Rolls: Trample
Base Damage: 14
Movement Rate: 120'

Elephants have been the military animal of choice since the glory of Roman times, and are still used in this day and age, though more often as beasts of burden rather than being put to any

use on the field. For indeed, in this age most of one's battles are fought at sea rather than on land, and whether on the coast or especially on any vessel, the girth and strength of the elephant are more a danger than an advantage. Still, their ivory tusks remain a prized commodity, and so are these animals rarely seen anymore, save deep inside the regions of Africa.

Horse

Group number: 1-12
Defense Score: 3
Survival: 4
Attack Rolls: Hooves
Base Damage: 3
Movement Rate: 200'

Horses are strong and can carry a great deal of weight. Between their rider and any equipment carried in saddlebags, a horse can support up to 40 Weight, then each time that burden is equaled again, the horse slows down 20'. If one rides a horse in melee battle, he may attempt a charging attack with a sword, pike or club, gaining +2 to his Attack Roll.

Riding horses are bred for speed, and have a Movement Rate of 250'.

Draft horses are bred for plowing fields, and have a Survival of 5.



CHAPTER FIVE

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW

Mule

Group number: Any
Defense Score: 2
Survival: 3
Attack Rolls: Hooves
Base Damage: 2
Movement Rate: 80'

Mules are stubborn beasts of burden, but still strong and capable. A mule can carry up to 40 Weight before it slows down, then each time that burden is equaled again, the mule slows down 20'.

Octopus

Group number: 1
Defense Score: 9
Survival: 14
Attack Rolls: 8 tentacles / bite
Base Damage: 3 / 10
Movement Rate: 40' (in water)

An octopus will attack anything that comes within reach of its tentacles. It receives 8 attacks, with each tentacle attacking a random target. If one is successfully hit, the next Round the octopus has it will drag him towards its mouth, and instead of using its tentacles that Round it will crush its ensnared prey. Only by wounding the octopus before this happens will it let go.

Shark

Group number: 1-12
Defense Score: 10
Survival: 9
Attack Rolls: Bite
Base Damage: 7
Movement Rate: 60' (in water)

Sharks are everywhere in the Caribbean, giving the sparkling blue waters a cold, deathly undercurrent, waiting for prey to enter their domain. There are dozens of different types of sharks in the Caribbean, so only those that would make for good pirate tales are provided here, and then only in generalized categories.

Cursed sharks are those devils of the deep who are true demons, unable to be frightened or lured away, because they are not hunting for food, but rather, they are hunting for human souls...

Great White sharks are the largest and most territorial of sharks, with 11 Girth and +1 to their Attack Rolls. Deathly gray or white, like ghosts of the unknown depths, these predators can grow up to sixteen feet in length. They will attack anything that they come across.

Reef sharks are the classic predators, about six to nine feet in length, hunting (and haunting) coral reefs, hence their name. They can hear things thousands of yards away, yet restrict their attacks to shallow water (five feet deep or less). They only attack when someone first enters their water (the first Round) and then only again when it's trying to leave.

Tiger sharks are terribly fearsome looking, with two dorsal fins and large teeth protruding from their mouth. Also called 'sand tigers', they travel in packs, yet they generally feed only on small fish. However, these sharks will attack anything if there is blood in the water.

Tropical sharks include such names as 'blacktips', 'hammerheads', 'lemon' and 'milk' sharks. Given their endless variety, this category is a catch-all for whatever strange description one may give to a shark. They have a random 8-10 Girth (one roll divided by 4, rounded up) and -1, +0 or +1 to Attack Rolls (one roll, with 1-4 being -1, 5-8 being +0, and 9-12 being +1).

Snake

Group number: Any
Defense Score: 6
Survival: 5
Attack Rolls: Bite / coil
Base Damage: Poison / 10
Movement Rate: 30' (land and water) / 40' (trees)

Snakes come in endless varieties, and are always dangerous. Normally, snakes will not attack unless someone enters their nesting area. However, snakes are easily startled and found on accident, and attack just as quickly.

Constrictors are larger snakes that always use their coil attack, crushing the life out of their prey.

Vipers are smaller, more poisonous snakes. They are swift and deadly, striking faster than a man can see. They always bite their prey, inducing poison of level 1-6, with an equal penalty to the victim's roll on Table 9.

THE KNOWN WORLD

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW



HUMANS: The open seas are filled with endless varieties of humans. After all, pirates need people to cut down and shoot for fun, and governments need guards for their soon-to-be-missing treasures. That's what patriots and other pirates are best for.

American

Group number: 1-6
Ability Scores: B4, A5, E5, G8, W3, I7, C5, L7
Defense Score: 9
Survival: 8
Attack Rolls: Longsword +1 / musket +2
Base Damage: 6 / 9
Morale: 10
Movement Rate: 100'
Treasure: +0

Americans are the hardened Colonists of New England, scratching out an existence plagued by all too harsh winters, religious turmoil and the politics of England that ultimately lead to rebellion.

Patriots appear in the late 18th Century during the Revolutionary War against England. These men are fierce and proud, using longsword and musket alike with +3 Skill for Damages of 8 / 10 and they also have a Survival of 9.

Pirates are not as capable at sea, given their rather rural homelife and inexperience, giving them a Morale of 7 and no skill with the longsword.

Privateers have Wits of 8 and treasure of +3.

Chinaman

Group number: Any
Ability Scores: B4, A6, E5, G5, W4, I5, C1, L2
Defense Score: 7
Survival: 5
Attack Rolls: Cutlass +1
Base Damage: 8
Morale: 10
Movement Rate: 110'
Treasure: -2

Chinamen are seldom encountered alone, for in their native waters it is rare to find a solitary junk or pirate ship, and far more common for a group of cutthroats to be organized into a fleet of dozens if not hundreds of vessels. Still, when fought alone or at least in small numbers, they are none-the-less formidable foes, proud to the bitter end.

Laopan are the captains of their vessel, and as such their cutlass Skill is +5* and its subsequent Damage 12*.

Toumu are the quartermasters of their vessel, and as such have 8 Brawn, 8 Intuition, 8 Defense Score, and 100' Movement Rate.

Japanese pirates are fiercely proud, refusing to be called the name of their age-old foe, and woe to whoever names them as such.

Indian Guard

Group number: 1-12
Ability Scores: B1, A4, E8, G4, W3, I6, C4, L4
Defense Score: 7
Survival: 4
Attack Rolls: Longsword +1
Base Damage: 6
Morale: 7
Movement Rate: 170'
Treasure: -1

Indian guards are often met by pirates, for the sparkling temples, wealthy palaces and even more mysterious realms of the great Moghul empire are all too tempting a target for foreign raiders.

Royal guards are far better fed, giving them 4 Brawn and 5 Girth, thus giving them 8 Defense Score but only 140' Movement.

Temple guards are utterly fearless, giving them a 12 Morale.

CHAPTER FIVE

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW



NATIVES: The lands and islands throughout the world are filled with people who tend to treasure water as well as blood, skulls, and the other bodily parts of white-men that come trespassing. While in other parts of the world the natives are entirely different peoples, in the face of the ever-expanding English empire, they are becoming fewer and with little differences noticed between all their various people. Still, there are some exceptions.

Cannibal

Group number: Any
Ability Scores: B2, A6, E5, G5, W1, I6, C1, L1
Defense Score: 5
Survival: 5
Attack Rolls: Spear +1
Base Damage: 4
Morale: 8
Movement Rate: 130'
Treasure: -2

Cannibals can be found anywhere, on any of the vast world's countless islands, and they are as bloodthirsty as legend has made them.

Indios

Group number: Any
Ability Scores: B3, A6, E8, G3, W2, I7, C3, L2
Defense Score: 8
Survival: 5
Attack Rolls: Knife +2 / bow +2 (range 200')
Base Damage: 5 / 4
Morale: 4
Movement Rate: 150'
Treasure: -5

Indios is the name given to the native peoples of the Americas by the followers of Columbus. It is falsely believed by some in positions to promote propaganda that the 'Great' Navigator thought he'd found India and so named the people, but in truth he referred to them as being 'in God' ('In Dios') because he respected them so much. They are very peaceful and wise, but when angered, they are just as dangerous as a storm sent by the Almighty. The New England Colonists sometimes befriend them, and some other times fear them, but if one goes inland, nobody can ignore them.

Malaysian

Group number: Any
Ability Scores: B2, A5, E6, G4, W2, I6, C1, L3
Defense Score: 8
Survival: 4
Attack Rolls: Spear +2
Base Damage: 5
Morale: 6
Movement Rate: 140'
Treasure: -4

Malaysians were weary enough of the English and Dutch settlers and tradesmen, but as the white-men eventually played favorites in their alliances and upset the delicate balance of tribes too much, all the natives turned on them and soon welcomed European and other vessels with equal hostility.

Pirates are those natives which have learned to use the ways of the white-men against them, including being able to operate and repair sailing ships, load and use firearms, and speak English.

Magicians are those natives that live far inland and pray to gods unheard of, though they can both undo curses and concoct poisons of the greatest potency (and always lace their weapons with it).

THE KNOWN WORLD



THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW



CHAPTER FIVE

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW



Mysteries: There are many spirits, phantoms, ghosts, mermaids and mysteries which inhabit the sea, and none adhering to articles of good faith or true evil until it is too late for mortal sailors who meet them. It is as writer Tobias Smollett said of that most infamous spirit of the sea, Davy Jones: "This same Davy Jones, according to the lore of sailors, is the fiend that presides over all the evil spirits of the deep, and is often seen in various shapes, perching among the rigging on the eve of hurricanes, shipwrecks, and other disasters to which sea-faring mortals are exposed, warning the devoted wretch of death and woe..."

Angel

Group number: 1
Ability Scores: B7, A10, E7, G12, W9, I8, C7, L12
Defense Score: 15*
Survival: 21
Attack Rolls: Sword +7*
Base Damage: 10*
Morale: 12
Movement Rate: 100' (on land) / 250' (flying)
Treasure: None

Angels are those Holy spirits that have taken on a physical form, for whatever purpose. They do not remain long in this mortal world, protecting or otherwise serving one specific individual, and once he achieves either his next Experience Level or the end of the current Adventure, the Angel will then depart. Such divinities will not be visible to any whom they do not wish to be, and are tangible only to those whom they have touched first.

Ghoul

Group number: 1-12
Ability Scores: B6, A4, E9, G8, W4, I6, C1, L4
Defense Score: 9
Survival: 10
Attack Rolls: Any melee weapon +1*
Base Damage: As weapon
Morale: 11*
Movement Rate: 100'
Treasure: -1

Ghouls come in many varieties, the same only in their human shape and vaguely mortal motives, though these too are as different as the horrifying look of these dead men. These zombies were once men, drowned or otherwise lost at sea. Now, they prey on any and all living humans they encounter.

Rotting men have enough flesh missing to let their bones be seen, as well as internal organs and other horrors (such as what or who they ate). They select a single foe and continue to haunt that one individual until dead, then eat what's left of him.

Choral zombies are doomed to slowly take on the properties of the sea, such as seaweed hair or barnacle-encrusted skin. When killed, they merely crumble into marine life and refuse such as dead fish, and will re-form after 1-12 Rounds.

Lover

Group number: 1
Ability Scores: B7, A7, E12, G9, W5, I9, C12, L8
Defense Score: 12
Survival: 7
Attack Rolls: Grasping +4
Base Damage: 1*
Morale: 12
Movement Rate: 150'
Treasure: -3

Lovers are the spirits of those who loved one of the Player Characters or NPCs personally—in this life or a former one! Indeed, when such spirits appear, they are usually enticing or even demonic, seducing and attacking the living when alone. Such a ghost indeed 'attacks' by way of praying on the love and compassion of the living, replacing his Defense Score with his Luck Score directly, as successful 'hits' drain away one's will to live.

THE KNOWN WORLD

THE MORE THAT IS KNOWN OF THE WORLD ONLY REMINDS FOOLS HOW MUCH THEY NEVER KNEW

Mermaid

Group number: 1-6
Ability Scores: B3, A9, E11, G8, W8, I9, C12, L12
Defense Score: 10*
Survival: 5
Attack Rolls: Spells +4*
Base Damage: 8*
Morale: 7
Movement Rate: 30' (on land) / 70' (in water)
Treasure: +0

Mermaids are the lore of most sailors, and pirates are no exception, but what they are and what seeing one means depends entirely on he who is fortunate (or unfortunate) enough to come across them. Indeed, while most Mermaids appear only to beguile men, their 'attacks' which effectively drain away one's life made only in their own defense, there are many who 'attack' in many other ways, depending on who approaches them. For instance, a bloodthirsty Catholic may see such a creature as a devil, and thus she may do him harm outright, by some spell he cannot see. Whatever the case may be, a Mermaid can 'fight' from any distance, and her Attack Rolls are made against one's outright Luck Score rather than their total Defense Score.

Siren

Group number: 1-4
Ability Scores: B2, A5, E5, G12, W11, I8, C12, L9
Defense Score: 9
Survival: 5*
Attack Rolls: Song +3*
Base Damage: 3*
Morale: 5
Movement Rate: 100' (on land) / 50' (in water)
Treasure: +2

Sirens are spirits of the sea, perhaps real and perhaps not, in the physical sense, but real enough to those whom they draw down into the watery depths to an unknown realm. For sirens lurk along coastlines and upon small, unknown islands, or even swim alongside ships, singing to those aboard with a charming, hypnotic voice. This 'attack' is made against one's outright Intuition Score rather than their total Defense Score, a defense increased by one's Religion Skill Level (if any). Those who are 'hurt' by a siren are losing their will to live in

this mortal world, and when 'killed', they do not actually die, but either jump overboard or simply appear in the siren's arms, who then takes her 'playthings' down to a realm where the living cannot follow. However, the treasures of sirens are kept ashore as an additional lure, and thus lost crew can be paid for by what is left behind.

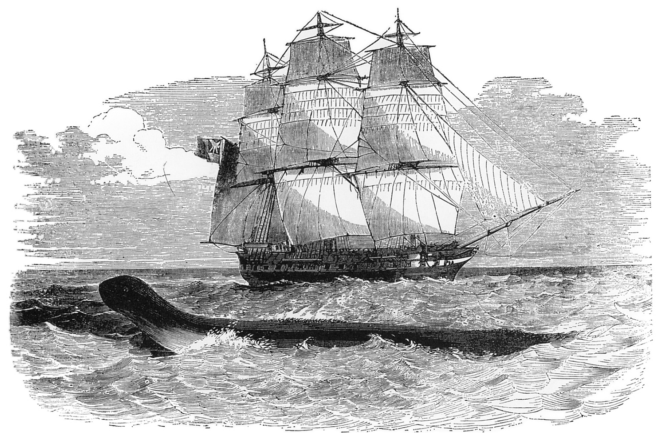
Skeleton

Group number: Any
Ability Scores: B3, A8, E11, G9, W3, I4, C2, L1
Defense Score: 9
Survival: 10
Attack Rolls: Longsword +4 / Cutlass +2
Base Damage: 9 / 9
Morale: 9*
Movement Rate: 150'
Treasure: -1*

Skeletons are often seen, whether they are real or not. They may continue to sail earthly ships, or simply lurk in the forgotten dens of long-dead pirates—themselves. Such ghosts can be any kind of people, including pirates, sailors, even natives.

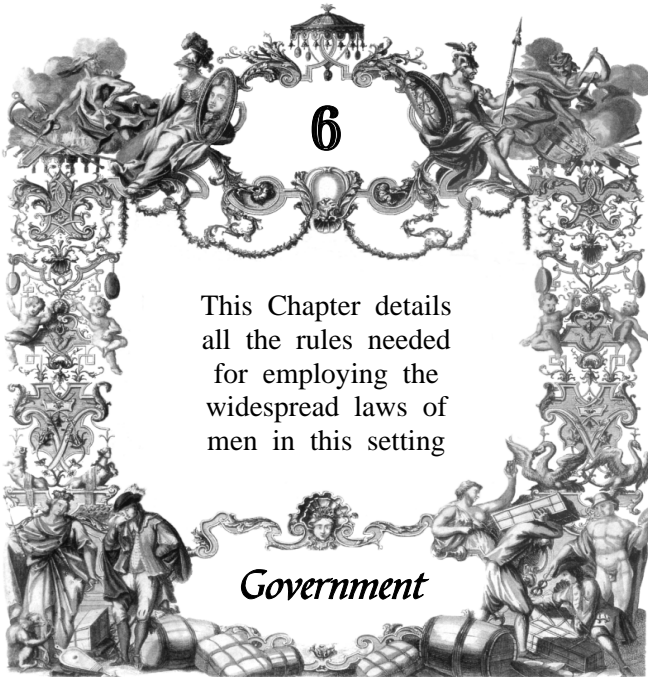
Player Characters can return in skeletal form of a Level equal to their earthly Experience to aid or attack anyone whom they knew in life.

NPCs can take skeletal form to aid or hinder the *Player Characters* that they knew in life, their motive based entirely on whether they died justly or proper according to their religion, or not.



CHAPTER SIX

AS SAID BY BRETHREN OF THE COAST ENGLISH COMMON LAW IS ONLY AS COMMON AS PIRACY



THE EMPIRE OF ENGLAND: The English have in these times spread their influence throughout the known world. The great Spanish empire that rules the Caribbean has not reached this far out into the world and within its own borders it has begun to crumble, and the ever-contesting religions of the Mediterranean are locked in a stalemate. Outside of those famed waters, no country had ever risen to such power on the world stage as those of Europe, which was now firmly under the financial influence (if not the outright control) of England. Even the great Moghul Empire during this time is gripped by conflict from outside as well as from within, and so with their protection of shipping lessened, it leaves Europe in control, particularly England and to a lesser extent Holland, their economic ally. As a result, it is the ways of English rule and culture that dictate the policies throughout the Open Seas (though there are always exceptions).

Rulers of the world: For ease of reference, all the kings (and queens) of these centuries fraught with pirates are listed on Table 161. Note that all those marked with an asterisk (“*”) are not kings, but a protectorate, a manner of high surrogate for a king while the regime is rebuilt or fought over. Their ‘house’ is commonly applied to their name as well.

Table 161: Rulers Of England

King or Queen	Reign	House
Henry VII	1485-1509	Tudor
Henry VIII	1509-1547	Tudor
Edward VI	1547-1553	Tudor
Mary	1553-1558	Tudor
Elizabeth	1558-1603	Tudor
James	1603-1625	Stuart
Charles	1625-1649	Stuart
Commonwealth*	1649-1653	Stuart
Oliver Cromwell*	1653-1658	Stuart
Richard Cromwell*	1658-1659	Stuart
Charles II	1660-1685	Stuart
James II	1685-1688	Stuart
William and Mary	1689-1694	Stuart
William III	1694-1702	Orange
Anne	1702-1714	Orange
George	1714-1727	Hanover
George II	1727-1760	Hanover
George III	1760-1820	Hanover
George IV	1820-1830	Hanover
William IV	1830-1837	Hanover
Victoria	1837 onward	Hanover

Ensigns: As the English empire spreads throughout the world’s open seas, the size of the Royal Navy demands greater organization, and in particular to pirates the color of their ensigns (flags). The flag of England itself—the ‘Union Jack’—fills only the upper-left quarter of the flag, while the other three quarters are of varying color, which is determined by the sea in which that the ship uses as its home port of call. Table 162 shows the colors of ships’ ensigns according to where they make berth.

Table 162: English Ensign Colors

Home	Color
Caribbean	Red cross quartering white
Mediterranean	Blue cross quartering white
The Orient	Full red field
The Americas	Full white field
Australia	Blue with white stars
India	Red with white stars
Atlantic and Pacific	Full blue field

The fully red flag, when raised, means in all seas the same thing: No quarter shall be given and none shall be accepted.

SEAS OF LANDS AND LAWS

AS SAID BY BRETHREN OF THE COAST ENGLISH COMMON LAW IS ONLY AS COMMON AS PIRACY

PRIVATEERING: The rather dubious career of the privateer was a wonderful short-term answer to problems for both the state and the individual, but as affairs of state change, privateers become the easy answer to new problems, and ultimately, the scapegoat in the piracy of politics.

Revoking letters of marque: As wars and alliances constantly change, those who once fought against a king's (new) allies may suddenly find themselves under the guns of a new privateer with a 'letter of marque', different to his own only by the date and signature. If one attacks a nation that is no longer at war with—and word of it is allowed to leak out at all—one stands only a chance in 12 equal to his Royal Naval rank of keeping his commission, lest it is revoked, effective the date of the alliance between nations, whether the privateer is aware of this or not! Thusly, Player Characters with such a document would do well to check in with ports and hail other vessels for news as often as it is possible, keeping up to date with the world.

Bounties: Governors and moreover the East India Trading Company are always ready to do trade in pirates, indeed to both offer and pay ransoms for captains and their crewmen—but what **is** the price? Take the Character's total Promotion Points from Table 77, using the higher number if one is sold to his own nation and the lower number if he is sold to any foreign official (if one has no rank, as most pirates do not, he is worth merely what his Experience Level is). This is his gold value to any governor, who will keep him in prison until he makes a deal with the prisoner's homeland. This final price is **multiplied** by the **total** factors on Table 163. He who is 'selling' a prisoner must roll to determine what factors his government currently consider important. Roll until a duplicate number on the dice (not duplicate result) comes up, count in that final factor, and then cease to roll.

Table 163: Ransoms

Roll	Cumulative multipliers for a ransom
12	Seller's own Notoriety Level
10-11	+4 Character is of royal birth
8-9	+3 Character is a married man
6-7	+2 Character is of English birth
4-5	+1 Character is a woman
1-3	Prisoner's Notoriety Level



Amnesty: On occasion, some official will offer an 'Act of Grace', a blanket pardon for pirates who wish to confess, repent, and most importantly pay for their crimes, literally. At the Game Captain's option, usually in the interests of the Adventure, a governor may offer such 'amnesty', though it falls upon the Players and their Characters to acquire it, which can be difficult. Indeed, one must first gain audience with the official, which will involve the normal means of stealth as if one were attempting to assassinate him, unless he wishes to be taken in under house arrest, and then his situation becomes either amnesty or the hangman's noose! The price of amnesty is always equal to one's own bounty, and then only if he can make a Charisma Check. So, in effect, one can risk capture to pay his own bounty, and if done so, be freed of all his crimes, rather than being captured by a pirate hunter who will take the same amount of money and leave the pirate to face the charges anyway.

CHAPTER SIX

AS SAID BY BRETHREN OF THE COAST ENGLISH COMMON LAW IS ONLY AS COMMON AS PIRACY

ENGLISH COMMON LAW: Though England's 'Common Law' greatly influences regulations, laws and standards of other countries in some seas, the true Christian Common Law of England prevails in the Open Seas of the world.

Prison: When a Character is captured, a roll will be made to determine the conditions of his prison, though with many things to consider first.

Sea Hawks will always gain +1 to their roll in a settlement with an English governor.

Royal blood will be favored enough to gain +2 to this roll in any settlement.

Titles of the navy or of Royalty carry a lot of weight, granting one a bonus equal to his rank (if he has any), according to Table 77.

Treasure can buy one's comfort or a one-way pass into the worst of prisons, for with such power given to the East India Trading Company, it is as pirates in worse prisons come to learn and lament; 'currency is the loyalty of the empire', for every 1000 total gold value that one pays to his captors (rounded down) merits a +1 bonus to this roll.

Table 164: Prison

Roll	Prison conditions and effects
11-12	Political prisoner; all wounds healed
6-10	Normal imprisonment; no effects
4-5	Rushed through due to crowded courts; his roll on Table 165 suffers a -2 penalty
2-3	Disease, ill feeding, and rats; permanent loss of 1-4 random Ability Points
1	Unlivable squalor; dies in prison

Trials: When a pirate at last gets to stand trial, it is usually a swift affair, and often as rigged as a tall ship, as reflected in the trial being summarized by a single dice roll, modified by the following factors before the verdict of Table 165 is given.

Notoriety garners both respect and scorn from those presiding over a trial, a double-edged sword that ultimately lowers this roll by -1 for each Notoriety Level the individual currently has.

Bribes are usually a reliable way to be found innocent, or at least when given over to such a prison it is easy to 'escape' the night of capture or right before trial, as every 1000 gold offered off the books in turn offers a +1 bonus to this roll.

Testimony of the accused is usually worthless, and can even work against someone, and, as it is, most pirates simply do not testify of their behalf, but if one should choose to do so, he makes a Charisma Check, with success indicating that he gains +1 on his subsequent roll, but with failure rousing the court so much that his subsequent roll suffers a -2 penalty instead.

Table 165: Trials

Roll	Summary of legal trial
12	See free; no effects
6-10	Allowed to go for a price; total Notoriety Points multiplied by 10-120 gold
5	Verdict uncertain and sent back to prison; begin anew with Table 164
2-4	Convicted; normal roll on Table 166
1	Convicted; -3 to roll on Table 166

Punishment: Once one has been found guilty, it is a simple matter of passing sentence, one which many governors, magistrates and other officials do on a daily basis, though unlike in other pirate-rich waters, they try to uphold the letter of the law if not always the ideal, and thus there are yet a few things to factor in, modifying this roll.

Pregnant women cannot be put to death, thus giving them a bonus of +2.

Holy men are given time for study and prayer, allowing anyone with 'Religion' Skill a bonus to this roll equal to their Skill Level as they can use the time to find loopholes in the laws, but if this is used, every individual weapon they had on their person when captured is a -1, as such equipment weighs heavily against one's claims of piety.

Table 166: Punishment

Roll	Fates of convicted pirates
12	Must renew oath of allegiance to the king
11	1-6 days in the stockade; equal wound
9-10	Lots of lashes; wound penalty of 1-12
6-8	Slavery; arrives in 10-120 days
5	Blinding with irons; -3 loss to Intuition
4	Loss of hand; -2 loss to Agility
3	Loss of a leg or arm; -3 loss to Agility
2	Bound in a gibbet; dies after 1-3 days
1	Immediate execution

SEAS OF LANDS AND LAWS

AS SAID BY BRETHREN OF THE COAST ENGLISH COMMON LAW IS ONLY AS COMMON AS PIRACY

OCEANIC ROUTES: The many Maps within this booklet connect many different seas of the known world, and while distance is easily measured within their boundaries, one must ask, what are the routes **connecting** these open seas? Indeed, while one can simply sail by dead reckoning (as much with the world Maps of Pages 62 and 63 as the Characters do in such uncharted waters), there are established, well traveled routes through the reefs, around the continents, and using the prevailing winds and the ocean currents to maximize speed. These routes, if traveled, will ensure much swifter passage between the Maps of this booklet as well as the Caribbean and Mediterranean seas.

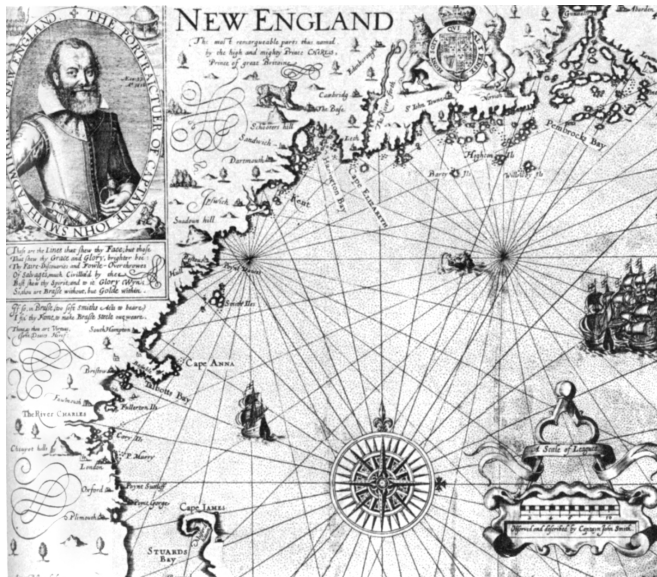
Wind speed: This lists the bonus (or penalty) any vessel shall have to their **daily** speed, due to reefs, currents and other factors when sailing along such a well established passage. Note that the conflicting factors of square-rigged ships versus other designs as well as the oceanic currents are not specified here as they are accounted for by the abstracts of the game's rules. Indeed, the various types of ships are designed to compensate for such factors and so giving separate speeds would be redundant.

Nationalities: This lists what governments use this route regularly, indeed, what the pirate crew must disguise themselves as in order to be welcomed at that route's ports rather than be attacked, including: that nation's flag, and someone who can effectively pose as captain by reading that nation's language as well as having Leadership Skill. Lack of any of these specifications will result in the port realizing that the ship is not what it appears to be.

Traveling: This lists the preferred Table of Page 27 to use given the route's distance, be it Table 157, 158 or 159, though if the Game Captain wishes he can opt to roll with any chart that coincides with the distance and days to travel.

Ports: This lists the ports along the route, in their order from west to east, or north to south.

Distances: This lists the distance in leagues from one listed port to the next in the same order as they are presented above (between ports).



Atlantic Crossing

Wind speed: +3
Nationalities: England, Spain
Traveling: Table 157
Ports: Barbados, Gibraltar
Distances: 850

The straightest and most direct route between the Old and New Worlds, this passage has through the centuries been converted from heavy Spanish traffic to that of English commerce and military, a route many enjoy for its protection, while just as many fear it for the same reasons.

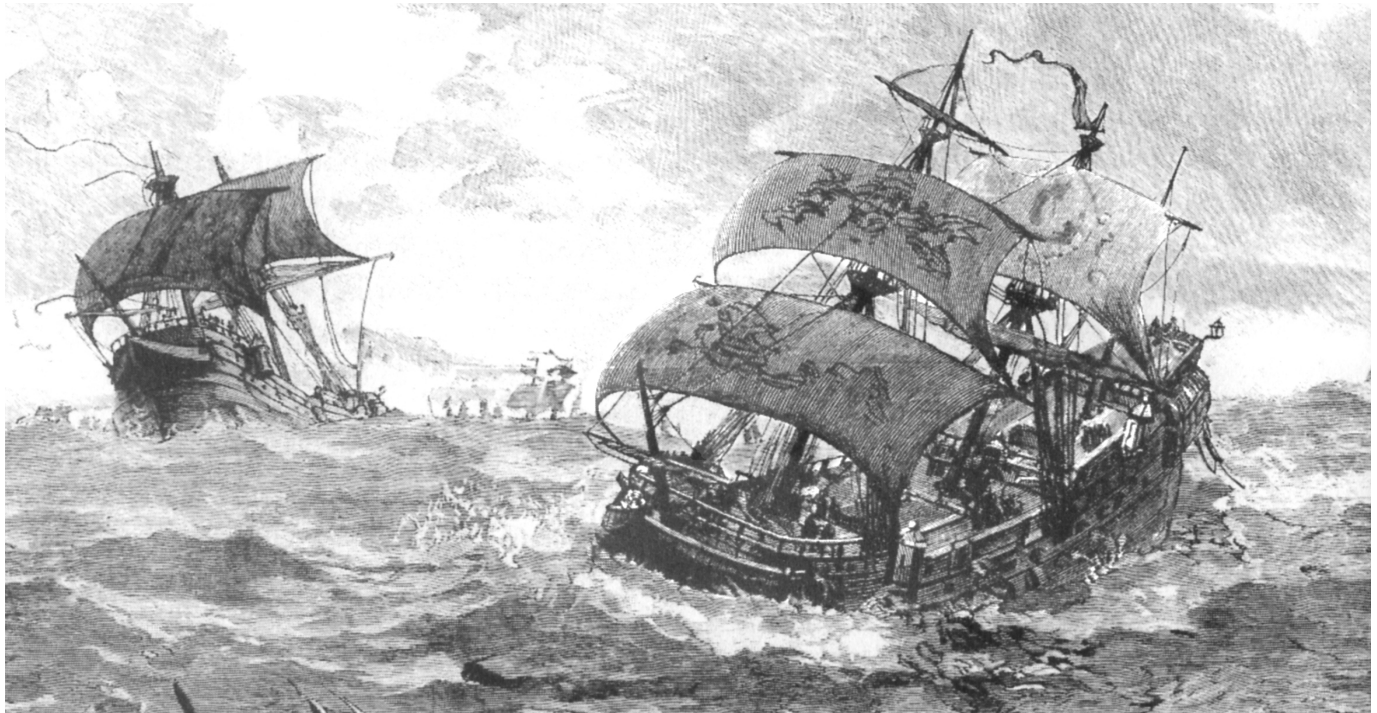
The Cape Of Good Hope

Wind speed: +2
Nationalities: England
Traveling: Table 159
Ports: Portsmouth, Freetown, Lagos, Fort Dauphin
Distances: 900, 200, 1180

Named for the southernmost tip of Africa that is the 'point of no return' when using this passage coming and going, it is a long but well charted voyage connecting Europe to Africa's coasts and to the mysterious seas of India and the far east, which have no other means of trade save for treacherous pilgrimage through the deserts of the Holy Land or an even longer journey across the Pacific Ocean to Spanish controlled Panama.

CHAPTER SIX

AS SAID BY BRETHREN OF THE COAST ENGLISH COMMON LAW IS ONLY AS COMMON AS PIRACY



Colony Passage

Wind speed: +3
Nationalities: England
Traveling: Table 157, Table 159
Ports: Barbados, Bermuda, Portsmouth
Distances: 285, 1000

So named for its essential connection with the colonies of the Caribbean, this well traveled route makes a stop on the remote island of Bermuda and then heads south, while sometimes the ships of any such convoy break off with a heading set for the colonies in New England.

Lumerian East

Wind speed: +2
Nationalities: England, Australia
Traveling: Table 159, Table 157, Table 158
Ports: Fort Dauphin, Gambella, Perth, Botany Bay
Distances: 940, 200, 580

Taking its name from deepest myth, that of a lost, Atlantis-like world known as 'Lumeria', this is a mysterious and haunted voyage over the deepest and darkest waters of the known world, a voyage ever fraught with pirates, privateers, and worse...

Lumerian South

Wind speed: +2
Nationalities: India
Traveling: Table 158
Ports: Bombay, St. Mary's Island
Distances: 630

Like its Eastern passage, this route echoes the name of the lost continent of 'Lumeria', ancient to the ancients, a voyage which makes even the most tightly-rigged and fit captain and crew encounter at least one storm of superstition, assailing their fears and brains and perhaps even their bodies, as ghosts and monsters bump beneath their mortal vessel...

Madagascar

Wind speed: +1
Nationalities: England
Traveling: Table 159
Ports: Barbados, Fort Dauphin
Distances: 1820

This route is named and known simply for the island paradise that so many pirates seek when the time has come to flee other seas, most often the Caribbean, whose eastern anchor is the point from which most bound for Madagascar take to the tide.

SEAS OF LANDS AND LAWS

AS SAID BY BRETHREN OF THE COAST ENGLISH COMMON LAW IS ONLY AS COMMON AS PIRACY

The New England Run

Wind speed: +3
Nationalities: The Americas, England
Traveling: Table 159
Ports: Charleston, Portsmouth
Distances: 1160

This route connects the English colonies with the heart of the kingdom, a heavily patrolled and trafficked trade route, where any ensign other than the Union Jack is a rare sight indeed (of course, it can also be said that this is a misinformed notion, that no other flags are ever sighted, for dead men tell no tales...)

Pacific Crossing

Wind speed: +1
Nationalities: Australia, Spain
Traveling: Table 159
Ports: Botany Bay, Panama
Distances: 1920

The incredible space of the Pacific Ocean is to most mariners simply endless, and its crossings are not known by the connecting ports of call but rather by the journey itself, the only proper way to remark on daring to venture through a vast and uncharted world where islands are said to rise and disappear in a day, where leviathans destroy entire ships faster than their cannons can be loaded, and where men disappear at the behest the siren's call.

Pirate's Gate

Wind speed: +3
Nationalities: England
Traveling: Table 157, Table 159
Ports: Nassau, Bermuda, Portsmouth
Distances: 220, 1000

It is said that those who take this route are of every intention to become pirates or have already accepted this is as their final fate, for to sail along these charts is to risk encountering pirate hunters from a number of nations, all of whom seek to intercept a potential pirate vessel bound for the otherwise safe and shallow harbors of Nassau or the politically protected anchorage of Bermuda.

The Treasure Fleet

Wind speed: +3
Nationalities: Spain
Traveling: Table 159
Ports: Havana, various Spanish ports
Distances: 1250

This is the route taken every year by the vast Spanish 'treasure fleet' after making its clockwise rounds through the Caribbean, for with their laden galleons drawing deep water, they have to keep to this carefully charted course through the reefs until they leave Florida and enter the Atlantic, the gold and silver in their holds then bound for Spain.

Way Of The Islands

Wind speed: +1
Nationalities: England, the Orient, Australia
Traveling: Table 159, Table 158
Ports: Fort Dauphin, Singapore, Gambella
Distances: 1100, 430

A zigzagging route through many seas, this is a path preferred by pirates due to the many hidden islands along its lengthy voyage where their ships can beach and their crews can forage, though these are mere respites compared to the sheer debauchery awaiting them in the ports on either end, and most especially the heart and true namesake of this route that is Singapore on the southern tip of a (to most pirates) 'great island'.

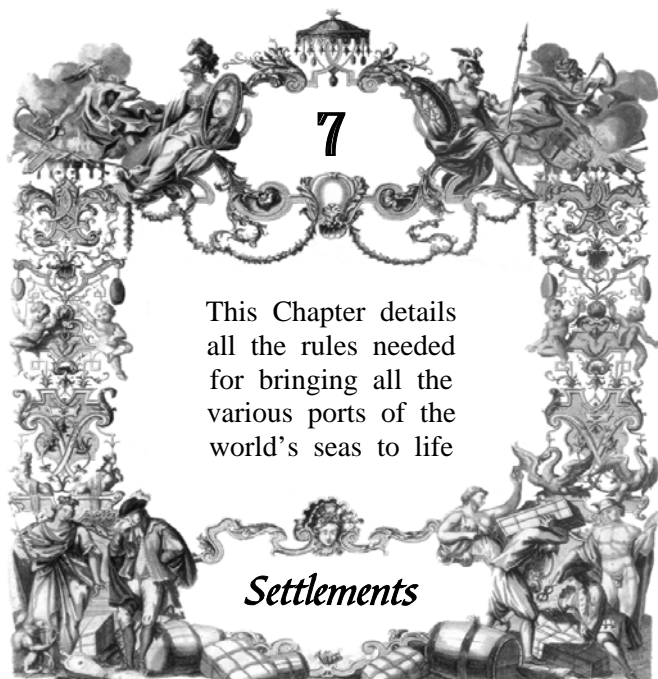
World's End

Wind speed: +2
Nationalities: The Orient, Spain
Traveling: Table 159
Ports: Singapore, Panama
Distances: 2500

Named by those early pirates who sailed it for years before popular belief of any land beyond the map took hold in the West, this route is still the proverbial 'end of the world', for those who sail its unprotected waters will either find a new world indeed, or have their own world ended by storms, starvation, the ghosts of dead men or the beasts that made them dead to begin with.

CHAPTER SEVEN

IF THIRTY SILVER BUYS PASSAGE INTO HELL. WHAT DOES THIRTY THOUSAND BUY ON EARTH?



This Chapter details all the rules needed for bringing all the various ports of the world's seas to life

Settlements

SETTLEMENTS: All throughout the following pages, the ports most important to pirates in the world's seas are detailed as much as is needed for use in this game, with all necessary statistics for how pirate crews may become involved with them.

Existence: Those settlements which are either begun by or cater to pirates are seldom as reliable in the long, and they fluctuate in and out of existence. This lists the years during which a settlement is prosperous enough to be included on larger maps and able to support its listed statistics.

Location: Two figures are provided here, showing the settlement's location by latitude and longitude.

Level: Each port has a 'Level', ranging anywhere from 1-12. This Level represents the settlement's overall strength, including its size, its economy, its aristocracy and its religious institutions.

Government: This lists whatever type of governing body the settlement has, specified by the conditions of its category (stronghold, town, or hamlet).

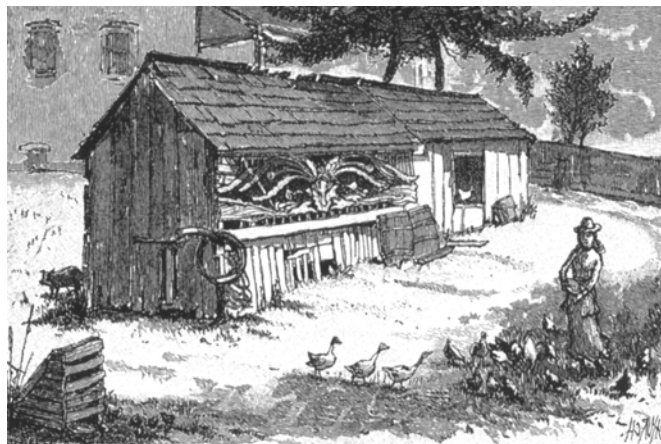
Populace: This lists the nationality that makes up the majority of the settlement's people.

Languages: This lists the common languages which are used throughout the city. Other languages may be understood by some, but not all, with a chance in 12 equal to the settlement's Level that there are enough people who speak a given language that a Character can use it to conduct business. Otherwise he must somehow acquire a translator to do so.

Pirate status: This represents how friendly or unfriendly a colony is toward pirates, displaying the chance in 12 that they will open fire on any unknown vessels that enter their harbor. This roll is penalized by the captain's 'hostility modifier' from Table 76. However, this chance is negated for privateers who serve the country that rules the settlement, for they are always welcome, provided that it is their own flag flying atop their ship's mainmast and not that of the harbor's enemy!

Fortifications: Each colony has a rating for the strength of its fortifications, ranging from 0-10. If the settlement decides to battle an approaching pirate, this level determines the strength of their defenses, as applied to Table 47.

Commodities: Some colonies are famed for specific commodities, making them an economic anchor, as well as a target for pirates. If any kind of 'goods' or 'jewels' are listed here, it means that when any such treasures are plundered from that settlement they will gain +1 to any one dice roll made when determining their nature, number or value, be they fine European cloth, precious metals, silk, spices, or any other such treasures.



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STRONGHOLDS: These are the anchors of true civilization, often binding trade routes and almost universally harboring Royal Navy. The government of such settlements is simply listed as including all the nations and empires its governor answers to.

Baltimore

Existence: 1729 and on
Location: 39N 77W
Level: 9
Government: England
Populace: British
Languages: English
Pirate status: Cautious (4)
Fortifications: 8
Commodities: Grain

Baltimore is named for the first Proprietary Governor of Maryland, and grows swiftly during the late 18th Century as the granary for Caribbean colonies. This encourages swift trade between other New England ports further north, thus minimizing the spoilage of flour. By the late 18th Century the British declare the city as 'nest of pirates', and in 1812 it wins decisive battles against England.

Bombay

Existence: 1534 and on
Location: 19N 73E
Level: 10
Government: England
Populace: Indian
Languages: All
Pirate status: Suspicious (3)
Fortifications: 6
Commodities: NA

Bombay is appropriated from Bahadur Shah of Gujarat by the Portuguese and then renamed 'Bom Baia', meaning 'good bay'. In 1661 it is ceded to England and soon thereafter in 1668 leased to the East India Trading Company, who discover a deep harbor on its east coast and use this ideal location to set up their first port in the area. The populace quickly rises, and the East India Company transfers its headquarters here from nearby Surat. Thereafter, this city remains a bustling trading port where both merchants and smugglers openly share the wharfs and marketplace.

Boston

Existence: 1630 and on
Location: 42N 71W
Level: 12
Government: England
Populace: British
Languages: English
Pirate status: Wary (7)
Fortifications: 10
Commodities: Salt, rum, tobacco

Boston is founded in 1630 by 'puritans' and named after a city in England, from which many 'pilgrim' colonists arrive in New England via this harbor. Early officials consider the city as having a special covenant with God. True or not, until the 1760s, this remains the largest, wealthiest and by far the most influential city in all of New England.



Botany Bay

Existence: 1788 and on
Location: 34S 151E
Level: 5
Government: England
Populace: European
Languages: English, Dutch, French, Spanish
Pirate status: Hostile (9)
Fortifications: 4
Commodities: Fish

Botany Bay begins as a penal colony, a prison in the desert with nowhere for escapees to flee but into an inhospitable wilderness. Many a song was sung about this faraway place, tales of both those fleeing it and being sent to it—to go here is to be sent to one's doom, and those who manage to flee it are doomed to become pirates.

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Bristol

Existence: Always
Location: 51N 2W
Level: 11
Government: England
Populace: British
Languages: English
Pirate status: Hostile (10)
Fortifications: 7
Commodities: NA

Bristol will always be a major port city in England. During a civil war in the 1640s, the city suffers a Royalist military occupation and plague as well. The rise of the New England colonies brings renewed prosperity as trade across the Atlantic with African slaves puts heavy demand on this harbor.

Charleston

Existence: 1670 and on
Location: 33N 80W
Level: 11
Government: England
Populace: British
Languages: English
Pirate status: Wary (8)
Fortifications: 7
Commodities: NA

Charleston remains a growing colony until by 1800 it becomes the fifth largest city in all of the Americas. Though originally called 'Charles Towne' it was also known as 'The Holy City' due to the many church steeples which rise into its skyline.

Hanoi

Existence: Always
Location: 21N 106E
Level: 10
Government: 6 (Oriental)
Populace: Oriental
Languages: Oriental
Pirate status: Hostile (9)
Fortifications: 10
Commodities: NA

Hanoi has been seeing vessels and world news come and go for thousands of years, serving as the political center for the land of Vietnam.

Madras

Existence: 1639 and on
Location: 13N 80E
Level: 8
Government: England
Populace: Indian
Languages: English, Indian, Spanish
Pirate status: Wary (6)
Fortifications: 6
Commodities: NA

Madras is a site selected by the East India Trading Company to serve as a permanent harbor. Since then, it has grown into a large commercial center known for its cultural heritage and temples. It is popular as a hub for music and dance from the southern reaches of India.

Portsmouth

Existence: 1527 and on
Location: 51N 2E
Level: 12
Government: England
Populace: British
Languages: English
Pirate status: Hostile (10)
Fortifications: 10
Commodities: NA

Portsmouth has had settlements since the most ancient times, but the building of 'Southsea Castle' and Henry VIII's vice-flagship 'Mary Rose' sinking off the coast in battle against the French fleet see the fortifications increased forever after.

Singapore

Existence: Always
Location: 1N 104E
Level: 9
Government: England
Populace: Oriental
Languages: English, Oriental
Pirate status: Welcome (1)
Fortifications: 5
Commodities: NA

Singapore has long been a hotbed for pirates, but in 1819 when the East India Trading Company signs a treaty with the Sultan of Johore, it thus

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becomes an 'official' trading post, the wharfs busy with cargo while the backstreets remained as busy as ever with brothels and pubs. In 1867 this city becomes a crown colony for England, though this does not diminish the nightlife.

Surat

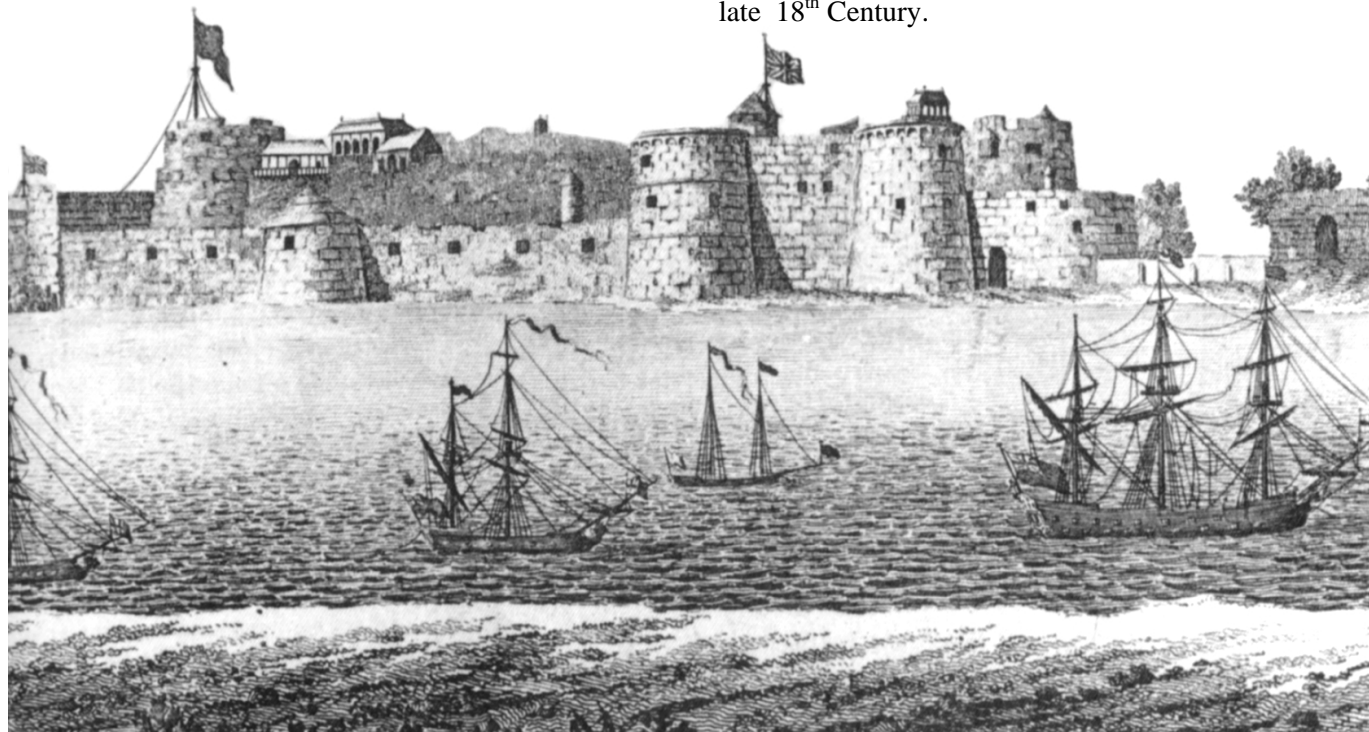
Existence: Always
Location: 21N 73E
Level: 10
Government: England
Populace: Indian
Languages: English, Dutch, Indian
Pirate status: Suspicious (3)
Fortifications: 9
Commodities: Cloth, pure gold, diamonds

Surat will always serve the northwestern coast of India. Yet with the coming of the Europeans, it undergoes many drastic changes. It is conquered by Moguls in 1573, becomes an important commercial center, and then in 1612 is chosen by the English to be their first trading post in India. Once its true value as the 'diamond capital of the world' reaches the ears of pirates, a moat and stronger walls are raised to defend against all sea-raiders.

Venecia

Existence: 1572 to 1766
Location: 7N 118E
Level: 7
Government: Holland
Populace: European
Languages: All
Pirate status: Welcome (0)
Fortifications: 5
Commodities: Exotic metals

Venecia is the dream of many seafarers—the truly free—which seek to escape the nightmare the original city of the same name has become. While in the Mediterranean, 'Venecia' ('Venice') fell into complacency, and religions that were intended as a means of spiritual liberation became a means only of control, 'pirates' set out to rebuild the city, and managed to do so (using a sizable amount of the church's wealth . . .) Like an Atlantis in Malaysia, monuments wrought from other free spirits and an incalculable amount of free spirits themselves found a semi-permanent base in this city built upon reefs and islands connected by bridges and barges. Yet this city falls into decline with the rise of nearby Singapore as a hotbed for total debauchery in the late 18th Century.



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TOWNS: These are either newer settlements or failing ones, or those simply in too difficult of a terrain to ever grow larger. The government is not always solid, so the number provided is the chance in 12 that there is a governor present (serving the nation or empire listed in parenthesis).

Amoy

Existence: Always
Location: 24N 118E
Level: 3
Government: 8 (Oriental)
Populace: Oriental
Languages: Oriental, English, Dutch
Pirate status: Welcome (1)
Fortifications: 6
Commodities: Tea

Amoy will always be a trading port for the eastern seas, being first discovered by Europeans in 1541. Trade is mainly made with the far eastern island of Taiwan and the countless pirates which sail the surrounding seas. Called 'Xiamen' in some Oriental languages, which means 'the Gate of the Grand Mansion', Westerners believe this to refer to the city's position, the mouth of the Nine Dragons River, and many legends speak of treasures both upriver as well as in the city's many temples.

Brava

Existence: 1506 to 1758
Location: 1N 42E
Level: 4
Government: 9 (Portugal)
Populace: African
Languages: English, Spanish
Pirate status: Welcome (0)
Fortifications: 3
Commodities: Crafts, cloth

Brava is established on the east coast of the African continent slightly inland, using its river to best economical and defensive advantage, built on the ruins of 'Barawa' by the Portuguese, who lay the original settlement in ashes. Since then, it will become a major port, in league with other towns of the coast. In 1758 it liberates itself from rule of Portugal by making an alliance with the Zanzibar Sultanate.

Colombo

Existence: 1505 to 1796
Location: 7N 80E
Level: 10
Government: 4 (Holland)
Populace: Indian
Languages: Dutch, Spanish, Indian
Pirate status: Wary (8)
Fortifications: 8
Commodities: Cinnamon, tea, sugar, coffee

Colombo is established by Portuguese sailors when they first arrive in Sri Lanka, making peace (and a treaty) with the king (of 'Kandy'), enabling them to trade in the native crops along the coasts. In 1656 Dutch privateers capture the city after an epic siege, leaving less than a hundred Portuguese survivors alive to tell the tale. This site serves as the capital of Dutch maritime provinces under their East India Company, a crossroads a cultures which includes extensive trade with Egypt until its decline in the late 18th Century.

Foochow

Existence: Always
Location: 26N 119E
Level: 5
Government: 9 (Oriental)
Populace: Oriental
Languages: Oriental
Pirate status: Suspicious (3)
Fortifications: 2
Commodities: NA

Foochow will always be a gathering place of Chinese pirates, the harbor choked with junks, and the town swarming with swarthy sailors.

Gambella

Existence: 1599 and on
Location: 22S 116E
Level: 7
Government: 5 (England)
Populace: British
Languages: English, Dutch, French
Pirate status: Welcome (0)
Fortifications: 4
Commodities: NA

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Gambella lies on the northwestern tip of the unknown southern world of Australia, a mystery to some, a haven to others, discovered (unofficially) by a wayward pirate vessel as the sun sets on the 16th Century. It is ignored for over a century by all European explorers, until discovered (officially) as the 19th Century begins. Yet during this shadowed century, a sizable pirate port establishes itself. The tale told is that the original crewmen, led by the Spaniard 'Gambello', wanted to stay here despite their ship being repaired, and they mutinied. Their English captain played a very dangerous game and broke their articles, playing to the ego of Gambello with bluffing dice instead of being set adrift—death or total loyalty were the stakes—and he lost. The mutineers soon established a town named after the game and the gambler combined.



Goa

Existence: Always
Location: 15N 73E
Level: 8
Government: 9 (Portugal)
Populace: Indian
Languages: Spanish, Indian
Pirate status: Suspicious (3)
Fortifications: 6
Commodities: Minerals, ore

Goa first welcomed Portuguese merchants in the 15th Century, who annexed it soon thereafter. A large island settlement off the coast of India, this joint colony of Portugal and Spain survives all the changes of powers and policies and pirate attacks through the centuries.

Hue

Existence: Always
Location: 15N 126E
Level: 2
Government: 6 (Oriental)
Populace: Oriental
Languages: Oriental
Pirate status: Welcome (1)
Fortifications: 4
Commodities: Slaves

Hue shall always be a thriving port serving the South China Sea, a haven for Chinese pirates and now European explorers on the threshold of all the mysterious lands of the Far East.

Kilmakilloge

Existence: Always
Location: 53N 8W
Level: 4
Government: 8 (England)
Populace: British
Languages: English
Pirate status: Wary (8)
Fortifications: 3
Commodities: NA

Kilmakilloge is a little known Irish port found on 'Spanish Island'. A cold and barren place with little terrain outside of boulders and a grass-topped stormbeach, it draws little attention to itself. Many a man escaping justice in England finds a ship in this crescent shaped port, bound for anywhere else.

Mocha

Existence: Always
Location: 13N 13E
Level: 9
Government: 6 (Turk)
Populace: Arabian
Languages: Arabic
Pirate status: Cautious (5)
Fortifications: 6
Commodities: Coffee

Mocha was formerly of limited reputation and trade, but since the Turkish assumption of power throughout Arabia, this port has become the major city under their domination, even though it is not

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the Pasha's place of residence, which is only two days journey inland (in Sana'a). With superstitious coordinates, European sailors are commonly uneasy about passing this gateway into the Red Sea. Most European voyages end here, making it a very busy marketplace in the 15th and 16th Centuries.

New York

Existence: 1610 and on
Location: 41N 74W
Level: 6
Government: 7 (England)
Populace: British
Languages: English, Dutch
Pirate status: Wary (8)
Fortifications: 8
Commodities: Crops

New York is discovered at the beginning of the 17th Century by the Dutch East India Company, by captain 'Henry Hudson' covertly searching for a northwest passage to China. Since then, countless farmers and merchants swell the city to the limits of known economics and beyond. Farms throughout the surrounding land support the thriving 'island of many hills'. Though always realistically controlled by the English with economics, the town is traded by Holland as part of an early 17th Century treaty.

Perth

Existence: 1829 and on
Location: 32S 116E
Level: 4
Government: 3 (England)
Populace: British
Languages: English, Dutch
Pirate status: Cautious (5)
Fortifications: 2
Commodities: NA

Perth is established in 1829 to serve as a political-free center of many colonies, especially the 'Swan River Colony'. One of few ports included on larger maps, it becomes a haven for those ships traveling to the ends of the earth (and beyond). The rowdy and rugged nature of the Australians naturally attracts what few pirate vessels that the struggling government is able to tolerate, leading to its reputation as being a colony of criminals.



Port Gilliad

Existence: 1533 to 1692
Location: 4S 74E
Level: 5
Government: 8 (England)
Populace: All
Languages: English, Dutch, Indian, Oriental
Pirate status: Welcome (1)
Fortifications: 3
Commodities: Spices, silk

Port Gilliad is named after a great spinner of yarns, 'Lord Gilliam', who speaks of this city with temples and towers and tombs, and does not live to see it actually discovered! Fueled by his fictions and stories, pirates see this unknown civilization as the utopia he described, they oust the natives, and set up a marketplace in the temple yards. In less than a single generation, a booming, rollicking port rises amongst these ancient stone monuments, and the name 'Gilliam' is blended with 'gilde' just like all the gold coins being melted down here, and the town buys its name. Like the 'Port Royale' of the East, it too is destroyed by an earthquake in the same year—1692.

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HAMLETS: These are the smallest and weakest of settlements but also most often the best hidden, their wilderness a double-edged sword, at the same time hindering prosperity but helping their defense. The government of such outposts changes with the ships in its harbor, the number listed the chance of there being a governor who would assist the party.

Churbar

Existence: Always
Location: 26N 64E
Level: 5
Government: 3
Populace: Arabian
Languages: English, Arabic
Pirate status: Hostile (9)
Fortifications: 6
Commodities: NA

Churbar is the gateway to the Gulf of Persia, a virtually lawless port of corsairs and cutthroats.

Cochin

Existence: 1503 and on
Location: 10N 76E
Level: 6
Government: 5
Populace: Indian
Languages: English, Dutch, Spanish, Indian
Pirate status: Hostile (10)
Fortifications: 9
Commodities: NA

Cochin is a peaceful port that is occupied by the Portuguese in the early 16th Century. It remains the capital of Portugal-controlled India until 1530. It is later occupied by the Dutch and the English.

Dafar

Existence: Always
Location: 15N 58E
Level: 1
Government: 1
Populace: Arabian
Languages: Arabic, Latin
Pirate status: Wary (6)
Fortifications: 4
Commodities: NA



Dafar is a poor harbor which struggles through the centuries, surviving mostly due to illegal trade.

Dong Hoi

Existence: Always
Location: 17N 106E
Level: 2
Government: 6
Populace: Oriental
Languages: Oriental
Pirate status: Suspicious (3)
Fortifications: 1
Commodities: NA

Dong Hoi enjoys a brisk trade in both illegal goods and government funding to cease raiding, the politicians and pirates equally important in business and politics throughout the village.

Fort Dauphin

Existence: 1643 to 1720
Location: 25S 46E
Level: 2
Government: 5
Populace: European
Languages: English, Dutch, French, Spanish
Pirate status: Cautious (4)
Fortifications: 2
Commodities: Vanilla, metals

Fort Dauphin is founded in 1643 by a French East India Company, and named in honor of the crown prince, the future Louis XIV. Local politics undermine effective trade, and the colonists leave it all behind in 1674. Afterwards, its ruins are used as an anchorage for ships rounding the 'Cape of Good Hope' or seeking the 'Way of the Islands'.

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Freetown

Existence: 1787 and on
Location: 8N 13W
Level: 3
Government: 6
Populace: European
Languages: English, Dutch, French, Spanish
Pirate status: Suspicious (2)
Fortifications: 4
Commodities: Slaves

Freetown is founded by freed slaves sent from England and Canada as well as Jamaican Maroons and Black American loyalists, creating a port that welcomes all peoples fleeing any oppressive lands. A former slave market, it is burned by the locals and re-founded by a former slave in 1792. Yet the English manage to wrest control of it in 1808 and maintain it as their capital of British West Africa.

Lagos

Existence: 1700s and on
Location: 6N 3E
Level: 2
Government: 2
Populace: European
Languages: English, Spanish
Pirate status: Welcome (1)
Fortifications: 2
Commodities: NA

Lagos lies on the western coast of Africa, an ever changing port whose constant trade is that of the European slave market.

Okracoke Inlet

Existence: 1600s and on
Location: 36N 77W
Level: 1
Government: 9
Populace: British
Languages: English, Dutch
Pirate status: Wary (6)
Fortifications: 3
Commodities: NA

Okracoke Inlet is always seen as a place that awaits pirates with doom and destiny, due mostly to its ominous coordinates, one evil, one divine. It is a place where many famous pirates achieve both great victorious and disastrous ends on or near its shoals, shallows and endless isles. 'Blackbeard' is the best known, an evil marked by the cartography of fate by a divine longitude. It's a haunted place.

Ranter Bay

Existence: 1600s through the 1700s
Location: 16S 48E
Level: 1
Government: 6
Populace: European
Languages: English, Dutch, French, Spanish
Pirate status: Welcome (0)
Fortifications: 2
Commodities: NA

Ratner Bay serves the ships coming and going through Madagascar as a free port of trade for all manner of sailors, merchants and pirates alike, too small a town to take sides or enforce official laws.

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St. Augustin Bay

Existence: 1600s through the 1700s
Location: 24S 41E
Level: 1
Government: 2
Populace: British
Languages: English, French
Pirate status: Welcome (0)
Fortifications: 3
Commodities: NA

St. Augustin's Bay provides a welcome harbor for ships entering and leaving the Indian Ocean, a necessary rest stop offering all manner of goods.

St. Mary's Island

Existence: 1691 and on
Location: 17S 48E
Level: 3
Government: 7
Populace: British
Languages: English, Dutch
Pirate status: Welcome (1)
Fortifications: 3
Commodities: NA

St. Mary's Island, or the 'Isle St. Marie', is the preferred destination for vessels rounding the 'Cape of Good Hope', even if it is further north than all other Madagascar ports, for this island is believed by most mariners to be blessed, and it remains a popular pirate base throughout the 18th Century.

Zanzibar

Existence: Always
Location: 6S 39E
Level: 4
Government: 1
Populace: Pirates
Languages: All
Pirate status: Welcome (0)
Fortifications: 6
Commodities: Cloves, nutmeg, cinnamon, pepper

Zanzibar is an infamous collection of islands, reefs and keys where shallow-drafted pirate vessels can make safe berth out of the reach of heavier Royal Navy vessels—countless tents and chanteyns dot the islands, forming a true pirate settlement.

PLUNDERING THE WORLD: What good are any settlements if they cannot be plundered? If and when the Player Characters are involved in the sacking of a colony, their captain may choose to roll on the charts provided below to gain extra booty. One chart leads to another, just like lies and bloodshed. Indeed, acquiring some of this extra treasure may require no less than torture...

Table 167: Colony Treasures

Roll	Colony's potential extra treasure
10-12	Extra gold from Table 158; but known only to the governor who will not talk!
8-9	Extra stores of valuables; +1 to rolls for determining value of all 'goods' plundered
6-7	No additional treasure
1-5	They suspected an attack and destroyed much; -5 to all rolls here for Table 81

Table 168: Hidden Treasures

Roll	Colony's hidden treasures revealed
8-12	Gold cache from Table 169
2-7	Gold from Table 84
1	Gold from Table 84 minus colony's Level

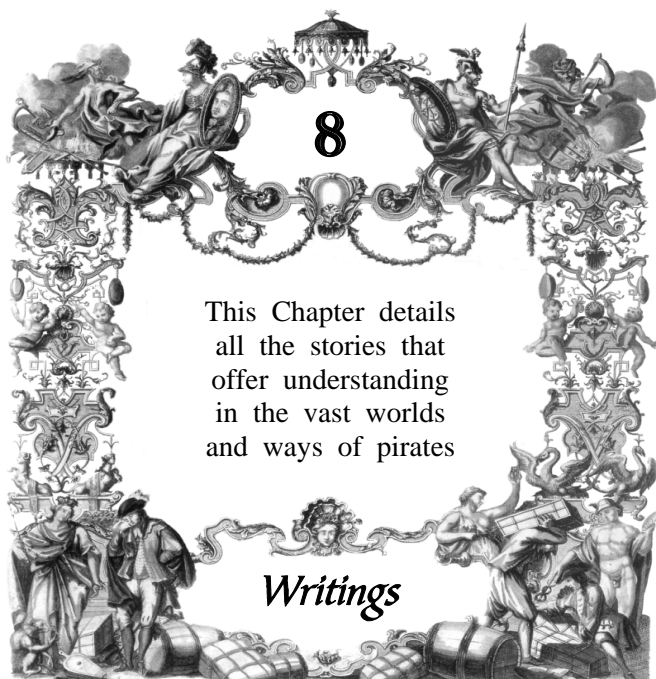
Table 169: Gold Caches

Roll	Colony's secret gold cache
12	3000-36000 in gold bullion!
6-11	1000-12000 gold of colony's own nation
5	500-6000 gold of the colony's own nation
4	300-3600 gold of mixed nations
3	200-2400 gold of mixed nations
1-2	100-1200 gold of mixed nations



CHAPTER EIGHT

JUST AS PIRATES BEGIN AS HONEST MEN HISTORY MUST TAKE A WICKED TURN TO BECOME FUN



This Chapter details all the stories that offer understanding in the vast worlds and ways of pirates

Writings

PIRATES OF THE WRITTEN WORD: Where does one begin searching for buried treasure? On a map, a scroll, a tattered shred of someone's scalp. The search for the treasure of tales about pirates is a similar journey, delving into the pages penned a century or more ago. For in the age-old stories the modern world might have forgotten, one can easily find entirely new worlds, his course charted merely by words, leading him into a new world within his mind. Truth be told, dead men do tell tales . . .

Treasure Island: Burned by pen into parchment by 'Robert Louis Stevenson' in 1883, this is certainly the first and perhaps the best pirate tale of popular lore. It has everything—pirates, black spots, buried treasure, an island, Spyglass Hill, pieces of eight, a parrot, the quintessential pirate 'Long John Silver', and even 'Fifteen Men on a Dead Man's Chest'.

Captain Blood: The best known adventure written by 'Rafael Sabatini', published in 1922, this uses historical exploits of real-life privateers as templates for the actions of its title hero, offering both facts and fun ways to fictionalize them to make for the best of adventures, as well as being a wonderful treasure trove of information about pirates in the classic era of the Caribbean.



The Sea Hawk: Also authored by 'Rafael Sabatini', published earlier than his other works in 1915, this established the archetype of wrongfully persecuted patriot turned pirate, a model that nearly every tale told for the century since has used for its heroes, as well as being an incredibly insightful view into the pirates operating in the Mediterranean.

Peter Pan: Written by 'J.M. Barrie', published in 1928, this is the tale which provides the archetypes of pirates that children are most often introduced to, including the infamous 'Captain James Hook'.

Coral Island: Authored by 'Robert Ballyntine', published in 1858, this book influenced both of the classics 'Treasure Island' and 'Peter Pan' alike.

The Pirate: Written by 'Sir Walter Scott', published in 1822, this was one of the earliest and therefore standard-setting pirate tales

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JUST AS PIRATES BEGIN AS HONEST MEN HISTORY MUST TAKE A WICKED TURN TO BECOME FUN

PIRATES OF THE SILVER SCREEN: It was the Golden Age of cinema that embraced the same in pirates, the two creating an adventure unlike any other, as alluring as the siren's song, as inviting as a brothel to any seamen, as great a treasure to us so spiritually empaupered in a mechanical world as a galleon's hold of gold would be to a rebellious soldier centuries ago. The movies, through all their fast paced storytelling, their illusions and magical means of manipulating our emotions, capture the greatest spirit of the pirate genre. Truth be told, if you ever wonder what 'pirates' is supposed to feel like, if you ever need your compass set toward the true spirit of the pirate world, just chart a course with your remote control and get lost in the world of your home theater, brought to life by those true treasures of tales accounted for in this very lore . . .

Pirates of the Caribbean trilogy: Finally introducing to pirate movies what had been lacking for almost a century—the supernatural—this is a magical tale that is just damn good storytelling in every way, and is even based on the theme park ride that also inspired this very role-playing game.

Indiana Jones movies: While not literally a 'pirate' story, the spirit of such adventure is alive in every second of these classic films, whose hero, 'Indiana Jones', is the roughest, toughest, most unpredictable hero ever to grace the silver screen, taking you on the adventure of a lifetime through many parts of the world where pirates would go while introducing more possibilities for enemies, traps, treasures and wonder than you may have considered before.

Captain Blood: Based on the classic novel, this is classic Hollywood at its best, a glorious black-and-white adventure with soaring music, lavish artistry, and best of all the singlemost charismatic pirate in movie history, the incomparable Errol Flynn in his star-making role as the title character.

Master and Commander: Subtitled 'The Far Side of the World', it is aptly named, for it takes you on a journey that feels as real as any voyage, leaving you better learned of a pirate's life and glad to be alive in this one, though with a longing to return to the far side of the world, to adventure!

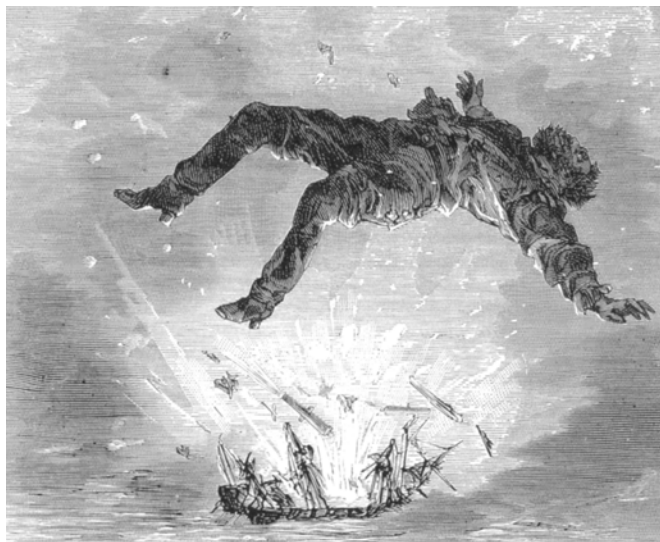
The Princess Bride: Though not really a film about pirates, its hero, 'the Dread Pirate Roberts', is one who will stay with you a long time (perhaps even longer than a single man could possibly live . . .)

Treasure Island: Though many adaptations of that classic novel have been press ganged into film, the best at the time of this writing dates from 1990, starring 'Charlton Heston' and 'Christian Bale'.

The Goonies: Every child's fantasy is rewarded by the cunning booby traps of 'One-Eyed Willy' and his lost galleon's treasure, including yours, that is if you never want to leave your childhood home in your heart or the friends that live there with you.

Cutthroat Island: Overblown and in slow motion as if you're drinking too much rum when watching it, this is a pirate treasure hunt as if made by pirates themselves, taking pride in their ship and settings rather than their personality or their purpose.

Yellowbeard: A parody of many movies as well as pirate lore, most notably 'Treasure Island', this is a story that does its best to avoid its title character, lest he'd tear the camera to pieces and eat what's left of the cast and crew, but while the scheming, swearing, slaying, robbing, raping, unrelenting and unrepenting (and plant killing) pirate captain is on the screen, expect everything you would from the participants in a role-playing game.



CHAPTER EIGHT

JUST AS PIRATES BEGIN AS HONEST MEN HISTORY MUST TAKE A WICKED TURN TO BECOME FUN

PIRATES OF THE GOLDEN AGE: There are far more books and lore involving pirates than one might think. Much like buried treasure, they lie in library shelves, dark collector's nooks buried under beaches of dust, and their ghosts haunt the internet while those in pursuit of equally fleeting prostitutes speed past. Yet if you wish to learn more about a real pirate tale or two, or ten, you might consider digging up these treasures...

Buccaneers of America: This book by 'Alexander Olivier Exquemelin', published in 1678, offers the most valuable record of piracy during its own age. Exquemelin spent three years on the pirate island stronghold of Tortuga and sailed with buccaneers for five years as a barber-surgeon.

General History of Pirates: Also titled the 'General History of the Robberies and Murders of the Most Notorious Pirates', this book, by 'Captain Charles Johnson', published in 1724, gives a rare wealth of information based on first-hand documents, hallowed confessions and Admiralty Trials. This is the single most drawn-from book for other pirate fiction and

non-fiction alike. A second edition was released in 1728 offering more on additional pirates from the 'Golden Age' of roughly 1690 to 1725.

The Buccaneers: Written by 'Don C. Seitz', this is recommended by a real-life pirate.

The History of Piracy: Written by 'Philip Gosse', London's best known collector of pirate lore, this is a treasure trove of information.

The Pirates Who's Who: This is another book by 'Philip Gosse' and it is just as good.

Raiders and Rebels: Written by 'Frank Sherry', this book was published in 1986, offering great insights on what made men turn to a life of piracy.

Under the Black Flag: Put to the pen by 'David Cordingly', former head of exhibitions at England's National Maritime Museum, this book, published in 1995, draws its information from original sources, eyewitness accounts, court documents and even the National Archives.





New England

Boston

New York

Baltimore

New England

Okracoke Inlet

1200 Leagues

Charleston

Kilmakilloge

Britain

Bristol

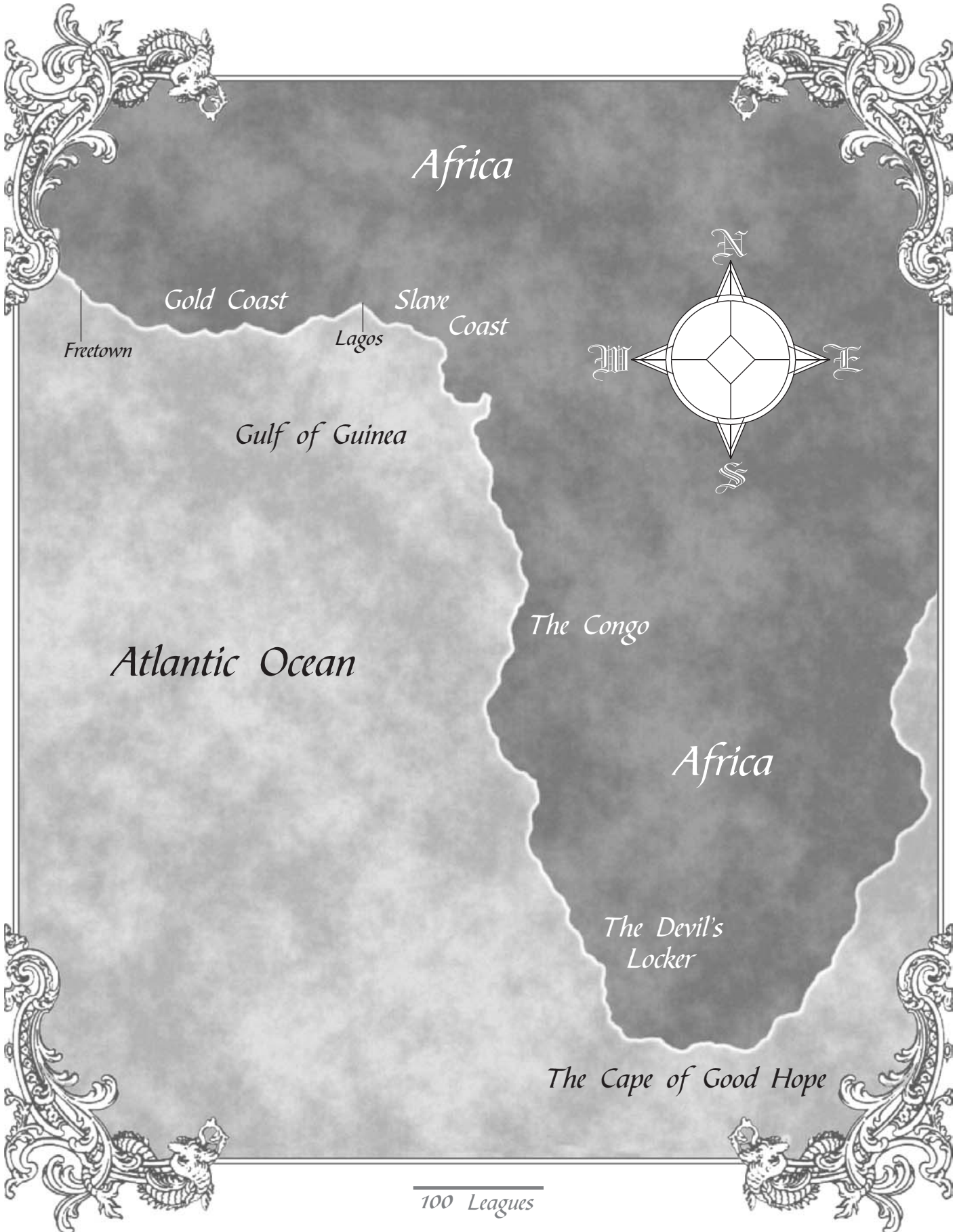
Portsmouth

Florida

Atlantic Ocean

France

50 Leagues



Africa

Gold Coast

Slave Coast

Freetown

Lagos

Gulf of Guinea

Atlantic Ocean

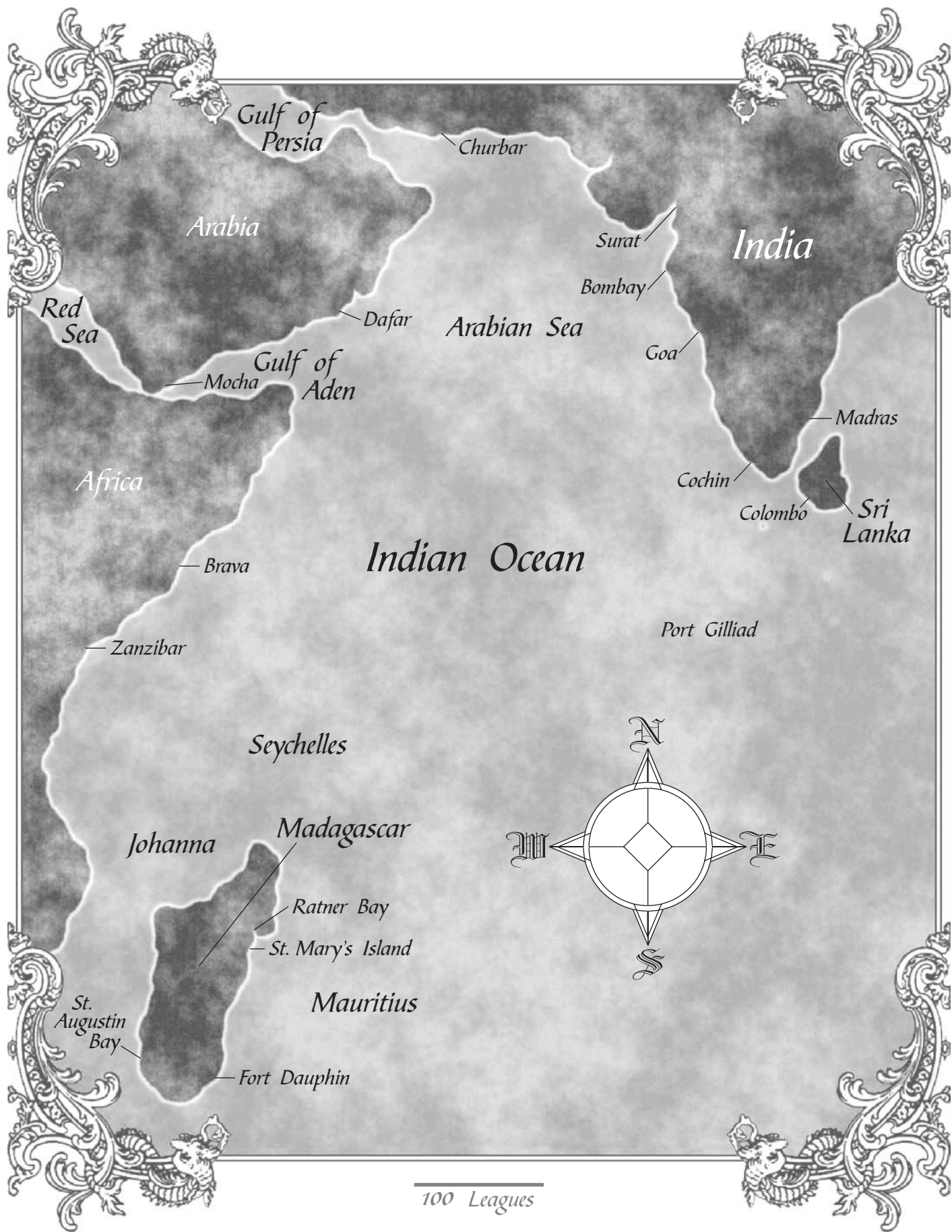
The Congo

Africa

The Devil's Locker

The Cape of Good Hope

100 Leagues



Gulf of Persia

Churbar

Arabia

India

Surat

Bombay

Red Sea

Dafar

Arabian Sea

Goa

Gulf of Aden

Mocha

Africa

Madras

Cochin

Colombo

Sri Lanka

Indian Ocean

Brava

Port Gilliad

Zanzibar

Seychelles

Johanna

Madagascar

Ratner Bay

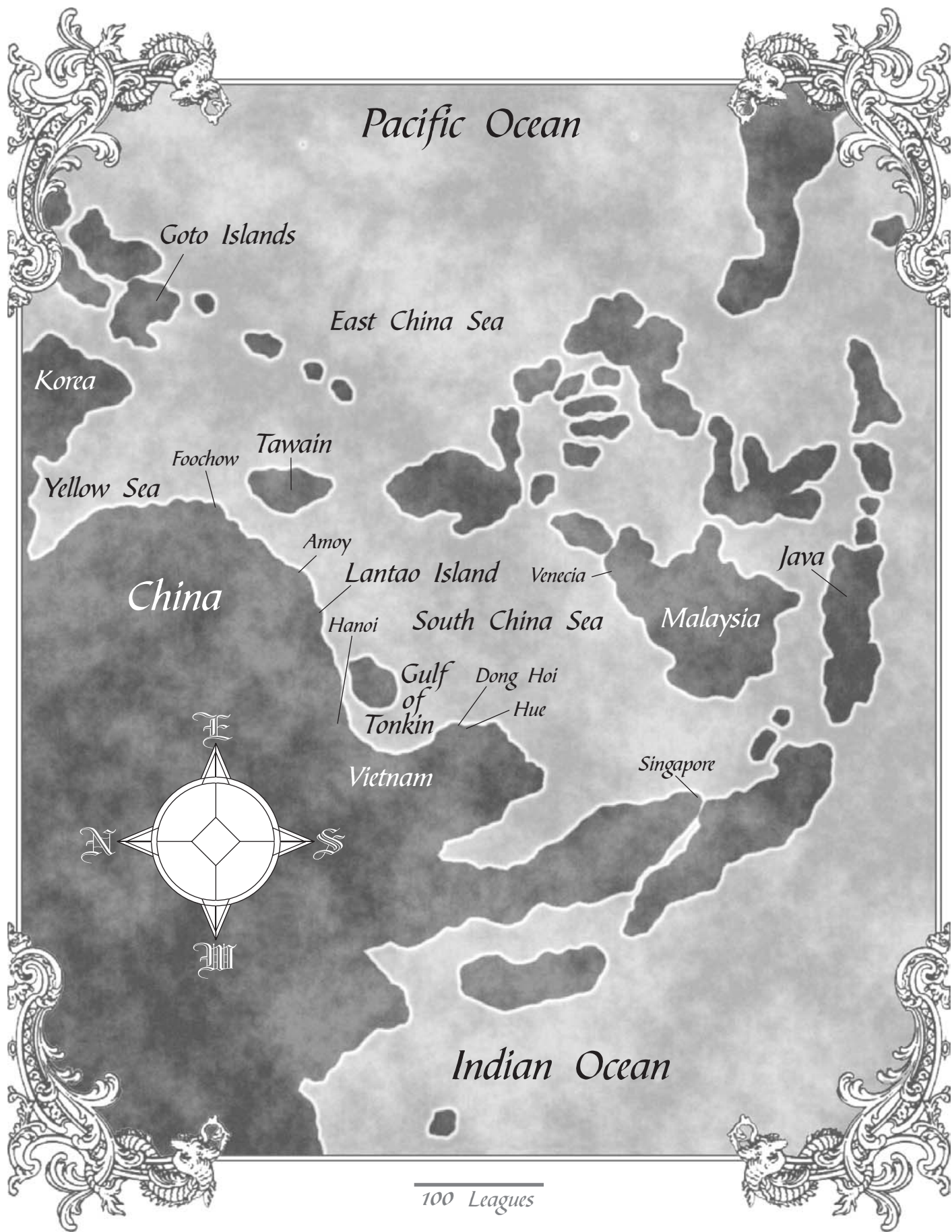
St. Mary's Island

Mauritius

St. Augustin Bay

Fort Dauphin

100 Leagues



Pacific Ocean

Goto Islands

East China Sea

Korea

Tawain

Foochow

Yellow Sea

Amoy

Lantao Island

Venecia

Java

China

Hanoi

South China Sea

Malaysia

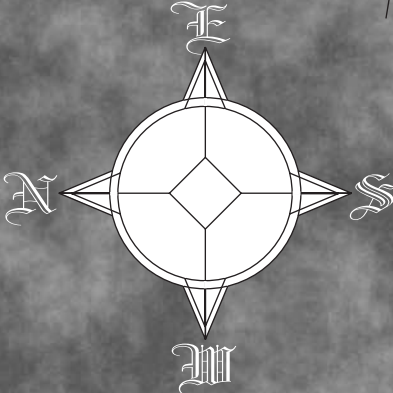
Gulf of Tonkin

Dong Hoi

Hue

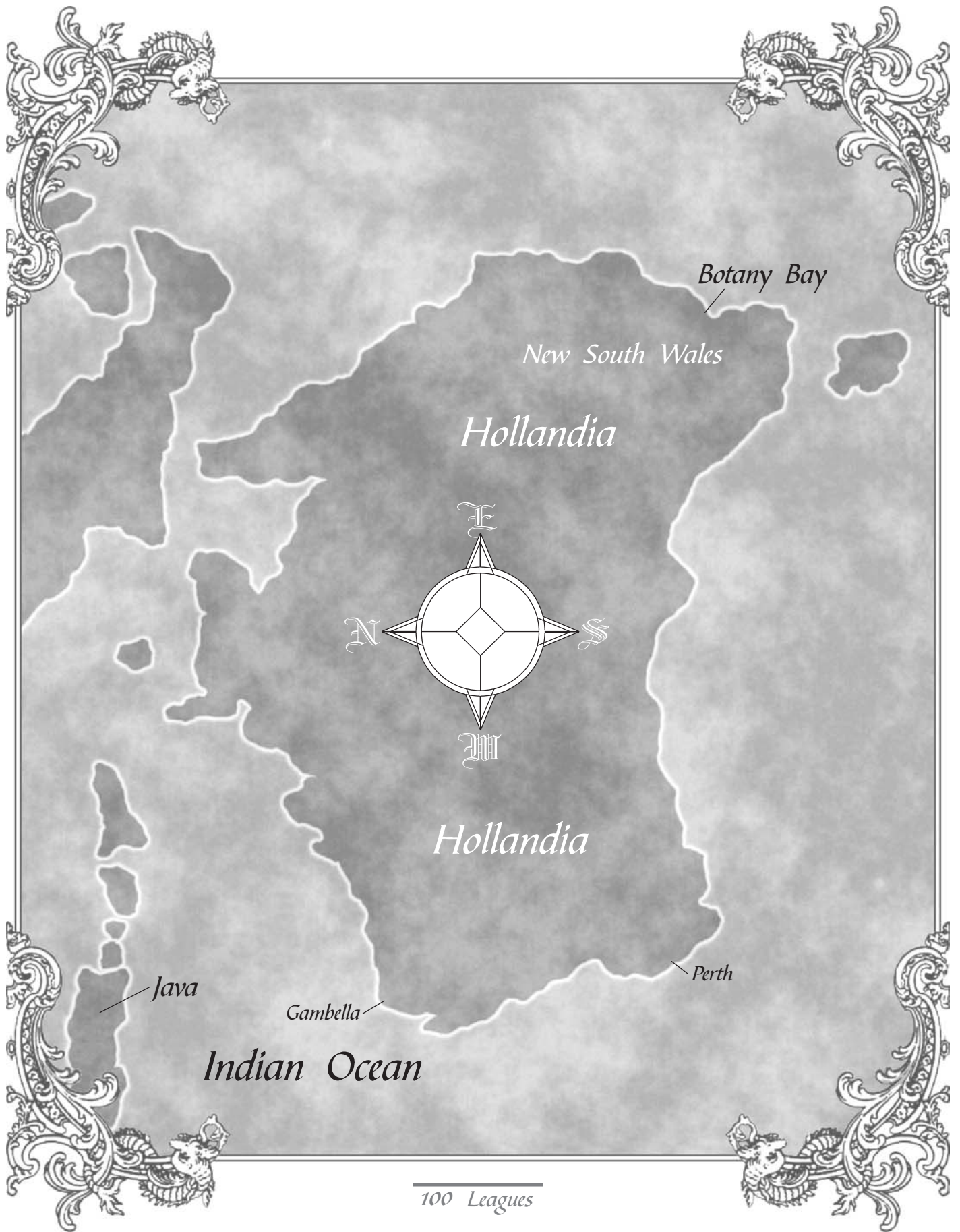
Vietnam

Singapore



Indian Ocean

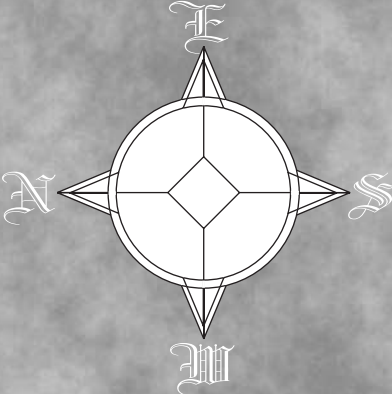
100 Leagues



Botany Bay

New South Wales

Hollandia



Hollandia

Java

Gambella

Perth

Indian Ocean

100 Leagues

