

PIRATES™

OF THE
MEDITERRANEAN



BY: MATT DEMILLE
ROLE-PLAYING GAME SOURCEBOOK

NEW DIMENSION
GAMES

FOR Rafael Sabatini,
FOR great stories...

Pirate Adventures

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- G3) The Seven Seas
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- G6) Endless Enemies
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Caribbean Adventures

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- 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

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- O2) Master's Voyage

Novelettes

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

MEDITERRANEAN BOOK



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Lord of Heaven

*Oh Father . . .
who art in Heaven
hallowed be thy name,
thy Kingdom come,
thy will be done
on earth as it is in Heaven*





Foreword

Avast there! Ye be sailin' ta the oldest pirate waters in the world, matey. Ahh, the bloody shores and majestic ruins o' the Mediterranean be where a pirate can truly earn a dishonest livin'! Somehow I always knew that piratin' would lead back here, and I'm a glad it did, fer there be a lot more ta be found here than I ever imagined, nor expected ta find, but find it I did.

The Mediterranean be a different world, matey. There's gold, oh there's no lacking or wanting fer that, I tell ya true, but there also be a fair wind o' war, an' a cursed sense o' duty an' faith that drives a man ta fight fer its own sake, an' fer his god. I tell ya, an be fair warned, that the crusadin' spirit can take hold a ya in these 'ere waters, and it ain't no shame, neither, ain't no lacking or wanting fer adventure when there be heathen blood ta spill!

Better then ta realize what this place really is, says I. Fer these waters be a place where myth and magic, faith and fear, wonder, war and blood are brewed ta make a most powerful taste fer drowning one's life in, and that's what this 'ere book is all about. The Mediterranean is a battlefield between empires, a pirate's haven fer serving both sides, both gods, and more besides! These pages will tell ya all about a place I never wanted ta go, but am now glad I have, fer I feel I've done me own duty in bringin' ya here...now what are ya gonna do in this place?

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, faiths an' foes, giving you what you'd expect to find in the Mediterranean plus quite a few surprises too!

So, if yer ready to hoist yer sails and flip these pages, then I'll leave ya fer the time bein', and I'll be waitin' fer ya in heaven, that is, a pirate's heaven, this place, ripe for war and riches...



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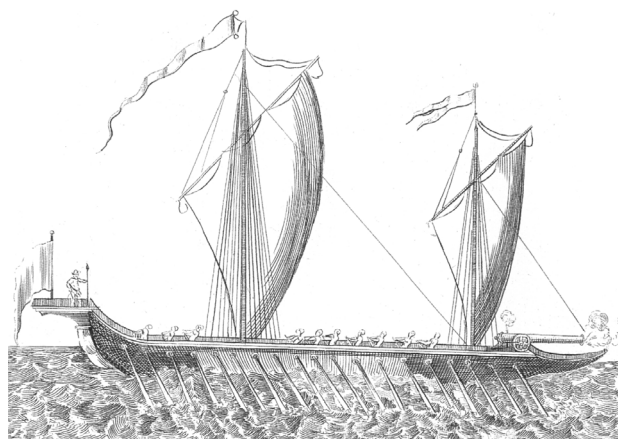


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Pirates

Book 5

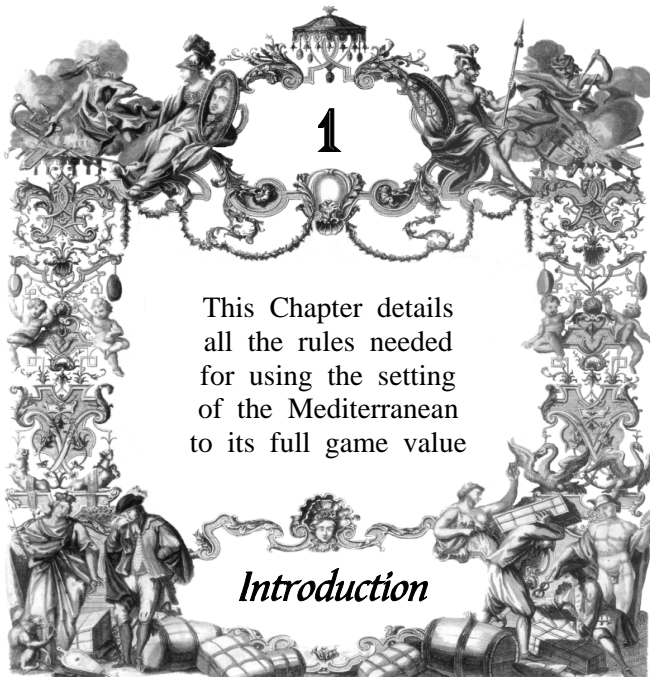
*The Mediterranean
Sourcebook*



CHAPTER ONE



AS THE ANCIENT WORLD GAVE US HISTORY AND SIN WE CAN PLUNDER IT FOR OUR FUTURE LIFE



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

ABOUT THIS BOOK: 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 elements of the Mediterranean 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 superstitions, all the details of the setting one truly needs to tell any story in the Mediterranean.

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 Mediterranean setting in particular. The long history of piracy in this sea 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 Mediterranean.

Stay in the Mediterranean: Pages 62 and 63 of this book provide a Map showing the Mediterranean. And while ships regularly come and go from distant lands and seas (such as traderships from the Caribbean and vessels seeking Madagascar), these rules remain within the boundaries established by the Map. If the party seeks to go beyond the Mediterranean, try to discourage them unless your Adventure plans for such a situation. For if ever the party leaves the waters charted by the Map in this book, all the rules contained within these pages no longer apply, and become options in your game. Normally, the only waters outside the Mediterranean that ships are bound for are those around Europe, in the Caribbean, and the pirate havens of Madagascar.

Count the years: Sometimes it is important to keep count of the passing years, especially in a Campaign game. For in the years before 1470, there wasn't enough opportunity for piracy to be successful in the Mediterranean basin, and after 1650 the religious strife that fueled it died down to such a low point that pirates simply could not continue to survive as they once did. In any case, your game should not exceed the time ranges for piracy provided in this book.

INTRODUCTION

AS THE ANCIENT WORLD GAVE US HISTORY AND SIN WE CAN PLUNDER IT FOR OUR FUTURE LIFE

The Mediterranean is what it is: The Mediterranean has an ancient feel to it, and that magic should be maintained, even at the sacrifice of some potential scenarios and plot twists. For example, though merchants and adventurers come from all parts of the old world, stories of the New World should be kept as superstition, a myth to explore in tale and song but not yet in ship (unless your game runs late enough in time to venture there). Use the tools that the Mediterranean provides to build your adventure, and only welcome bits from the rest of the world as merchants would welcome foreign ships in their great harbors.

MEDITERRANEAN HISTORY: The very basic elements of the Mediterranean 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 to 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, including birds, beasts and even aquatics that one may meet during his adventures in the Mediterranean, for it is on the edge of three continents. Both mundane and exotic 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 15th and 16th century Mediterranean—one can always research or invent another settlement as he needs.

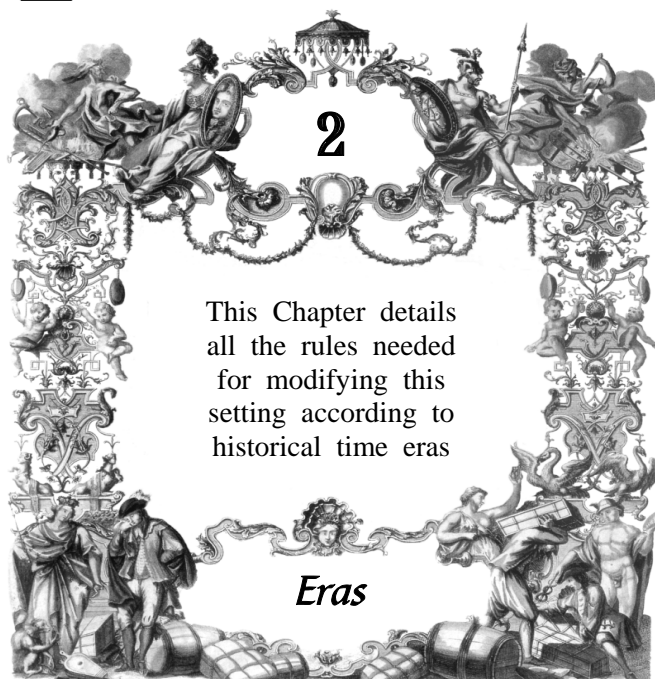
A NOTE ABOUT MAGIC: Magic is used in this book as a means of providing an added element of fantasy and mythical adventure to the game. The way that magic is used and displayed in this book is in no way an attempt to suggest any truth or falsehood about magical, religious or superstitious practices in the 15th or 16th centuries.

A NOTE ABOUT RELIGION: The basic clichés and standards of Christianity and Muslim as they were in the 15th and 16th centuries are used in this book for purposes of crafting stories and scenarios. This is not an attempt to preach any opinion about anyone’s religious beliefs, past or present. It’s only a game, after all.



CHAPTER TWO

THE TIDES OF FOUR THOUSAND YEARS HAVE WASHED BLOOD AND GOLD UPON THESE SHORES



THE RENAISSANCE: Whenever a new Pirates Campaign begins, the Game Captain will select (or roll if he prefers) the age of piracy in which his game will take place. Listed and detailed below are the six ages of piracy in the Mediterranean, spanning almost two centuries. Once an age is determined, the Game Captain needs to decide the year, month, and day the game begins, and keep careful track of time thereafter.

Table 120: Time Periods

Roll	Time period	Years
12	The Dawn of a New World	1620-1650
11	Fall of the Empire	1590-1620
9-10	Western Winds of War	1560-1590
5-8	Holy War Against God	1530-1560
2-4	Rise of the Empire	1500-1530
1	The End of an Era	1470-1500

The End of an Era: This era begins with the end of another. For as the middle-ages come to a close, the major powers of Europe are caught in a time of turmoil. The imminent discovery of the New World distracts state officials from affairs in their long-held lands, and as military forces are quickly spread across a far greater expanse, lands once thought impossible to conquer are suddenly

open to anyone with the wherewithal to try to take them. It was always well known that whoever controlled the sea controlled the world, but now anyone at all could control the sea, not through sheer numbers but through the newest weapons, the advent of gunpowder in particular. Indeed the invention of the cannon begins to change the face of the world. Old policies start to crumble like the stone walls of the forts they built when struck by cannon-fire. All at once and too fast for most to keep up with, the whole of the western world is thrown into the gathering whirlwind of war. This age marks the end of the old ways and the beginning of new days, dark times for peasants, the Renaissance for those in power, and nothing less than a world of opportunity for pirates...

Rise of the Empire: With the turn of the Century and the widespread knowledge of the New World, the old world begins to change greatly, through the business of sea-trade, religious fervor, and, of course, piracy. The city-states along the southern Mediterranean shore were always short on supplies, the desert offering scant resources to make any of its many ports a viable power. However, at the behest of the Ottoman Turkish Empire on the eastern end of the Mediterranean world, these cities begin to sanction piracy, gaining both favor from the sultan and increased trade through stolen goods. Oftentimes the local rulers will become appointed as pirates or 'corsairs' themselves, and so piracy becomes a lucrative trade, made even moreso by the fact that ports who pay tribute to the Empire can do so with the good favor of all their people by restricting raids to Christians and not Muslims. Such endless piracy increases the overall wealth and military might of the Ottoman Empire such that they become undeniably the strongest force in the whole of the Mediterranean world. Yet, this only fuels the fires of holy war...

Holy War Against God: This age marks a time when the Mediterranean sea is stained red with blood, spilled in the variant names of God. For as ships and then cities are lost to Catholic Spain and the rest of Europe, these once mighty powers begin to declare war outright, but under the only pretense compelling enough to encourage their

HISTORY AND HOLY WAR



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people to strive against a seemingly undefeatable force—the Ottoman Empire is denounced as not just a well organized society of corsair pirates, but as an empire of heathens who are attacking not ships and cities, but rather the whole of Christendom and thus God Himself. This lights the fires for countless wars between Christians and Muslims. Many cities are captured and recaptured and countless ships are sent to the bottom of the Mediterranean, with pirates taking both heavy blows and heavy profits on both sides. Yet in the end, it is the pirates who shall end the fighting . . .

Western Winds of War: One age ends as another begins, like the tides going in and out, sometimes just as seamlessly, as it is in this era, when it is difficult to tell when the winds begin to shift for one side of the religious wars or another. The strife between Europe and the Ottoman Empire continue unabated and seemingly without stopping until the pivotal Battle of Lepanto in October of 1571, when Christian powers defeat the Turks, the first sign that the winds are shifting westward. The Empire begins to get increasingly desperate, and even goes so far as to attack the until-then peaceful ships and ports of the Venetians, tipping the scales of power in favor of the sultan but at the same time tipping the scales of popularity against his Empire. The Ottoman navy is soon reorganized and struggles to prevent the collapse of its control in the central Mediterranean, led mostly by corsair captains. Yet the Empire and its greed is simply too large to remain afloat, a lesson Spain is teaching and will, ironically, be taught to itself not a century later in the Caribbean. Still, the Empire perseveres, establishing a strong presence from Oran to Tripoli. Moreover, as Spain remains embroiled in a struggle with the Protestant powers of Europe and expansion into the New World, it is forced to redirect its resources. Eventually, the Holy Roman Emperor and the Ottoman Sultan sign a truce, ending the near permanent warfare of the last half century. When perhaps the greatest Turkish captain dies in 1587, he will have seen the Empire as strong as ever, having contained the only Christian coalition to ever pose a threat to the Ottoman territories. The great wars will have ended, leaving only the small wars of pirates . . .

Fall of the Empire: With the turn of the Century and the overwhelming devotion to the New World, the power struggle in the old world is all but forgotten, creating a vacuum of peace in the absence of war that will ultimately swallow the Empire built upon it. For even though they are swept up in the colonies of the New World, the major powers of Europe none-the-less continue to gather strength in the Mediterranean, for the Renaissance becomes an invitation to new ways which many peoples eagerly flock to—more trade goes through European ports and more cultures adopt Christianity. Eventually the Ottoman Turkish Empire that was once so mighty begins to fall, not in battle, but politically. The Empire retains control of the eastern and southern Mediterranean, while Europe, forming the northern and western half, returns to its own, not by war, but perhaps by the teachings of its Messiah, indeed through more peaceful means. In the end, the Empire that had grown fat on war is simply thinned with the loss of so much blood and plunder, indeed treasures now to be found in another, newer world . . .

The Dawn of a New World: This era ends one age of piracy even while another is beginning. For by the end of the 16th Century, a stalemate is undeniably and perhaps permanently locked between the Christians and Muslims, or rather between Catholic Spain and the Ottoman Empire. In about the middle of the 17th Century, the Barbary Coast is solidified as part of the Empire and its security as such is never challenged. The once blood-stained waters of the Mediterranean are now found to offer little for the pirate corsairs who ultimately have defeated themselves, indeed by strengthening the military of nations and religions and leaving themselves with great fleets to fight, even for the most meager of plunder. Pirates of all races and religions begin to venture beyond boundaries of the ancient world, flocking to the newer, uncharted and thus safer waters of the Caribbean and other seas, where it is said that the waves shine golden as the sun rises over a new age of piracy, and indeed sets red with the rich blood that is to be spilled from those fools and heathens keeping gold in amounts unheard of . . .

CHAPTER TWO



THE TIDES OF FOUR THOUSAND YEARS HAVE WASHED BLOOD AND GOLD UPON THESE SHORES



PIRATES IN THE MEDITERRANEAN: The pirates of the Mediterranean are a bloodthirsty bunch of religious zealots, crusaders and criminals working for king and sultan alike. They change with the ages, and yet stay the same as well. For as the world makes pirates of different sorts, with different pasts and purpose, it yet makes pirates none-the-less. All Player Characters are pirates, but, just what sort of pirates are they?

British pirates: The British are seldom seen in the Mediterranean, at least compared to others. Most of the Crusaders that began the Holy War came from Britain, though the Crusades are over now, and these people have business back in their homeland, far away from the troubles of these ancient seas. The few British adventurers who go on as pirates are bold and unique individuals.

In the 1470s British adventurers are in search of an escape from the oppression of the Dark Ages, daring the unknown of the expanding world and even Holy War of the ancient one to find it. In this age, British Madmen gain 1 Skill Point.

In the 1500s British adventurers begin to help the wars of the Mediterranean in a noticeable way, lending the long tried and tested nautical ideas of their island-empire to the ancient world. British Sailors in this age gain +1 to Wits Score.

In the 1530s British Priests are called upon more than ever, to aid the populace against the rising threat of the Ottoman Turkish Empire. Such Characters, whether by favors from others or divine intervention itself, gain +1 to Luck Score.

In the 1560s British Sea Hawks are set out across the globe to strengthen their country's power and wealth, especially against the rising threat in their own backyard. Characters of such duty are well financed, starting out with 300-3600 gold.

In the 1590s British adventurers are beginning to seek life elsewhere in the wide world, yet ever with caution and care, survival the most important thing of all to them. British Rogues in this age gain +1 to their Intuition Score.

In the 1620s British pirates are all but unheard of in the Mediterranean, most of them having left the old world for the New. Yet in this age British Sailors still know how to make a good, dishonest living, gaining +1 to Wits Score.

Dutch pirates: In a sea where cultures clash and mix as much as the waves themselves, one would expect the trade-savvy Dutch to be well established in every port, though this is not the case. With their homeland so far north, few Dutchmen venture to or through the Mediterranean, and they leave no lasting impression. Yet as the tides of time ebb and flow, they wash more and more Dutchmen up onto the shores of the ancient world, as Holland comes to discover and take advantage of the rising trade of piracy, the path clearly marked by the bloody flotsam left in the wake of Holy War.

From the 1470s to the 1560s very few are the Dutchmen who sail far from their homeland, and thusly the few setting forth from Holland know much about that world at all, reflected by a loss of -1 to all Dutch Characters' Luck Score.

In the 1590s Dutch sailors begin to take advantage of being unnoticed by both sides of all the holy wars, smuggling goods back and forth for their great profit. Dutch Sailors in this age gain +1 to Wits Score or 3 Skill Points (Player's choice).

In the 1620s Dutch merchants stray from their ships and businesses to join in the real profiteering that they have long missed out on. All Dutch Characters in this age rely greatly on luck, and usually have it, gaining +1 to Luck Score.

French pirates: Ever in the shadow of others in this age, the French are caught in the middle of the Holy War and their own affairs. Sometimes they support Spain, while other times they can only support themselves. The Crusades left France in a fragile state, and so those Frenchmen that return to the ancient world tend to be either very dedicated to their faith, or very desperate to find a better life, even if it is one of piracy.

In the 1470s French adventurers are in search of an escape from the oppression of the Dark Ages, daring the unknown of the expanding world and even Holy War of the ancient one to find it. In this age, French Madmen gain 2 Skill Points.

In the 1500s French pirates were mostly those lucky few who managed to escape the oppression of their homeland. Such Rogues had to be either crafty or blessed (or both), as represented by their gain of +1 to Wits or Luck (Player's choice).

HISTORY AND HOLY WAR



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CHAPTER TWO



THE TIDES OF FOUR THOUSAND YEARS HAVE WASHED BLOOD AND GOLD UPON THESE SHORES



In the 1530s the earliest Musketeers began to make their presence felt on individual quests in the ancient world, guarding Royals or their messages. Such Characters must be well trained, gaining 3 Skill Points to use on Suggested Skills.

In the 1560s French corsairs are rather vicious and unforgiving of all of their enemies, making such men short-lived, and few and far between, yet dangerous when encountered. French Scourges in this age gain +1 to Endurance Score.

In the 1590s French adventurers are reduced to cutthroats and scoundrels, no longer with solid power in the ancient world, many of them seeking the New World to begin the Buccaneers. Yet those Rogues of the ancient world gain 2 Skill Points.

In the 1620s French Huguenots are setting sail of the Caribbean, though the brave few that turn to the failing wars in the Mediterranean must have good reason to do so. Such Characters gain 1 Ability Point to place where they will.

Spanish pirates: At the forefront of the Holy War in the Mediterranean is Catholic Spain. One of the strongest powers in the world at this time, the Spanish are ever seeking to expand their Empire, whether it has the blessing of the Pope or not. As bloodthirsty as they are greedy, those Spaniards who raid the ancient seas are strong, bold and clever individuals—they have to be.

In the 1470s the Spanish crown was in the early stages of acquiring power for the centuries to come, and secret deals with seamen and priests were commonplace. Spanish Priests in this age will gain 1 Skill Point and 10-120 gold.

In the 1500s saw the discovery of the New World with Spain in the best position to seize it, and it did, through the use of long prepared sailors and holy men. Spanish Sailors in this age will gain +1 to one Ability Score (Player's choice).

In the 1530s the Spanish crown begins the Coasta Guarda (officially). Any such Characters are highly decorated and recognized, gaining both +1 to one Ability Score (of the Player's choice) and 20 times that Score in points for Table 77.

In the 1560s Catholic Spain sees its own as heroes so long as they spill the blood of the Muslims—in this age all Spanish Characters gain 1

Skill Point, or 3 Skill Points instead if their initial Skill Points were 5 or less.

In the 1590s Catholic Spain is beginning to lose its Empire, and in fear begins to see its own as villains so long as they do not spill the blood of their enemies—in this age Coasta Guarda Characters will gain 3 Skill Points.

In the 1620s Catholic Spain is losing power fast, like a sinking ship, and most of its once loyal captains are bailing—in this age, one must be wary of the Spanish to survive their wrath, and as such all Spanish Characters gain 2 Skill Points.

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 a few unique choices of rules.

Terminology: The era of piracy in the ancient world of the Mediterranean serves as the genesis for all the titles, technologies and terms that give the classic pirate eras their identity. When playing in this setting, 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 ancient names of core statistics with their ancient equivalent.

Captain in the Mediterranean is often instead named 'Rais', with that person's name preceding it, such as 'James Rais'. A Rais can be considered so high of importance or prominent in the culture that he may be considered equal to the constables or highest officials of towns.

Quartermaster is not a term yet invented, and the equivalent of this station is that of the 'Aga', or the 'Kayia' (the equivalent of lieutenant).

Philip is a standard form of money in the lands under Ottoman rule, the equivalent of any of the gold coins of Europe, be they pieces of eight, doubloons or deniers, and substituted thus in the rules with equal value.

Longsword is the statistical equivalent of the 'saber', the weapon of choice for most European pirates, though normal longswords exist too.

Cutlass is the statistical equivalent of the 'scimitar', the weapon of choice for most Arabic pirates, though normal cutlasses exist too.

HISTORY AND HOLY WAR



THE TIDES OF FOUR THOUSAND YEARS HAVE WASHED BLOOD AND GOLD UPON THESE SHORES



Spanish plate is still the most common form of armor, but the medieval equivalents of chain and plate mail from France and other European nations still exist and function equally well.

Corsairs: A pirate in the Mediterranean sea can oftentimes be referred to as ‘corsair’ instead, a title that behooves some and simply confuses others. This name that begins to take hold around the middle of the 16th Century and eventually comes to divide Christian and Muslim raiders—Christians call themselves ‘pirates’ while Muslims are called ‘corsairs’, mostly to distance one’s raiding in the minds of the general populace from that of the enemy religion. If this is employed, it will serve to strengthen the division between Christian pirates and Muslim pirates in the eyes of the law in each empire, granting their respective allies and enemies +1 or -1 to all of their rolls made on Tables 134, 135 and 136 accordingly.

Slaves: The Mediterranean is a labyrinth in itself, of reefs and shallows and deep waters and strong currents. Ships specific to this sea (including the argo, the galliot and the galley) rely more on oars than sails. In the hands of Muslim and Spanish commanders, the oars are fueled by galley-slaves. As a result, there are far more slaves to be rescued or captured as treasure. At the option of the Players (majority vote if necessary), whenever an argo, galliot or galley is captured, certain rolls for ‘ships’ on Table 81 may result in finding 1-12 slaves (all Level 1) instead. This is done on an individual, ship-by-ship basis. If done however, all rolls of ‘1’, ‘2’ and ‘12’ result in the acquisition of slaves rather than nothing or special treasures.

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 in this setting, at least until the last age of this era (of 1620-1650).

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.

Towns by time period: In Chapter 7, each settlement is given a time range within which it exists. The Game Captain may opt to remove a settlement from the Mediterranean map if the game is played outside the settlement’s time range.

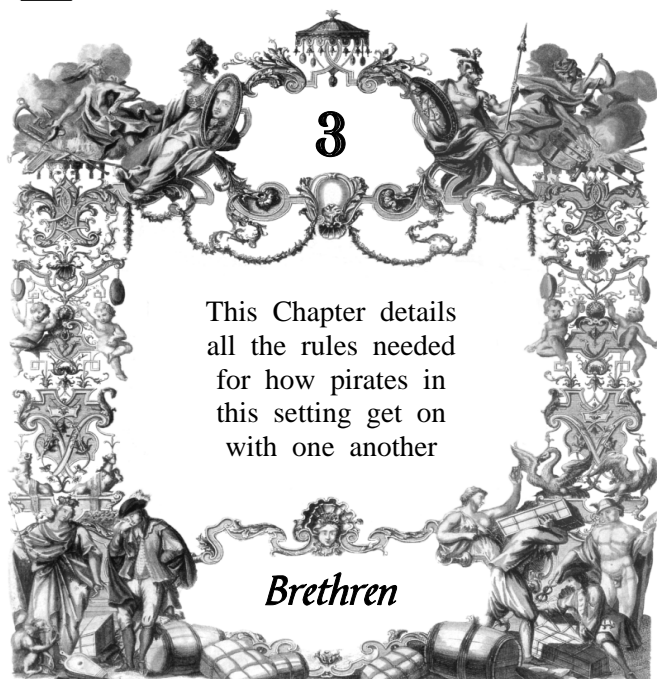
Ships in time: The ships found in the Captain’s Book are a collection of all the designs of ships that came and went throughout the heyday of the pirates. However, as that era spans almost two centuries, some designs came and went before others. For the sake of greater realism, the Game Captain may impose the modifiers from Table 121 to any ship’s Availability Check.

Table 121: Ships By Time Period

Ship	1470+	1530+	1560+	1620+
Argos	+4	+1	-1	-5
Barque	-5	-3	-1	+2
Brigantine	-8	-6	-2	+1
Dutch fluyt	-10	-10	-8	-3
Frigate	-7	-6	-2	+0
Galliot	+1	+5	+3	-1
Galleon	+3	+4	+6	+1
Galley	+2	+5	+1	-3
Man-o-war	-5	-4	-2	+0
Mariner	-1	+0	+0	+1
Merchantman	-3	-1	+0	+1
Naval sloop	-10	-10	-7	+0
Navy snow	+2	+1	+1	+0
Schooner	+4	+3	+3	+1
Sloop	-10	-10	-7	-3

CHAPTER THREE

EMPIRES CAN RISE AND FALL BUT THE TREASURE THAT THEY GATHER CAN LAST FOREVER



CHARACTER CREATION: The rules provided in the Player's Book cover pirates the world over, but for those exclusive to the Mediterranean, there are a few options for Character creation. The following rules a Player may employ when generating a Character who begins his career in the ancient world. And even if he travels to other waters thereafter, that is fine.

Nationality: The Mediterranean and its lands are full of old cultures which clash constantly, each one vying for supremacy. Given their prominence throughout the basin of the ancient seas and their being more apt to dealing with this world, such peoples gain advantages that other Europeans do not. If a Player wishes to make a Character whose roots are in the Mediterranean, while being limited to the Character Classes of Buccaneer, Madman, Rogue, Priest, Sailor and Swashbuckler, he will gain benefits of another sort.

Greeks are amongst the oldest of peoples in the ever reconquered Mediterranean world, their history reaching back to the greatest and wisest of civilizations. Such Characters require 1 Creation Points to select for one's Nationality. However, they gain +1 to Wits and 3 bonus Skill Points.

Italians are born in the heart of the Holy Roman Empire. Such Characters require 2 Creation Point to select for one's Nationality. However, they always return to the Catholic faith without any sacrifice (as described later in this Chapter).

Maltese are people from the island of Malta, whose legacy is one of pride, their ancestors being driven out of their lands only to given the island of their name by the Holy Roman Emperor, and forever after acting as Christian corsairs raiding the shipping of the Muslims. Such Characters require 1 Creation Point to select for one's Nationality. However, these legendary warriors descended from Knights gain +1 to their Prime Requisite Score and have all weapons as Suggested Skills.

Moors are the dark skinned followers of Islam. Such Characters require 3 Creation Points to select for one's Nationality. However, they gain +1 to both their Endurance and Girth Scores.

Turks are people from the East who ventured to these shores in the 11th Century, solidifying their presence in the wars against the Byzantine Empire. Such Characters require 4 Creation Points to select for one's Nationality. However, they gain +1 to their Defense Score, and can always return to the Islamic faith without any penalty (as described later in this Chapter).

History: With so much religious strife to emperil the ancient waters of the Mediterranean, one must ask why pirates would still sail there, being damned on both sides of the Holy War. Indeed, even gold isn't enough for most men to risk the unspeakable torture and death that awaits them should they make even one mistake. Truth be told, gold isn't the only thing that can motivate a pirate, nor even revenge or religion.

At the Player's option, he may elect to roll once on the following chart to add an element to his Character's past that would motivate him to raid and plunder the Mediterranean. Each Character is allowed one roll, and must live with the results, for good or ill.

Should a Player wish to roll more than once, he may, at the progressive cost of 2 Creation Points. Hence, his second roll costs 2, his third 4 more, his fourth 6 more, and so on.

THE PIRATE WORLD



EMPIRES CAN RISE AND FALL BUT THE TREASURE THAT THEY GATHER CAN LAST FOREVER



Table 122: Individual History

Roll	The Character's past includes ...
12	Blessed
10-11	Religious upbringing
9	Ancestry of piracy
7-8	Religious visions
5-6	Betrayal by a specific government
4	Betrayal by a specific religion
2-3	Betrayal by pirates
1	Crippled

Ancestry of piracy is one that can go back but a single generation or all the way to ancient times. In any event, the Player Character has piracy in his blood, and continues the family legacy, whether out of a sense of obligation, honor, or just simply knowing that trade better than any other. Whatever one's motive may be, he is good at piracy none-the-less, gaining 3 Skill Points.

Betrayal is usually by other pirates but can just as easily be from any government or religion. In any event, the Character is in search of those whom betrayed him, and they are most likely in the Mediterranean ... somewhere. The Player must state whom betrayed him, and leave it to the

Game Captain to work that element into a future adventure. When the Player Character finally gets his revenge, he will gain bonus Experience Points in the sum of 100 to 1000, depending on the difficulty of achieving this end. For example, to kill some lowly sailor would merit but 100 Points, while the sultan himself would be the full 1000. But in the meanwhile, that individual will nurse deep wounds in his heart, suffering a loss of total Ability Points to equal the Creation Points he spent for this particular roll (if any), Ability Points that will be restored when his revenge is complete.

Blessed people are those rare few whom the heavens seem to shine upon, hardly ever suffering any misfortune, and so venture into danger fully confident that they will come through unscathed and victorious. If this is the case for the Player Character, he will gain +1 to his Luck Score and +1 to all rolls on either Table 128 or Table 129, depending on which religion he practices (if any).

Crippled people are not uncommon, especially amongst pirates, being maimed either in battle or in prison, or perhaps even in birth. In any event, the Player Character must lose either an arm, leg or eye, and suffer the normal penalties thereby.

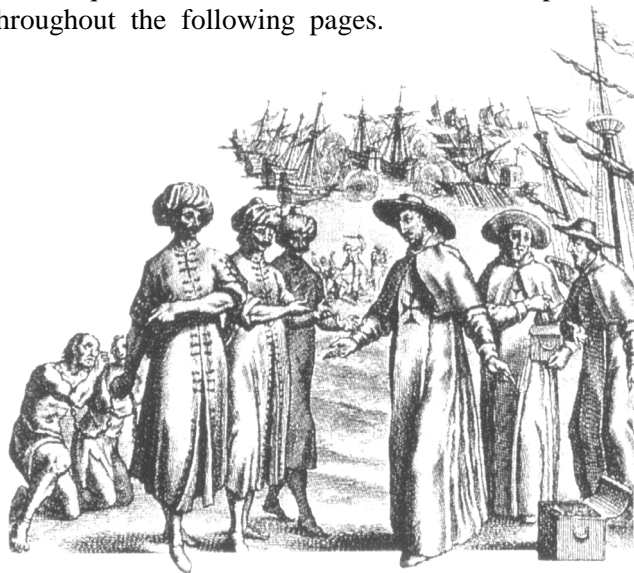
Religious upbringing is the way of higher society, and so religious zeal and interest in the Holy War begins when many powerful people are young. If this is the case for the Player Character, he will gain 2 Levels worth of Religion Skill in the faith he is raised in.

Religious visions have throughout history taken people from all levels of society and thrust them into the center of the world's stage, seeking one end or another. In this case, the Player must decide what the voices, angels or spirits have told him to do, and then leave it to the Game Captain to work that element into a future adventure. When the Player Character finally achieves his end, he will gain bonus Experience Points in the sum of 100 to 1000, depending on the difficulty of the task set for him. For example, conquering a small town in the name of one's god would merit 300 or maybe 400, while finding a holy relic might be in the region of 700 or 800. But for all his life, that individual will be obsessed with his religion, unable to change his faith or even pretend to do so at any time for any reason.

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EMPIRES CAN RISE AND FALL BUT THE TREASURE THAT THEY GATHER CAN LAST FOREVER

RELIGION: In the ancient world more than any other part of the globe is religion of the utmost important to pirates. There are several questions that will arise and demand answers, perhaps even before one first sets out into these war-torn waters. Those questions and their answers are provided throughout the following pages.



An overview of Holy War: The whole of piracy in the Mediterranean is based on centuries of Holy War, more specifically Catholic Spain versus the Muslim Empire of the East.

It had its beginnings in the 11th Century, when the lands of Spain were once peacefully shared by Christians and Muslims alike, as well as Jews, and then became ‘recaptured’ by the Christians, driving out all other religions. This escalated into the Crusades less than a century later, when the Byzantine Empire—which lay between Europe and Asia—asked the Catholic Pope for aid against the Turks. Europeans in need of greater land were all too eager to accept, and the Holy War was begun with countless Christians venturing to the Muslim-occupied Holy Land, determined to reclaim it (much as they did Spain) in the name of God.

Crusading spirit swept across the lands of Europe, and those who joined the War were fully supported by their respective governments. Of course, as with all war, some grew rich on the treasures ‘recaptured’ from the ‘heathens’ while the general populace that supported their soldiers was thrown into a state of economic chaos. Whatever

may have truly been the motive for the Crusaders, the Muslims that they attacked responded in like manner, and in the end could lay claim to a greater Empire than they previously had.

And so the struggle remains as fierce as ever, as the two major religions engage in a tug-of-war for control of the Mediterranean, with the desperate hands of pirates always gripping the bloody rope. And while pirates put their faith primarily in gold and other treasure, what religion they practice will oftentimes become critically important, to their own good or misfortune.

Choosing a religion: Very few pirates can escape or even avoid the question of what religion they practice. And so, being pirates, they will often change their faith according to who offers them the better deal. Indeed, whenever one adopts a new religion, there are certain benefits and detriments to that choice, which will always apply to him, at least in this part of the world. The benefits include a bonus according to one’s Character Class, as displayed on Table 123.

Catholicism is the dominant religion of the Holy Roman Empire, whose greatest power is that of Spain. Those who follow this faith are called ‘Catholics’. Pirates who follow this religion will gain a bonus to all rolls on Table 129, though to adopt this religion one must sacrifice either 1 Ability Point or revert his Experience Point total down to the minimum for his current Level (Game Captain’s choice).

Islam is the dominant religion of the Ottoman Turkish Empire. Those who follow this faith are called ‘Muslims’. Pirates who follow this religion will gain a bonus to all rolls on Table 128, though to adopt this religion one must sacrifice either his highest Skill Level by -1 or all bonus statistics that he gains from his next Experience Level (Player’s choice).

Judaism is arguably the oldest religion of the East, originating with the Hebrews. Those who follow this faith are called ‘Jews’ (a female is called a ‘Jewess’). Pirates who follow this religion will gain a bonus to all rolls on both Tables 128 and 129, though to adopt this religion one must claim Jewish heritage by his mother, but must prove it by the ultimate sacrifice—for men...

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Table 123: Rewards Of Faith

Class	Table 128	Table 129
Buccaneer	+1	+2
Coasta Guarda	+0	+3
Gentleman	+0	+1
Huguenot	+2	+1
Madman	+0	+0
Musketeer	+0	+1
Priest	+3	+3
Rogue	+3	+1
Sailor	+2	+1
Scourge	+0	+0
Sea Hawk	+1	+3
Swashbuckler	+2	+2

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

Arabic: Though there are realistically hundreds of different Arabic languages, they are similar enough that 'Arabic' is a language unto itself. This is the common speech of lands in the eastern end of the Mediterranean, especially that of Muslims and the territories of the Ottoman Turkish Empire. Those who speak Arabic seldom speak little else, feeling that their way of life (and religion) is destined to be the way of the entire world one day.

Hebrew: One of the oldest languages in the known world, this language comes out of the depths of the Bible and religion itself. This is the traditional way of speaking used by Jews. Most of their men speak it, though not all, and few others know it save for the better merchants whom gain the trust of their Jewish customers.

Latin: The language of the ancient world, indeed that of Greece and Italy, home to the civilizations of legend, such speech now survives in every corner of the Mediterranean. Given its long place in history and deep roots in religion, it is the official language of Catholicism. Indeed, Bibles are all written in Latin, and by official doctrine, in no other. Thusly, those that can read this language have an advantage in the cities and ports of the Roman Catholic Empire and its allies.



Vocabulary: The Mediterranean is a world where languages mix and marry as much as the people who speak them. Some of the more oft-used words and expressions of pirates in this era of the ancient seas are provided below (in English), helping one both to better understand the prepared narrative of Adventures, and to role-play with greater depth in his turn. Note that all terms commonly used in game play are not described here, as their normal context already explains them well enough. It is fitting perhaps that the slang of pirates began in the Mediterranean, cradle of the ancient world where all formal languages that come to dictate the pirate world also began.

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Aga is the title given to the equivalent of a 'quartermaster' of the ancient world, the second-in-command aboard a pirate vessel whose duties include disciplining the crew, dividing plunder and settling any and all disputes that arise.

Barleybey is the title given to an exalted ruler of a town in the Ottoman Empire, indeed a 'Bey' whose reputation and responsibilities have grown to extend beyond the boundaries of the settlement that he officially rules.

Basha is a Turkish title that denotes honor but no official power or responsibility, usually given to officials and nobles out of respect and as a means to refer to them socially.

Bey is the title given to the official ruler of a town in the Ottoman Empire, much like the Governor of a European Colony.

Corsair is the name of a pirate in the ancient world, and is still in use, mostly by Muslims, who use the term to separate themselves in the minds and hearts of the faithful from the unwashed dogs of European sea robbers.

Djellaba are long, loose and often hooded clothes designed for enduring the heat and sandy winds of the desert, worn usually by Muslims and by the people of Morocco.

Eunuch is the name and oftentimes the official title of a castrated male who oversees the affairs of a harem.

Harem can refer to either a group of women in the Ottoman Empire that serve a single male as pleasure-slaves, or to the house where they live, though either way they can be visited only by the one whom they serve, or his servants.

Infidel is the name given by Muslims to any who do not follow the Prophet Mohammed, indeed the faith of Islam, and who are thus less than human, no better than animals, to be sold, enslaved or butchered at will.

Insh' Allah! is Arabic for "If God will," a common oath of defiance by Muslims when they are being defeated or are venturing into danger.

Kayia is the title given to the equivalent of a 'lieutenant' aboard ships in the ancient world, but especially aboard those Muslim command.

Koran is the name of the holy book of the Muslim faith, composed of sacred writings accepted

by Muslims as revelations made to Muhammad by Allah through the angel Gabriel.

Minaret is the name given to a tall, slender tower that rises from a temple or 'mosque' in Muslim cities, which has one or more balconies, from which the faithful are called to mass prayer.

Mosque is the name given to a temple or other place of public worship by Muslims.

Peiran in Greek means "to attack", a term that gave rise to the very name 'pirate' throughout the world, and so do Greeks often name all pirates in such a manner.

Philip is the standard unit of wealth in all cities and lands of the Ottoman Empire and Arab lands beyond, the equivalent of European gold coin such as pieces of eight.

Potentate is the title given to the supreme ruler of a single city, state or land, though in the ancient world of piracy, it is used chiefly to refer to whomever rules a settlement only.

Rais is the title of a captain or commander of a ship in the ancient world, and given that naval power is the backbone of civilization, such titles are held in high esteem.

Saber is a common name for longswords of the ancient world.

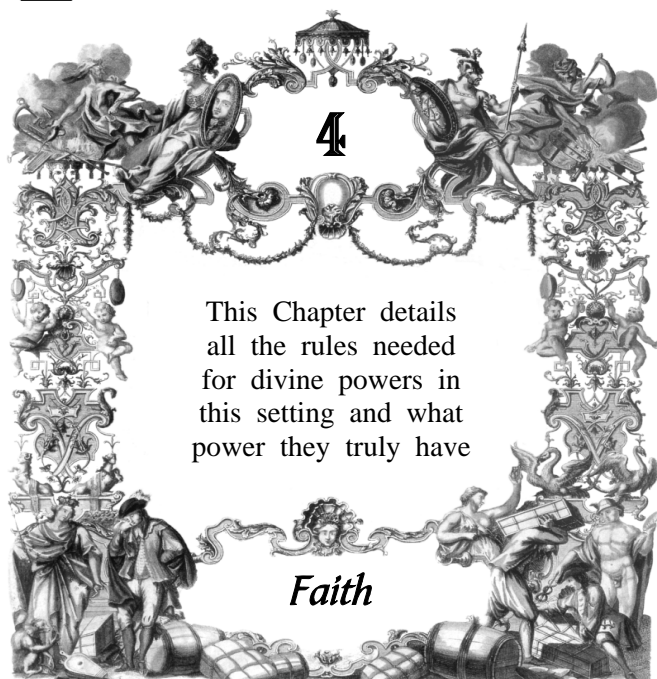
Scimitar is a common name for curved swords of the ancient world.

Sok is a fairly loose term in Arab settlements, mostly ones under the rule of the Ottoman Empire, that normally refers to an area where slaves are held in prison to be sold soon at auction, though the name can also refer to the slave-master or owner of the prison, preceding him like a formal title, such as Sok-el-Abeed.

True-Believer is the name given by Muslims to any who already follow or convert to the faith of Islam and thus the teachings of the Prophet Mohammed.

CHAPTER FOUR

RELIGION CAN BE A PATH TO PEACE OR TO THE RICHES THAT ARE THE REWARDS OF WAR



A SACRED WORLD: The Mediterranean tells many an old tale, ancient tales, for it is the oldest of worlds, and the empires that ever do battle with one another remain built upon the foundations of the past, a past which sometimes brings these empires and their pirates crashing down.

Superstitions: Religions of the past, once truth, fade to superstition in the shadow of newer faiths. Yet many men, especially seamen, do not discount the echoes of the past that others dismiss and folklore or outright heresy. Indeed, one would be wise to heed the superstitious beliefs of others, for they are the faint memory of powers that may merely be asleep. Table 124 displays the chance in 12 that any listed occurrence is an omen of ill fortune yet to befall the Character. This roll is made by the Player himself, and is not counted for NPCs.

Table 124: Evil Omens

Strange occurrence	Chance
Rolling a dice off the game table	1
Breaking a mirror	2
Naming a ship the same name twice	4
Encountering a dead calm at sea	5
Speaking the name of the dead	6
Killing Player Characters	8

If one is indeed doomed to misfortune, he will indeed suffer until he chooses to ward off his ill fate in ways that superstition alone has taught him. What one must do is determined at random on Table 125. One will not know what he must do, and until that particular act is carried out the Character will suffer, as described in the individual descriptions for each misfortune. However, once the Character has carried out the counter of any ill fate, he will receive a bonus of +1 to his Luck Score until his next Experience Level (if one has reached 10th Level already, he gains a permanent increase to his Luck Score).

Table 125: Superstitious Wardings

Roll	Superstitious protection
11-12	Knock on wood
10	Sing a song of the sea
9	Toss a pinch of salt over left shoulder
8	Keep a vow of silence for 1-12 days
7	Spend 7 consecutive days in church
6	Shave head bald
5	Give 10-120 gold coins to the sea
4	Cut off a finger (or a thumb)
3	Have tongue cut out
1-2	Take the life of another Player Character

Using time-honored tricks to ward off any ill omen or misfortune can be done at any time, the sooner the better, usually, unless what one must do extracts a price—any stated price will be a loss beyond salvation for what Table 125 describes, the consequences continuing forever until that price is marked off one's Character Sheet...

Rolling a dice off the game table can mean any number of things that the Character himself has experienced, in any event indicating that the pirate is losing either his mind, his 'edge', or his good fortune, and until countered by Table 125, he will not gain any Experience Points.

Breaking a mirror may not bring seven years of bad luck, but it will bring doubt, despair and fear to the one who broke it, for as ancient myth beholds, his spirit will be broken and take seven years indeed to be made whole again, this belief so pervasive as to penalize all his Ability Checks by -1 until he either wards off the fear through a superstitious practice from Table 125, or believes

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his spirit made whole again by achieving his next Experience Level, or, if indeed he is so incapable of finding out how to ward off his misfortune that seven years pass in the game, the sheer passing of that time will work in its own way (whether his spirit is mended or he just comes to his senses).

Naming a ship the same name twice is to confuse the spirit of any vessel which, in this day and age, is just as alive and ever-present as angels themselves, and so shall such chaos penalize that ship's rolls on Table 40 by -2, with any total of '0' or less resulting in damage rolled on Table 42, as the ship rots, wears away, men die of disease or curses or insanity by killing each other, etc.

Encountering a dead calm at sea can mean many things, and each sailor will interpret them in their way, according to their own past experiences and faith, however, unless the captain of the vessel caught in the 'calm storm' wards off this omen by some practice of Table 125, the ship, as a result of its superstitious crew, will suffer a penalty to all its rolls on Table 40 by -3, with any total of '0' or less costing the crew 1-12 Morale.



Speaking the name of the dead means to utter aloud the name of any person that the speaker knew in life, the name alone and not joined by any other words, an act that can sometimes be to the speaker's benefit but is usually his misfortune, for it can invite the spirit of the named person, and if this indeed occurs and the spirit is not warded off by some means from Table 125, that individual must make a Luck Check, with success indicating he gains knowledge from the spirit in the form of the Experience Points for the Check, but with failure indicating that the spirit hurt him (Base Damage 1) so as to effect a Critical Hit.

Killing Player Characters not only depletes one's crew, but it upsets the game for everyone, and perhaps that's way pirates are so cautious about performing such a vile deed, sensing the statistics of their sin—anytime a Player Character kills another PC for any reason, until he placates the nameless spirits that took ill of it, he must endure a cumulative penalty of -1 to the next Check made with his Prime Requisite, and if this penalty exceeds that specific Ability Score, it carries over to one's next such Prime Requisite Check, on and on forever, and should such a failed Check result in his death, the penalty will carry over to the first person who robs his body.

The end of the world: Even though Columbus will eventually 'prove' the world is round, most sailors will not venture beyond the Pillars of Hercules (the Rock of Gibraltar). Men are still mortal after all, and ancient superstitions don't die easily, especially at sea. However, those superstitions can return easily and darker than ever—if ever a captain sails (or marches) outside the Mediterranean on any course other than one bound for Europe, the crew's Morale will decrease by 2-24.

Women and the sea: Since the earliest years of seafaring it has been known that women are bad luck aboard a ship. Bringing females aboard a ship immediately lowers a crew's Morale by -3, and by the same token, removing a woman from a ship and so making the vessel safe again will raise a crew's Morale by +2. Furthermore, whenever women are aboard, the maximum Morale a crew can have is 20.

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RELIGION CAN BE A PATH TO PEACE OR TO THE RICHES THAT ARE THE REWARDS OF WAR



curses: Dead men tell no tales. And dead are sure to be any who defy the power of curses. Curses are rare, but they are greatly feared, for they are devastating to the pirate who does not heed their warnings. Curses can come into the game for any number of reasons, at least not one that can be confined by specific rules in this book. Usually created by such story conventions as the bitter words of a dying man, the ominous warnings of a native people concerning sacred ground, or even set in place as the justice of the Sea Fates themselves, curses take hold only when the Game Captain sees fit in the grander design of an Adventure. However, the rest of the time, whispers and superstitions about curses are indeed only that, superstitions, ominous but not something that will truly take shape.

Creating a curse: Game captains should be very hesitant to put a curse into a game, as curses are rare and powerful. Curses should be stronger and/or more likely in locations where great many deaths have occurred, or upon treasure over which much blood has been spilled, or in places sacred to the faith of the current empire or the natives of that land, for curses are safeguards against those who would defile what is at rest.

When designing a curse to guard some significant element of your adventure, the first thing to do is decide how well you want the place or treasure to be protected, indeed just how severe should be the consequences for anyone who violates it. All else should be based upon this, including how much people dread and thus talk about the curse, how blatant should be the warnings in the area's boxed description, etc.

In the Mediterranean, each and every curse has a 'Magnitude' ranging from 1-6, with 1 being nothing but bad luck for he who violates it, to a 6 causing one illness and perhaps even death. Decide the curse's Magnitude, and then proceed.

Applying a curse: A curse should be easy to activate. Most curses involve nothing more than simply touching or so much as looking at the cursed place to be initiated. However, curses may be less risky, perhaps limited to touching a certain treasure amongst all the rest, or physically

removing the treasure from a sacred temple. But whatever the case may be, curses should effect all Characters just as easily as any others.

Once a curse has been applied, the effects should be at the least ominous, but preferably sudden and unavoidable. Table 126 gives suggested effects for curses, depending on their Magnitude.

Table 126: POWER OF CURSES

Magnitude	Violators suffering
1	Sharks swarming waters around ship
2	-1 to all rolls for a few days
3	Foul weather most days of sailing
4	Most of ship's food supplies spoil
5	Sudden earthquake around site
6	Freak storm destroys their ship

Words versus statistics: As the Game Captain, you must never let the Players know what the exact statistics of a curse are. Curses should be left mysterious at best. Of course, Players may deduce the exact effects through time and intuition, but none-the-less, the numbers should not be confirmed. Always apply the curse's effects with carefully selected words and ominous overtones.

Removing a curse: When designing your curse, be sure to include 'Duties' that one must fulfill in order to lift it. Most curses should have such escapes, at least those curses of Magnitude 4 or less. Duties can be just as variable as the curse itself, but should be relatively simple to accomplish and simple to figure out. For example, desecrating an altar in a capital city may bring vengeful spirits down upon the ship each night, but if one thinks about it, returning to the altar and paying penance would placate them and thus take away the curse (though what the officials in charge of that city may do to the returning sinners is another matter). Or perhaps someone is cursed with never being able to bear children by his god's will. Changing one's religion would solve that problem (though it might invite new difficulties, as changing religion almost always does).

Provided on Table 127 are sample Duties one must do to free himself from a curse. If you like, you may roll for these, penalizing the roll by -1 for every Magnitude of the curse.

THE SACRED WORLD



RELIGION CAN BE A PATH TO PEACE OR TO THE RICHES THAT ARE THE REWARDS OF WAR

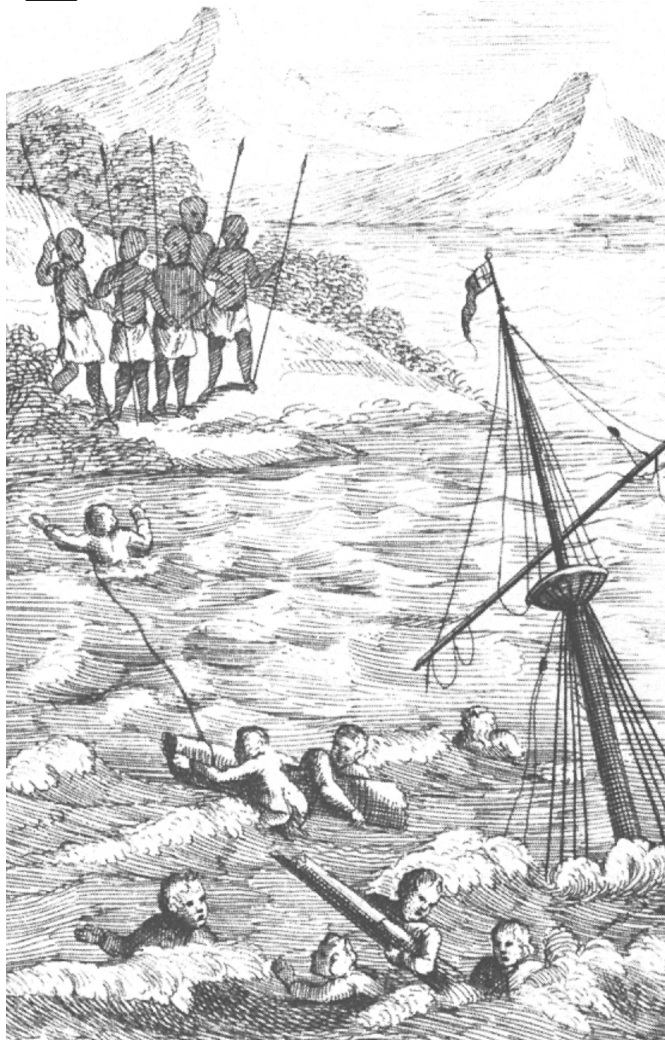


Table 127: Removing Curses

Roll	Duty to remove curse
10-12	Have ship blessed by a priest
7-9	Return treasure to its rightful place
5-6	Bare a child to purify himself
4	Sacrifice someone
3	Cut off a limb
2	Sink own flagship with all goods aboard
1	Must kill the most evil Player Character

Ultimately however, the exact way to lift the curse (if indeed it is even possible) is up to the Game Captain's creativity. This should not necessarily be cruel or cunning creativity, but that which makes the Characters truly earn the treasure and prove their desire to keep it.

FAITH: There are strong and powerful spirits who listen to prayers in the Mediterranean, and very powerful people who gain even greater strength thereby. Such people may be granted miracles by their god, but while these blessings are all of different faiths, they all work the same statistically.

Prayer Check: For one's prayer to be answered, the Game Captain needs to roll a single dice. If the result is equal to or greater than the 'Prayer Check' provided on Table 128 or 129 the prayer has indeed been answered! If not, whomever was the would-be faithful Character to receive a miracle cannot pray for any miracle again until he achieves his next Experience Level.

Saving throws: If the divine intervene to the misfortune of someone else, he may make a roll to counter it with his own faith. This is a roll of a single dice, requiring equal to or above the 'Save' on Table 128 or 129 to be successful. This Check is only made once, when and where the Player desires, and is modified by several factors.

Being married will be seen as not only a strength by one's deity, but also give one greater faith in himself and his purpose in this world, granting him +1 to his Save Checks against all prayers with ill intent set against him.

Being blessed or baptized according to one's religious doctrine will help protect one's aura from the influence of others, costing a person 2 Creation Points to have such a practice carried out on him, but forever after granting him +1 to all his Save Checks against the influence of all religions.

Being on sacred ground will effect one's Save by +2 if the sacred ground matches his own faith, or by -1 if he is on the sacred ground of the faith working against him and he is not of that religion.

One's faith can sometimes be blinding, and that by choice, one can gain +2 to Save Checks against his own religion but must suffer -1 to Save Checks against the influence of all other religions.

One's sins greatly hinder one's chances of being saved from the sacrilege of others, for whatever one's Notoriety Level is, he suffers an equal penalty to Save Checks against prayers of his own faith, but only half that penalty (rounded up) against the prayers of other faiths.

CHAPTER FOUR

RELIGION CAN BE A PATH TO PEACE OR TO THE RICHES THAT ARE THE REWARDS OF WAR

Islamic faith

The lands of the Mediterranean are dominated by the followers of Islam, whose faith is the backbone strength of the Ottoman Empire. Anyone of that religion may pray for miracles from ‘Allah’, with those prayers that effect a statistical difference in the game explained below.

Table 128: Muslim Faith

Miracle	Prayer	Save
Holy fire	6	4
Bloodsword	8	10
Stay death	10	7
Firestorm	12	10
Slow death	13	4

Bloodsword: Allah has granted the Character extra strength and fury for battle. This prayer can only be answered during combat, but if it is, the fighter will gain an increase of +1 to his use of melee weapons for the duration of that battle, specifically his Attack Rolls and Base Damage with such. If one Saves against this miracle, it will negate the **entire** blow that struck him as well as break the fury of the attacker and so undo this prayer.

Firestorm: Allah has granted the Character Holy fire for an upcoming battle. This prayer will, if the faithful individual is captain, effect the next Mass Melee to include him, granting a number of fiery ‘ghost warriors’ emerging from the flames of war to help his men, equal to 10 Levels worth of men for every Experience Level of the faithful captain. If any Player Character makes his Save Check against this miracle, he will have immediately broken a number of these ghostly corsairs to equal 10 times his own Experience Level.

Holy fire: Allah has enriched any naked flame held by the hand of the faithful Character with powers of purification. This will last for but 1-12 Rounds. In that time, anyone who allows himself to be set afire by that flame will suffer greatly, with a Base Damage equaling the number of Rounds left for the fire to burn, but if he survives it, being left pure of all miracles or magic from any and all faiths, religions and practices.



Slow death: Allah has granted the Character such strength as to deny death when next the Dark One comes looking for him. If granted, this miracle will give the individual a bonus of +1 to his roll on Table 10 when next he ‘dies’. If the one who makes this killing blow against the faithful servant of Allah ‘Saves’, it will negate the bonus only, and so still call for a normal roll on Table 10.

Stay death: Allah has granted one individual the strength to live again. This prayer can be made for anyone, though if that individual is not of Muslim faith the Prayer Check suffers a penalty of -3. Yet if granted, one person of the faithful Character’s choosing will, if he is still alive, be freed from all effects to come from Table 10—he if he is alive, he is alive indeed with no future stipulations of life and death (until, of course, he is killed again).

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RELIGION CAN BE A PATH TO PEACE OR TO THE RICHES THAT ARE THE REWARDS OF WAR



Christian faith

The Mediterranean is an ancient world whose fallen temples formed the foundations of Christian Europe, the greatest region of the Roman Catholic Empire. Anyone of that religion (or any common variant of Christianity) may pray for miracles from 'Christ', with those prayers that effect a statistical difference in the game explained below.

Table 129: Christian Faith

Miracle	Prayer	Save
Bless	5	6
Courage	7	10
Purification	8	8
Convert	13	5
Turn	14	13

Bless: Christ has given the faithful one a blessing in some form or fashion, through spoken word, ritual or simply by praying and nothing else. This has no immediate statistical benefit, however it will be the defining difference should the Character's faith or divine right ever come into question, such as being able to hinder a ghostly enemy. In any event, once one has gained the benefit of the doubt in a given situation, his blessing will fade with the next sunset thereafter.

Convert: Christ has given such charisma, strength of conviction and power to one's words that he is able to cause any one individual to 'involuntarily' convert over to Catholicism (or whatever form of Christianity that the speaker practices). This change has all the normal applicable effects as if the converted person changed their religion by choice.

Courage: Christ has given the Character his favor, granting him such strength and conviction as to be able to resist torture. Indeed, the next time he is tortured, he will not divulge any information, no matter the pain, though the physical effects can still hinder or even kill him normally. To Save against this is to induce torture in the name of the courageous person's religion and thus break his faith along with his body, forcing the confession.

Purification: Christ has given the Character his love so strongly that the divine flows through him, allowing him to purify one person, animal or item of his choice. However, what can be purified is limited to what is listed on the following chart, along with the penalty any such act has on the Prayer Check itself. Once purified however, the being or object will be free of any and all prayers and spell effects of all religions and practices.

Table 130: Purification

What is being purified	Modifier
Person of Christian faith	-0
Object sacred to Christianity	-0
Person of non-Christian faith	-1
Object without Christian significance	-2
Animal	-2
Unholy object	-4

Turn: Christ has given the faithful person such conviction as to force ghosts, spirits and other magical or undead beings, indeed anything listed under 'Ghosts' or 'Legends' in Chapter 5 to return henceforth to the worlds from whence they came. The Character will, by virtue of his successful Prayer Check, have automatically hit any one such creature of his choice, delivering a Base Damage equal to all of the factors listed on the following chart that are applicable at that moment. However, if this Damage does not 'turn' the other-worldly being away, it will not affect it at all.

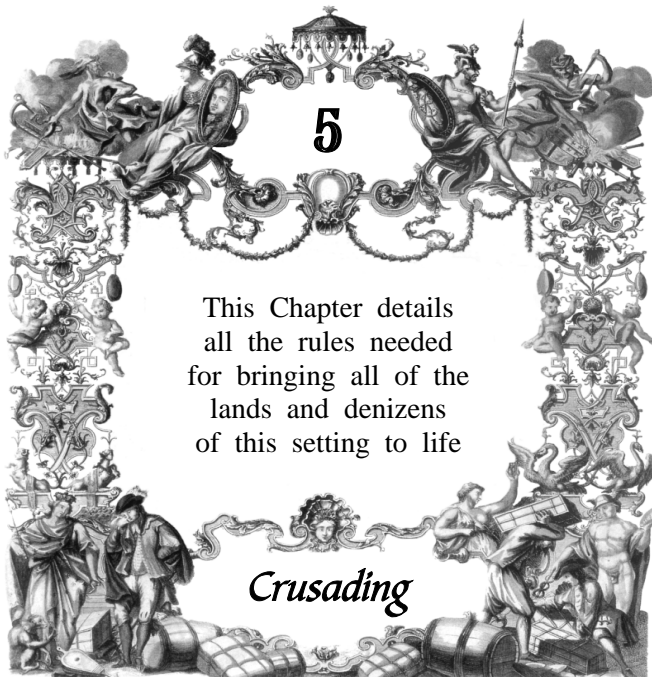
Table 131: Turning

Virtues of the faithful	Factor
Luck is his highest Ability Score	+1
Is of Spanish heritage	+1
Has religious Fanaticism Trademark	+1
Holds up a Holy symbol	+2
Has Religion Skill at least Level 3	+2
Spoke this prayer in fluent Latin	+2
Is a Priest by Character Class	+3

CHAPTER FIVE



CIVILIZATION IS BUT A FENCED IN FARM THAT GROWS FOOD AND PLUNDER FOR PIRATES



This Chapter details
all the rules needed
for bringing all of the
lands and denizens
of this setting to life

Crusading

ISLANDS: The first thing that pirates are bound to discover and explore are the islands that dot the Mediterranean. The more prominent islands of the Mediterranean are explained below.

The Balearic Islands: A collection of islands of all sizes, many Spanish ships have anchored here permanently, building ports to serve the needs of other passing Christian vessels, and so have these scattered islands essentially become one, tied together by policies, politics, and a small garrison with quick and efficient communication systems.

Corsica: A large island under the shadow of Spain and France, those who visit the towns and farm the fields here have the illusion of living within Christian Europe without having to endure much of its troubles, such as bloodline disputes, crusading conflicts of the past and the Pope's tax-collectors whom take much longer to reach these shores.

Crete: An island of ancient myths and civilizations, it is now little more than a rock rising from the sea, providing anchorage for passing ships, both Christian and Muslim alike, its few settlements scraping what livelihood they can off the rocks and illegal trade with pirates.

Cyprus: A large island in the eastern end of the Mediterranean, these shores are one of the main gathering places for the Ottoman fleet, and few who are not of the Muslim faith that trespass here live to tell of the people and their ways.

Malta: A small island best known for its 'Knights', crusaders known as the Knights Hospitalers who harassed Muslim shipping from the isle of Rhodes until forced out in 1522 only to be given Malta in 1530 by Hapsburg Emperor Charles V, they gladly block Muslim expansion into the western ends of the Mediterranean, their island serving as a base for all who share in their 'quest'.

Sardinia: One of the largest island-nations in the Mediterranean, its strength comes not from military might nor political positioning, but simple trade, indeed owing its very name to the rich fishing waters that surround it, giving rise to small ports and hamlets all around its rocky coast.

Sicily: A hard, mountainous island in the center of the Mediterranean, this is one of the most often captured, conquered and reconquered staging points for empires both east and west, indeed this rock's scant crops and dry soil offering little use to anyone as anything other than a military base.

LANDS: Sometimes pirates' adventures will lead them inland, deep into the plains and deserts and ruins of the ancient world. The better known and explored lands of the Mediterranean are described below.

Algeria: The most populated land of the Barbary Coast, the cities and ports that give shape to this desert are the havens of countless Muslim corsairs, all ruled over by the sultan who is ever waging war with the nearby coastal settlements of Europe.

Egypt: The oldest known land in the world, this is a region of mystery, ancient magic and even fear, where the current religions have dismissed old myths and yet travelers still fear to walk in the shadows of the pyramids. It is a desert where only madmen dare venture and where the wisest can find perhaps the greatest treasures of all.

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France: Rising out of the dark depths of medieval times, the green forests and hills of France are at the heart of Christendom, the land from which came many crusaders that were the genesis of the Holy War, and where many pirates come to seek safe harbor from the enemies they have made in their own quests for gold.

Greece: The center of the ancient world, whose great temples and cities still gleam under the sun upon hills and mountaintops, monuments to the myths and intellect of lost civilizations, for they were themselves built upon ruins and knowledge of even older worlds, this land and its culture a reminder to seafarers of the great unknowns yet to be (re)discovered in the ancient seas and beyond.



Italy: The seat of the Holy Roman Empire, indeed with its capital the very city of Rome, the long lay of this land almost divides the Mediterranean world in half, both physically and symbolically, its many important cities and sites governing traffic east and west through the ancient sea.

Libya: A rugged desert dotted with coastal ports that are little more than pirate havens and military bases, this land is all but forsaken by the rest of the world, indeed considered to be nothing but the eastern arm of the Barbary Coast, though a strong arm to be sure.

Morocco: A desert on the western end of Africa, the many ruins of temples and cities that dot this landscape tell the silent tale of the bygone ancient world, though the natives here have not forgotten it like so many others, and those born of this land are strong, both in body and in spirit.

Romania: The bulk of eastern Europe is known by the name of Rome, for it is the bulwark of the Christian world's defenses against the threat of the Ottoman Empire. When Constantinople fell and the Byzantine Empire faded, all lands that were once on its western borders were consolidated, bound together by a common enemy, and so continue to oppose all invading forces from the east.

Spain: The strongest nation of Christians, this land grows stronger with each generation, swelling from both Holy War and silver from the New World, its ships leading the battle against the East and taking most of the profits therefrom back to its king. This land reaches down the western end of the ancient seacoast like a fist ready to crush anyone trying to leave the Mediterranean, gathering their wealth, which is true to the policies and politics of its kings themselves.

Turkey: The lands of the now fading Byzantine Empire, this territory is named after the Turks, barbarians from the depths of Asia whose skill in war continues to create it here, between the major empires of Christians and Muslims, the once great cities now little more than ruins where battles are fought back and forth.

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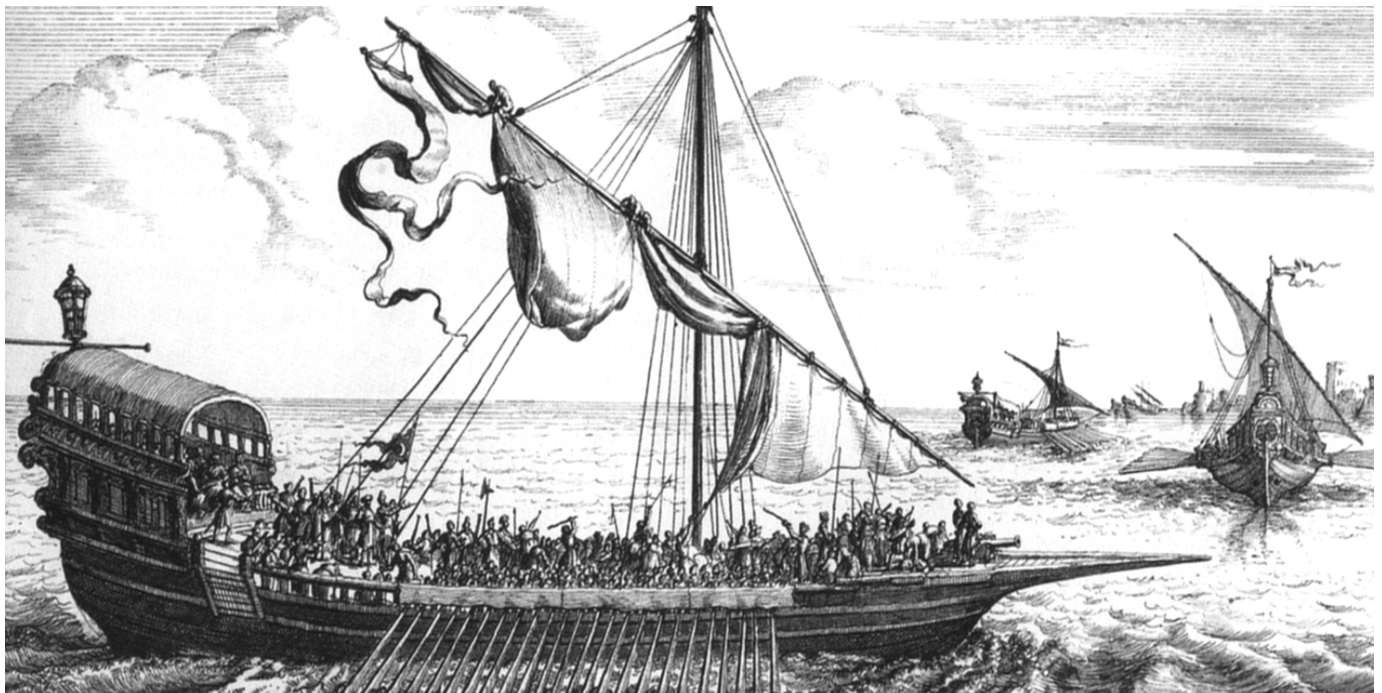
REGIONS: The lands and islands of the Mediterranean are ordered by larger regions, each of which are explained below.

The Barbary Coast: Christian Europe tends to call their Muslim adversaries ‘barbarians’, and with so many of their corsair ports along the northern coast of Africa, this stretch of the sea quickly became known as the ‘barbarian coast’, which became thus the ‘Barbary Coast’, its name synonymous with piracy in the Mediterranean. Its various ports on the edge of the desert are good staging points for Christians to attack the Ottoman Empire, and so do they tend to be conquered and reconquered throughout this age. Yet no matter who holds sway in any port, the corsairs of this coast remain the same, pirates indeed, loyal less to king or country and more to gold and glory.

The Desert of Barca: This region is also known as Egypt and the Lower Nile (the latter due to the map-systems and beliefs of the ancient Egyptians, the ‘upper’ Nile being further south), and also reaches west into Libya. It is a terrible desert, often as feared and avoided as the Sahara itself, ruled indirectly yet without contest by the Ottoman Empire, who alone knows how to prosper there.

The Holy Roman Empire: The majority of Europe and thus the better part of the north Mediterranean is ruled by the Catholic empire, centered in Rome, hence its name. Its eastern border merges with the age-old Byzantine Empire, which is itself caught between the Catholics and Muslims, and tends to be thought of as more Christian country than the neutral territory it tries to be. The territories of the Catholic faith are clearly drawn in lines of blood and seas stained with it, and no Turkish settlement ever gains a foothold on the continent of Europe.

The Ottoman Turkish Empire: The northern regions of Africa and thus the better part of the south Mediterranean are ruled by the Muslim empire. Its western border constantly pushes against the age-old Byzantine Empire (an empire whose fall began this entire era of piracy) while also controlling the Holy Land and Jerusalem itself. The territories of the Muslim faith are ever expanding in this age, though at the same time trying to find a stability that they never accomplish, indeed as they remain unable to manage their vast empire, and so their borders are constantly being re-drawn as cities and ports are captured and recaptured, mostly by pirates and Christians in their warships, both new galleons and old galleys alike . . .



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Ships: The Mediterranean is a merchant's sea, its maps a maze of friendly ports and hostile waters, as well as ancient navigation conflicting with new discoveries and inventions, and thus different ships are used navigate its coastal waters better, ships both new and very old in design. The costs of these vessels are listed on Table 132, alongside the cost of all other ship types when purchased in the Mediterranean.

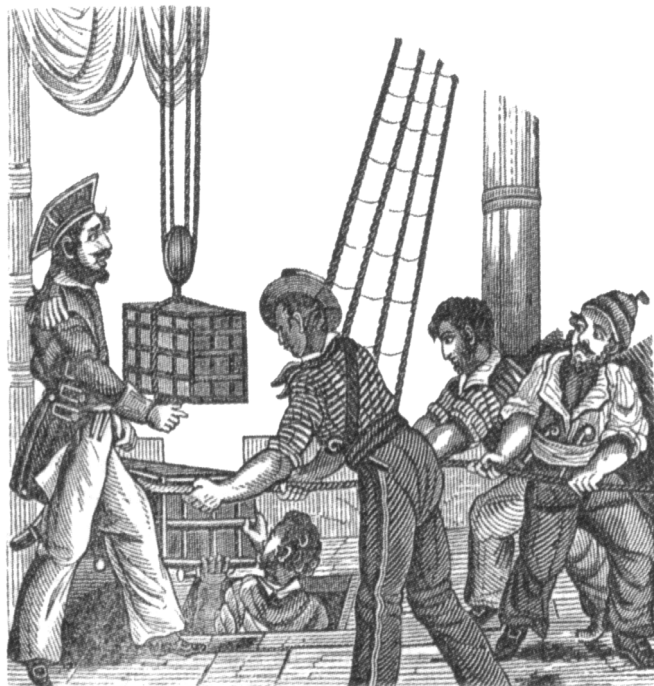
Table 132: Purchasing Mediterranean Ships

Ship	Found	Cost
Argos	9	1000
Schooner	7	1500
Naval sloop	3	2500
Navy snow	4	3000
Sloop	1	3500
Dutch fluyt	2	4500
Galliot	11	5000
Barque	5	6000
Brigantine	6	8000
Galley	10	9000
Mariner	4	12000
Merchantman	4	15000
Frigate	2	26000
Man-o-war	1	30000
Galleon	2	40000

Argos

Value: 1
Crew: 3/24
Speed: 12 leagues
Guns: 2
Battle: 1
Hull: 50
Cargo: 500

Argos, whether one or many, all look alike, a small ship modeled after the vessel of ancient myth, wherein the aptly named 'argonauts' set sail in search of the golden fleece. Small and sleek, with no mast or sail, indeed with oars alone to both propel and guide her, this type of vessel is ideal for small, tight-knit crews who work well together and trust one another. Indeed, such a ship is little more than a large longboat with oars and a few small cannon mounts.



Special capabilities for an argos involves its weakest elements, that such ships are built of weak materials that, while they easily break apart, they are just as easily repaired from any materials that may be available, being able to be repaired at the rate of 1-3 Hull Points each day, whether in port or at sea, at no cost what-so-ever.

Suggested Nationalities for an argos are any that are part of the Holy Roman Empire, including Spain, France and the lands of Greece.

Galliot

Value: 3
Crew: 5/120
Speed: 16 leagues
Guns: 6
Battle: 9
Hull: 120
Cargo: 3000

Galliot's are long, sleek craft with a shallow draft, designed specifically for use in along the coastal waters of the Mediterranean. Their ancient look seemingly tries to recreate the appearance of the ancient world, in both design and in number, for they are inexpensive and can be hastily built, the mainstay of the Ottoman Empire. Unlike other

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ships of the era, such vessels as these have nearly all their mounted guns in a specially constructed forecastle, indeed a forward facing battery which is all the enemy sees when one of these ships comes at them, for it is from these well guarded positions that most boarding parties begin their attack. Fitted with one large mast flying lateen sails, such ships take advantage of the wind to supplement their oar propulsion, which is usually 12-24 sweeps in all. There are many variations of this vessel, such as the 'Tartan' (which has two masts but less oars), and the 'Xebec' (smaller and three-masted and so favored by corsairs and merchants).

Special capabilities for a galliot involve its use of oars, the 'sweeps' adding such speed that, should the daily roll on Table 40 be '7-11', the vessel will gain 1-6 leagues that day.

Suggested Nationalities for a galliot are those in the domain of the Ottoman Turkish Empire.

Galley

Value: 4
Crew: 5/260
Speed: 15 leagues
Guns: 8
Battle: 10
Hull: 150
Cargo: 4000

Galleys are larger adaptations of the galliot, with more than one sail and anywhere from 20-30 oars, each one manned by anywhere from three to six men (usually slaves), allowing the vessel to go from a dead stop in the water to full speed in a manner of seconds. Their sleek design and arrow-like attack makes their true size difficult to tell, thus throwing their targets off guard until it is too late. Like their smaller variant of the galliot, such vessels as these have a shallow draft, thus allowing for maximum striking speed but little cargo space. The crew simply sleeps on deck along with their supplies (and booty). There are many variations of this vessel, such as the 'Venetian galley' (which has a speed of 16 leagues but only 140 Hull Points), and the 'War galley' (which mounts 10 guns but has a base speed of only 12 leagues).

Special capabilities for a galley involve the efficient design of its oars, their use maximizing

speed at minimal effort to all its oarsmen, thus adding +1 to rolls on Table 40 without any loss to the crew's Morale, though the natural result of a '1' on the dice will still result in -2 Morale.

Suggested Nationalities for a galley are any whose shores touch the Mediterranean.

SAILING: The ancient islands, strong currents and known trade routes of the Mediterranean demand a different style of captaincy and crew to survive and indeed plunder them. Provided below are some options that the Players may use to their advantage when sailing in the Mediterranean.

Provisions: The Mediterranean is a well explored and densely populated world, allowing pirate crews the luxury of putting ashore for repairs to their ship and other business in town almost whenever and wherever they want, though with a few exceptions, as detailed below.

Ports near to city-strongholds as defined in Chapter 7 are loyal to that stronghold, and while they may not defy pirates directly, they will almost certainly dispatch secret messages of the pirates' presence to their overlord nearby.

Knowledge of the region will be able to discern between healthy provisions and unhealthy ones, a Foraging Check's odds increased by +1 for every 2 Experience Levels of the overall captain (rounded down).

Time spent in port will ask questions that demand answers, including what religion the pirates follow and whom they serve among others, calling for the chance that the citizens attack pirates to be re-rolled if at any time anyone amongst the crew gains a Notoriety Level while in port.

Plundered ports do not easily recover from pirate raids, for most if not all of their people and trade just migrate to the next settlement, so new treasures from old targets are rare, the sack of any coastal town permanently lowering its Level by -1.

Group caller: If the ship has an ava, 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 or Aga only. He is the mediator, even for the sake of his captain or Rais.

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ANIMALS: The ancient world is populated not just by people, but beasts of every name and description. While pirates mostly fight against other humans, sometimes animals will be their prey (or perhaps it will be the other way around). Provided below are statistics for the more commonly encountered animals of the Mediterranean, either as beasts of burden or as dangers to be overcome.

BURRO

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

Burrow 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) / 200' (in trees)

Great cats are mostly associated with the Old World—Africa, India and Asia—but there are many to be found in the Caribbean 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.

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.

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.

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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.

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.

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.



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GUARDS: These are standard of soldiers that keep order in the streets and aboard ships throughout the Mediterranean, their statistics provided to battle those of the Characters or even fight alongside them, should they be needed.

Malta knight

Group number: 1-4
Ability Scores: B4, A6, E4, G7, W2, I6, C3, L3
Defense Score: 8
Survival: 7
Attack Rolls: Saber (longsword) +3 / pistol +1
Base Damage: 8 / 6
Morale: 8
Movement Rate: 100'
Treasure: -1

Malta knights are descended from the Christian crusaders who eventually settled on the island of their namesake, and remain as powerful forces indirectly serving the Roman Catholic Church with their hatred for and raids upon the Islamic world, indeed as pirates that go unchecked by European authorities due to their having a common enemy in the Ottoman Empire.

Renegades are fanatical knights that forget the purpose of their raids, indeed that of survival, and take great pride in attacking Muslims more often than they should, these crusaders having never left their medieval origins it seems, earning both a longsword Skill of +4 and the disdain of their own people, thus keeping out at sea and seldom (if ever) returning to their home.

Women are knights in spirit if not in title, and are deadly in ways few can see coming, indeed using their natural agility and guile to gain a Charisma Score of 7 and a Defense Score of 9.

Ottoman guard

Group number: 1-6
Ability Scores: B3, A3, E5, G6, W2, I5, C1, L2
Defense Score: 6
Survival: 6
Attack Rolls: Saber (longsword) +1
Base Damage: 6
Morale: 9
Movement Rate: 120'
Treasure: -2

Ottoman guards are employed by and often trained within the Empire, serving as both soldiers and sailors alike, never questioning orders nor being allowed to show fear, and thus making for the kind of guards that pirates love to tear through like a woman's chastity.

Corsairs have specialty training for fighting at sea, giving them a bonus of +1 to all personal rolls made in battle while aboard any ship.

Turks are barbarians from the steppes of Asia, and like the great Khans that taught them how to fight, they show no fear and do not respect those that do, having a Morale of 10 and a longsword Skill of +3 (+4 if one horseback).

Religious zealot

Group number: 1-12
Ability Scores: B2, A6, E8, G1, W1, I5, C1, L9
Defense Score: 8
Survival: 1
Attack Rolls: Dagger +2 / brawling +1
Base Damage: 5 / 1
Morale: 12
Movement Rate: 160'
Treasure: -4

Religious zealots come in all varieties in the ancient world, but those with such statistics as these are the kind that will do their god's will through attacking all non-believers, a wild and dangerous foe to be certain.

Crusaders still come from Europe, not in the waves and armies of old, but as individuals, doing the secret bidding of the Roman Catholic Church, seeking holy relics and the blood of heretics, thus giving them Skill with longswords at +1 and a Treasure factor of +1.

Muslims are fanatics of the Islamic faith, most often nomads from the desert, wielding Saracen swords and ever crying the truth of Allah, the harsh lives that drive them to such unbreakable devotion reflected in their Girth Score of 8, though they have such poor health as to maintain a Survival factor of only 3.

Rabbi usually are content to minister other Jews, but a few have been known to get rabid and even go mad, and take up piracy, with no fear of death and thus no limit to their threshold for pain, giving them a Survival factor of 5.

THE ANCIENT WORLD



CIVILIZATION IS BUT A FENCED IN FARM THAT GROWS FOOD AND PLUNDER FOR PIRATES



GHOSTS: There are times when a pirate crosses paths and even blades with spirits, specters and the unknown, and while most Adventures provide their own statistics for both mortal and mythical enemies alike, here are provided standard-setting statistics for ghosts to serve as such a basis.

HERO

Group number: 1
Ability Scores: B10, A8, E12, G12, W5, I9, C8, L6
Defense Score: 14
Survival: 12
Attack Rolls: Spectral weapon +2*
Base Damage: 5*
Morale: 11*
Movement Rate: 180'
Treasure: +2

Heroes are the ghosts of such famous men and women, such as the legendary Sinbad, the Barbarossa Brothers, etc. When and why they appear depends entirely on the Adventure at hand. However, their spirits are so strong that they can never be vanquished—if defeated, the individual who dealt the victory-blow against such a spirit is forever immune to them should they return, but all others can still feel their spectral sword...

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, like Lilith of Jewish legend or even demonic like a Succubus, 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.

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—their own. Such ghosts can be any kind of people, including pirates, sailors, even natives.

Player Characters can return in skeletal form of an equal Level 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* they knew in life, their motive based entirely on whether they died justly or proper according to their religion, or not.

Vampire

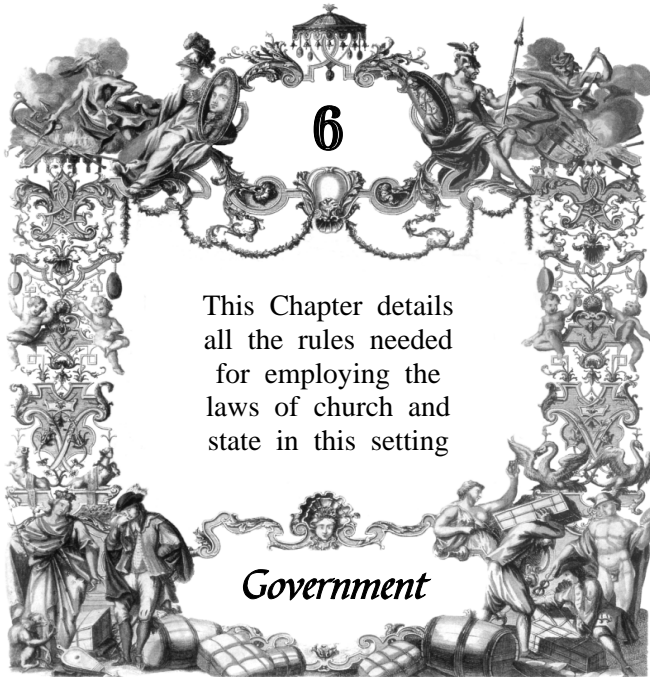
Group number: 1-6
Ability Scores: B9, A6, E11, G4, W3, I9, C2, L10
Defense Score: 13
Survival: 6
Attack Rolls: Claws or weapon +1*
Base Damage: 3
Morale: 10*
Movement Rate: 240'
Treasure: -3

Vampires, also called 'Lamia' by the Greeks and 'Larvae' by those from Rome, are the souls of those slain either in prayer or during any kind of religious strife. Such spirits negate all of one's Weapons Proficiencies and their bonus', replacing them with any Skill of Religion one has within the faith that the demonic spirit followed when taken from its earthly life. Those slain by a Vampire will rise as one themselves after buried, and return to stalk their former friends and family, unless an exorcism costing 100 gold per Experience Level of the (un)dead is carried out at his funeral.

CHAPTER SIX



THE HIDDEN EVIL OF RELIGIOUS LAW SENDS PIOUS MEN TO WAR AND PIRATES TO BECOME GODS



This Chapter details all the rules needed for employing the laws of church and state in this setting

Government

PRIVATEERING: The always temporary career of the privateer is 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.

Scarce are letters of marque: As the wars within the Mediterranean carry on without respite for centuries, one would think privateering a bountiful career choice, but it is not, given that the wars are based on religion, and therefore political image is highly important. Privateering is still an option for pirates, but it is a dangerous choice, for anyone's letter of marque can be revoked at any time, and for no given reason, the officials of towns, temples and churches usually more concerned with what appears 'holy' or 'righteous' than they are with what is best for business, indeed sometimes turning on a privateer for no reason at all! All told, few pirates take on such a career in the ancient arena of the Mediterranean.

Bounties: Governors and Beys alike are always ready to trade in the commodity of pirates, rich in fame and prestige, 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 an official who follows the same religion and the lower number if he is sold to any who follows a different religion, or none at all (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 or Bey, who can keep him in prison until he barter a better deal with other Catholic or Ottoman powers. This price is **multiplied** by the **total** factors on Table 133. The one who is 'selling' a prisoner must roll to determine what factors the officials (and indeed their government) hold as important at that time.

Table 133: Ransoms

Roll	Cumulative multipliers for a ransom
10-12	Seller's own Notoriety Level
7-9	+3 if the Character is a pregnant woman
4-6	+2 if he converts to the buyer's religion
3	+1 if he converts to the buyer's religion
1-2	Prisoner's Notoriety Level

OTTOMAN LAW: The strength of the Ottoman Empire comes from not faith nor mercy for their enemies, but rather in the conviction that they are right and all others are infidels, which allows for swift justice, intimidation to their enemies, and less money lost to prisons and pointless trials.

Ruling council: The Ottoman Empire's seafaring is ruled by a supreme council of captains, the 'Taifi Raise'. As sea captains and town constables are considered equals, these men hold great sway over pirates. They are responsible for the strict laws that regulate piracy in the Empire, especially restricting it to raids to non-Muslim ships.

Punishing pirates: All pirates who are captured by Ottoman forces will be executed immediately unless they convert to the Muslim faith at once, however even then they will be tortured in some fashion, which will result in the loss of an indefinite number of Ability Points, each one determined at random; the Player rolls a single dice, with a result of '1' for Brawn, '3' for Endurance and so on down the line, with a result of '9-12' indicating that the acts of torture are ended and he is free.

LAWS OF DUELING GODS



THE HIDDEN EVIL OF RELIGIOUS LAW SENDS PIOUS MEN TO WAR AND PIRATES TO BECOME GODS



EUROPEAN LAW: The laws of European church and state are inseparable, and while they support successful pirates, they are nothing less than Hell for ones who fail. Provided below are methods as simple and swift for determining justice for pirates as the trials and punishments themselves are. The Game Captain may use a Character's capture as an avenue for storytelling, or simply let the dice fall where they may and let the courts decide for him.

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.

Nationality differs greatly with the treatment of pirates, privateers and unfortunates, and especially when dealing with one's own blood—Europeans will gain +1 to this roll, while all others suffer a penalty of -2.

Coasta Guarda will always gain +1 to their roll in a Spanish settlement.

Musketeers will always gain +1 to their roll in a French settlement.

Royal blood will be favored enough to gain Christian Royalty +3 and non-Christian Royalty +1 to this roll in any Christian 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, as every 15000 total gold value aboard the ship one was part of when captured (rounded down) is the chance in 13 he will gain a bonus of +1 to his roll, as the authorities try to get information from him on the whereabouts of more, and should they not, indeed should that chance in 13 prove fruitless he will suffer a penalty of -2 to the roll below.

Table 134: Prison

Roll	Prison conditions and effects
11-12	Political prisoner; all wounds healed
8-10	Normal imprisonment; no effects
6-7	Sent to back Europe; his trial takes place 1-4 months later
5	Rushed through due to crowded courts; his roll on Table 135 suffers a -2 penalty
3-4	Disease, ill feeding, and rats; permanent loss of 1-6 random Ability Points
1-2	Unlivable squalor; dies in prison

Trials: When a pirate finally goes to trial, it is usually a swift affair, with little room to breathe or speak on one's behalf, a fact reflected in the trial being summarized by a simple, single dice roll, and one weighed down by many modifiers before the verdict of Table 135 is finally passed.

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.

Testimony of the accused is usually worthless, and can even work against someone, and as thus 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 +2 on his subsequent roll, but with failure rousing the court so much that his subsequent roll suffers a -2 penalty instead.

Table 135: Trials

Roll	Summary of legal trial
12	See free; +10 to Notoriety
10-11	Set free; -20 to Notoriety Score
7-9	Allowed to go for a price; total Notoriety Points multiplied by 10-120 gold
5-6	Verdict uncertain and sent back to prison; begin anew with Table 134
2-4	Convicted and sentenced; normal roll on Table 136
1	Convicted; -3 to roll on Table 136

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, and thus are immune to any pleas, ploys and pirate tactics from this point on.

Table 136: Punishment

Roll	Fates of convicted pirates
12	Must swear 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 3-36 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

CHAPTER SIX

THE HIDDEN EVIL OF RELIGIOUS LAW SENDS PIOUS MEN TO WAR AND PIRATES TO BECOME GODS

TRUSTED TRADING ROUTES: Unable to maintain full control of the Mediterranean, the Ottoman Empire tolerates trade with other nations and even other religions until enough time passes that the ‘enemy’ has gathered enough gold to be declared open war upon once again; ports up and down the ancient sea can regulate trade routes better than an armada, offering routes which are thus ‘safe’, but along which all vessels must pay a tariff. Anyone can use these routes with impunity, indeed safe from all battles and harbor hostilities, but at a cost in each port along the line.

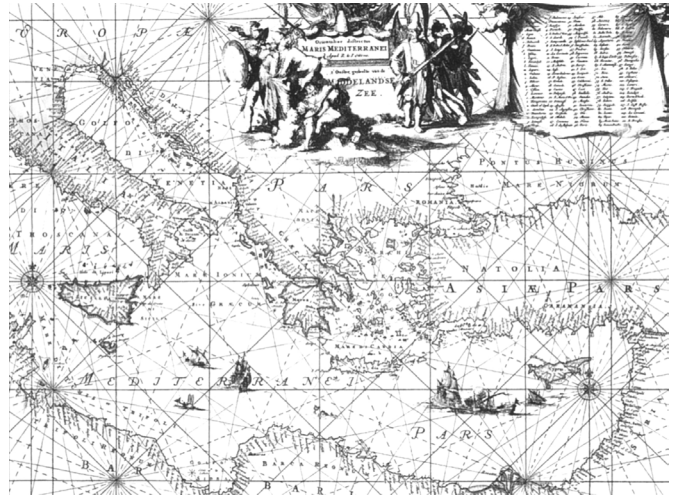
Wind speed: This lists the bonus (or penalty) any vessel shall have to their daily speed, due to many factors, from shallow waters to currents to known weather patterns. Note that the various ship designs and Mediterranean currents are not specified here as they are already accounted for by the game’s abstract rules. Indeed, the various types of ships are designed to compensate for such factors and so giving any separate speeds would be redundant.

Nationalities: This lists what nations pay the larger tributary to these trade routes and thus what flags are allowed to sail them, indeed, what the pirate crew must disguise themselves as in order to not be attacked, including: that nation’s flag, plus one who can effectively pose as captain by having Leadership Skill (of any Level). Lack of either of these specifications will result in the port realizing that the ship is not what it appears to be.

Tariff: Once a ship is welcomed into any port, the vessel must then pay a tariff, lest it be fired upon anyway. Established trade routes have fluctuating tariffs, unlike the normal 10% in most ports (as explained in Chapter 7). This lists the percentage of all treasure aboard a ship that must be paid at each port along the trade route in **addition** to the normal tariff of 10%.

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



The Barbary Passage

Wind speed: +3
Nationalities: Ottoman Empire
Tariff: +10%
Ports: Oran, Algiers, Tunis, Djerba, Tripoli
Distances: 50, 115, 60, 20

This passage hugs the Barbary Coast for which it is named, this being the main route used by corsairs traveling in small fleets to assail the mainland of Europe, either through southern Spain or the island of Sicily, the many harbors along this strip of blood-stained water filled with the tales of Muslim sailors and sympathizers, who toast to their brethren of the coast.

Bloodfalls

Wind speed: +1
Nationalities: Spain, France, Italy
Tariff: +2%
Ports: Deville, Marseilles, Joulon, Nice, Genoa
Distances: 35, 15, 20, 25

The many shallow, secret coves along the southern coast of France are ideal harbors for the smaller vessels of pirates, who hide there but are also caught there often, the many resulting battles staining these coves blood-red even as the sunset so colors the waterfalls that feed them, spicing up the salty name of this pirate’s passage.

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Corsair's Passage

Wind speed: +1
Nationalities: Sicily, Italy, Greece
Tariff: +2%
Ports: Messina, Bozwell, Syracuse, Messina
Distances: 75, 70, 25

Established by and subsequently named for the countless corsair raids from the island of Sicily, this passage is now most often used as a trade route for merchantmen.

Course of the Crusader

Wind speed: +2
Nationalities: Spain, France, Italy, Greece
Tariff: +5%
Ports: Boralfonz, Herzognia, Bozwell, Sarelton, Briavan
Distances: 130, 165, 125, 80

Also called both the 'Way of the Knight' and the 'Passage of the Night' as most ships that sail this passage find their way along it when the sun is dead, indeed following secret lighthouses kept by Christians which guide many vessels filled with crusaders to the heathen ports of the Ottoman Turkish Empire, though at the cost of the higher tariffs that are necessary to maintain the secret order whom holds this route.

Hell's Throat

Wind speed: +3
Nationalities: Ottoman Empire
Tariff: +6%
Ports: Tripoli, Derna, Luciter, Alexandria, Briavan
Distances: 130, 60, 60, 50

The Taifi Raise have many offices in the ports along this route, maintaining their strict laws and fluid treaties between Christians and Muslims which further restrict piracy, making these waters dangerous and expensive to sail, earning the named 'council of captains' and the favorable waters they rule here as Hell's Throat for the stranglehold that they keep on their enemies.

Jason's Passage

Wind speed: +1
Nationalities: Greece, Ottoman Empire
Tariff: +9%
Ports: Bozwell, Circa, Athens, Lesbos, Istanbul
Distances: 50, 55, 40, 65

This is believed to be the same route used by the Argonauts of Greek myth and so is it named, a passage through ancient waters and past mythical isles, where many pirate ships put ashore and find both provisions and hidden harbors, and where naval vessels often come to search for them.

The Pilgrim Trail

Wind speed: +2
Nationalities: Ottoman Empire
Tariff: +8%
Ports: Alexandria, Acre
Distances: 90

The old trading-trails from the east are still well traveled, as are those of the sea that entwine along this route, its ports crossroads of culture where the Ottoman Empire does better business in merchanting than it does in war, and so allows far more pirates of all nations and religions to sail these waters.

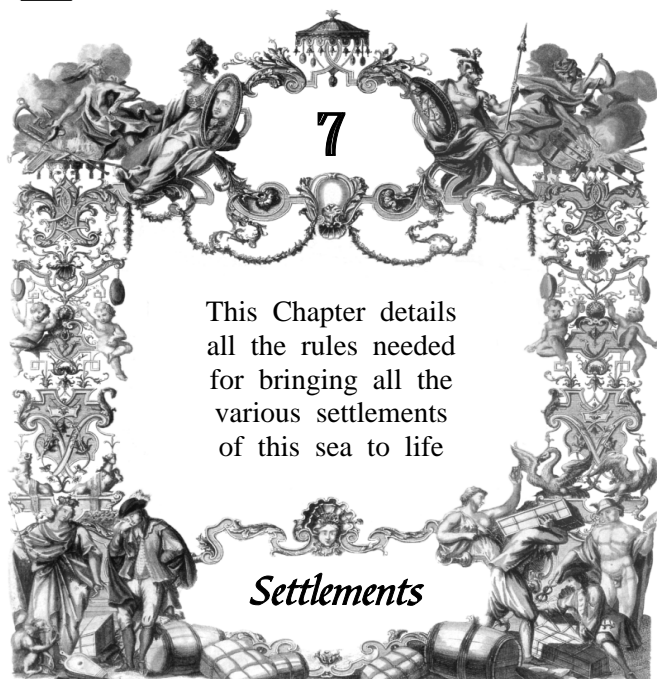
Seas of Sin

Wind speed: +2
Nationalities: Greece, Ottoman Empire
Tariff: +3%
Ports: Circa, Sarelton, Luciter
Distances: 60, 35

Best known as the region where the currents seem to sweep enemy ships together and so many battles are fought within these waters, earning it many names, but as religion is the prime cause for most of the fighting, above even piracy, the term that most seamen use to refer to all passage through this area is that of sin, indeed in all forms from all faiths.

CHAPTER SEVEN

THE ANCIENT WORLD IS FULL OF DOGS AND DEVILS WEARING THE MASKS OF FAITH AND VIRTUE



SETTLEMENTS: All throughout the following pages, various settlements around the Mediterranean are detailed as much as is needed for use in this game, with all necessary statistics for how pirate crews (both Player Characters and NPCs alike) may become involved with them.

Existence: Though all of the settlements in the Mediterranean are all built on sacred sites or the ruins of ancient cities, thus ensuring that there will always be some sort of city there, they are never absolute in their placement in time, as they fluctuate in and out of existence. This score lists the years from which a settlement is prosperous enough to be included on maps and able to support its listed statistics until when it disappears.

Location: Two figures are provided here, both showing the general location of the settlement by latitude and longitude.

Level: Each settlement has a 'Level', ranging anywhere from 1-12. This Level represents the port's overall strength, including its size, economy, aristocracy and religious sites. As detailed in Chapter 5, any settlement that is plundered by any pirates is seldom going to be rebuilt or trusted by

anyone again, thus permanently lowering its Level by -1 unless an Adventure or Campaign design has specific provisions to the contrary.

Potentate: Larger settlements are governed by one who reports directly to the head of his respective empire. Catholic cities simply have a 'governor' who oversees their affairs for the Pope of the Holy Roman Empire, while Muslim cities have a 'Bey' whose duties are similar and oversees affairs for the Emperor of the Ottoman Empire, or even a 'Barleybey', who is the supreme Bey of a region. Some cities are ruled by a democratic 'council' of the people, acting in the interests of their citizenry.

Population: This lists the settlement's most average population throughout the various ages and eras. A Game Captain may increase or decrease a population as he sees fit to account for such story developments as disease, attacks by natives, bursts of prosperity, Holy War, etc.

Religion: This lists which religion is the cultural focus and faith for a majority of the settlement's population. Ships whose captain is of the same religion gain +3 to avoid hostilities (see below).

Pirate status: This represents how friendly or unfriendly a settlement 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 any vessels of the settlement's same flag—they are welcome, provided that they pay 10% of all treasure and goods aboard, no matter when they last put into that same port.

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

Merchantiles: Goods are always in irregular trade, and so many are not always be available for purchase. The score given here is the penalty to Availability Checks for pirates.

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THE ANCIENT WORLD IS FULL OF DOGS AND DEVILS WEARING THE MASKS OF FAITH AND VIRTUE



STRONGHOLDS: Strongholds are the most well established settlement, either so vast in size or so wealthy that they are regular ports of call for merchants, royal navy ships and state officials. Strongholds live off the gold plundered from others and extensive trade with Europe, Asia and Africa.

Algiers

Existence: 1516 and on
Location: 36N 3E
Level: 12
Potentate: Sultan
Population: 5400
Religion: Islam
Pirate status: Hostile (9)
Fortifications: 8
Merchantiles: -9

Algiers is one of the greatest cities in the ancient world. The home of the sultan who rules the Barbary Coast, this desert port has come to prominence and power through sheer bloodshed. In 1516 one of the legendary corsairs known as the 'Barbarossa Brothers' murders the sultan and takes control, until killed himself by a major attack of the Spanish. Later the palace is taken by the other Brother, who comes to be known as 'Khair-ed-Din' ('the gift of God'), who fully funds raids on the Spanish until his own death in 1547.

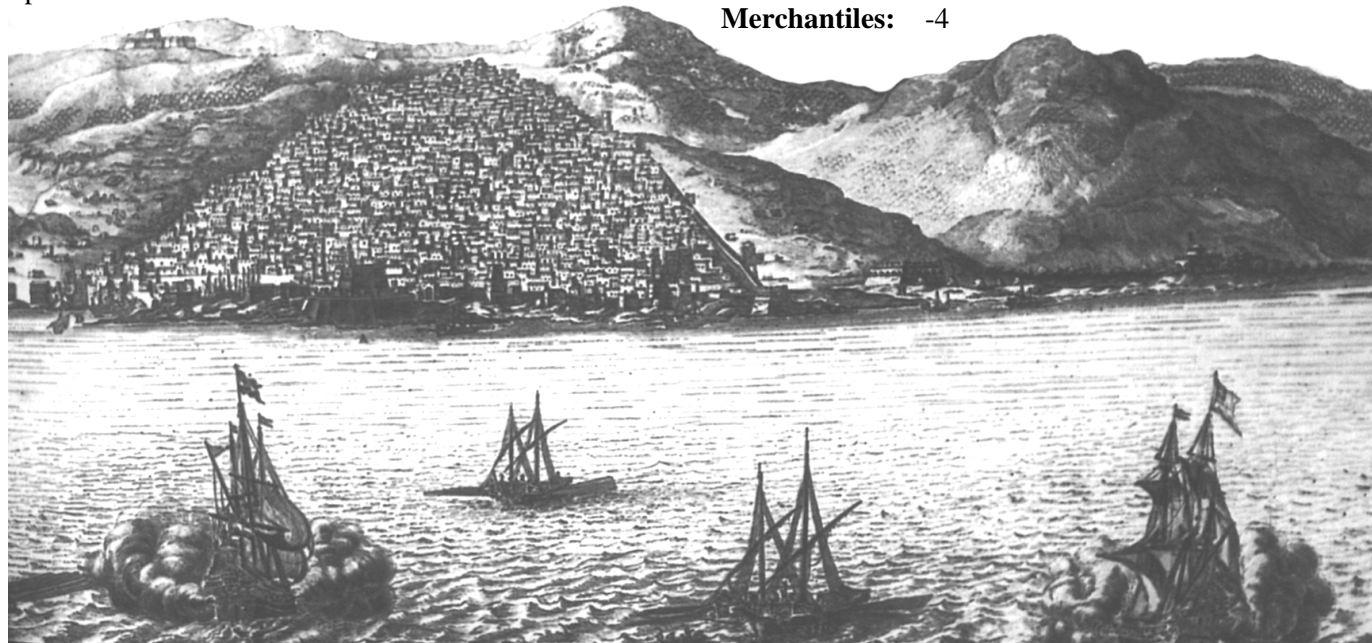
Athens

Existence: Always
Location: 38N 23E
Level: 8
Potentate: Council
Population: 7100
Religion: All
Pirate status: Welcome (1)
Fortifications: 5
Merchantiles: -0

Athens is an ancient city full of history and culture; the Olympic games were held here in the height of ancient times, and both many great thinkers and artisans alike plied their craft here. Though now largely in ruins, this city remains a bustling trade-center and home of the wealthiest commerce guilds.

Genoa

Existence: 1510 and on
Location: 44N 9E
Level: 7
Potentate: Governor
Population: 2600
Religion: Christianity
Pirate status: Suspicious (3)
Fortifications: 4
Merchantiles: -4



CHAPTER SEVEN

THE ANCIENT WORLD IS FULL OF DOGS AND DEVILS WEARING THE MASKS OF FAITH AND VIRTUE

Genoa is a jewel of northwestern Italy, a small but prosperous coastal town where there are as many wealthy families as there are ships in the harbor and merchants to captain them. Many exotic commodities come and go through this bustling port, business which often disguises many pirates on secret missions for wealthy folk and government officials, especially in times of relative peace.

Gibraltar

Existence: Always
Location: 36N 5W
Level: 3
Potentate: Governor
Population: 1200
Religion: Christianity
Pirate status: Wary (7)
Fortifications: 8
Merchantiles: -1

Gibraltar lies opposite the Muslim port of Tangier, ever engaged in an eternal standoff with Muslim controlled Africa, though of the two coasts and their twin mountains that are the gateway to the open ocean and to Europe, this settlement, the 'Christian rock' as some call it, has the decided advantage and thus controls shipping in and out of the western end of the ancient sea.

Istanbul

Existence: 1470 to 1620
Location: 41N 29E
Level: 11
Potentate: Barleybey
Population: 9300
Religion: Islam
Pirate status: Hostile (10)
Fortifications: 9
Merchantiles: -6

Istanbul was once Constantinople, the capital city of the Byzantine Empire. When the city fell in the mid 15th Century, so did that great empire, and the road to the Holy Land was forever cut off from Europe. This city became a ruin, its harbor filled no longer with commerce, but the warships of the Ottoman Empire that made a blockade to the East and the Black Sea. This city remains a major military port for all Muslim navy vessels.

Majorca

Existence: 1500 to 1545
Location: 39N 3E
Level: 4
Potentate: Barleybey
Population: 800
Religion: Islam
Pirate status: Cautious (5)
Fortifications: 6
Merchantiles: -8

Majorca is a highly defended and well funded military port for its small size. Many raids are carried out on this settlement until it is sacked and burned so often in the mid 16th Century that it never again rises to prominence.

Marseilles

Existence: Always
Location: 43N 5E
Level: 5
Potentate: Governor
Population: 1500
Religion: Christianity
Pirate status: Welcome (0)
Fortifications: 3
Merchantiles: -4

Marseilles lies is southeastern France, a harbor filled with Christian ships bound for adventure in the ancient world, last chance for wiser men to turn back—many do, and the wharfs are awash with as many inns and brothels as there are shells on the seashore.

Naples

Existence: Always
Location: 41N 14E
Level: 7
Potentate: Governor
Population: 3000
Religion: Christianity
Pirate status: Welcome (0)
Fortifications: 3
Merchantiles: -1

Naples, whose very name means 'neopolis' or 'new city', is a glittering jewel on the coast of Italy, a place where the glory of the ancient times

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still shines above the waters of the Mediterranean. Although claimed by Rome in those ancient days, this city none-the-less retained its Greek culture. It remains a hub for more peaceful seafarers of all kinds, though has military might enough to endure many attacks, which are frequently attempted, pirate bands seeking the fabled treasures of this city.

Oran

Existence: 1520 and on
Location: 36N 1W
Level: 6
Potentate: Governor
Population: 4700
Religion: Christianity
Pirate status: Wary (8)
Fortifications: 9
Merchantiles: -6

Oran is ever the greatest competition for the sultan's city of Algiers, which lies 200 miles to the east. This port remains a toehold in Christian attempts to conquer the Barbary Coast. Many are the tales told there of the evils of the East and the wild corsairs that control it, though few believe these tales or are willing to put them to proof, and so this city invites a great deal of adventurers who are looking for treasure tales to chase.

Tangier

Existence: 1490 and on
Location: 36N 6W
Level: 3
Potentate: Bey
Population: 900
Religion: Islam
Pirate status: Wary (6)
Fortifications: 6
Merchantiles: -5

Tangier, also named by some 'Tangiers', lies opposite the Christian port of Gibraltar, and though its location and its Bey vie for control of the twin mountains that lead to the open ocean and Europe, more effort is made by this settlement's forces to engage in operations of stealth, the moneys of which need not be reported to the sultan, who will thus continue to send reinforcements to help them in their 'standoff' with the Christian continent.

Tripoli

Existence: 1470 to 1580
Location: 33N 13E
Level: 10
Potentate: Bey
Population: 3200
Religion: All
Pirate status: Welcome (0)
Fortifications: 8
Merchantiles: -3

Tripoli is a large harbor on the northern coast of Africa, so pivotal to the opposing strategies of the Christians and Muslims that it is conquered and reconquered many times throughout the era, first by the Knights of Malta in 1530, and then by the Ottoman Empire in 1551. Such war leaves the city a shattered shell of what it once was, and few vessels aside of warships drop anchor here. Those few merchants who do come here generally deal in weapons rather than normal commodities.

Tunis

Existence: 1535 to 1575
Location: 36N 10E
Level: 9
Potentate: Barleybey
Population: 5600
Religion: Islam
Pirate status: Wary (7)
Fortifications: 4
Merchantiles: -5

Tunis is the largest city in a long, heavily traveled stretch of the Barbary Coast, and is often captured by its currently opposing force, for the harbor is not highly defensible. The Spanish claim the city and fortify it in 1535, only to lose it soon after, and then recapture it in 1573 and exploit it for a few years until its once mighty forts become obsolete and are left in ruins. During its heyday this port remains a haven for Barbary corsairs. As it is, countless corsairs come through here, looking for safe haven or for help in their raids against other ships, Christian and otherwise, thus creating a great deal of internal conflict within the city as not all are willing to swear loyalty to the Empire or restrict raiding to European vessels.

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CITIES: Cities are well established settlements that enjoy the protection of their respective empire. Such settlements do business with all manner of merchants when they can, but will just as readily consider the goods of pirate crews and their bloody gold. The importance of cities change so quickly in the Holy War that at any given time there is only a chance in 7 equal to the city's Level that there is a potentate of any sort there.

Acre

Existence: Always
Location: 36N 36E
Level: 6
Potentate: Bey
Population: 7900
Religion: Islam
Pirate status: Welcome (1)
Fortifications: 7
Merchantiles: -10

Acre lies on the eastern shores of the ancient sea, an anchor of the Holy Land. What few non-Muslim ships that enter without warfare are usually pirates, whom the Empire tries to convert before they leave—those who do not convert **don't** leave.

Alexandria

Existence: Always
Location: 31N 30E
Level: 10
Potentate: Council
Population: 9600
Religion: All
Pirate status: Welcome (0)
Fortifications: 5
Merchantiles: -1

Alexandria is steeped in legends and in lore. Famed for its libraries, those in search of wisdom often come here before seeking any other source of knowledge, whether their quest takes them back out to sea or up the magical waters of the Nile, whose mouth flows under the stone foundations and bridges of this very city. Indeed, the temples of this city-state have endured the Crusades and countless holy wars, and are richer for it, in culture, for here is gathered more diversity than perhaps anywhere else in the ancient world.

Barcelona

Existence: 1520 and on
Location: 42N 2E
Level: 9
Potentate: Governor
Population: 3100
Religion: Catholic
Pirate status: Cautious (4)
Fortifications: 6
Merchantiles: -5

Barcelona is a major port serving southeastern Spain, and while it has always been so since medieval times, it does not grow strong enough to be a contender in the Holy War of the 16th Century until around 1520, and thereafter stabilizes as one of the greatest ports of all Christendom.

Cadiz

Existence: 1582 and on
Location: 36N 6W
Level: 2
Potentate: Governor
Population: 1100
Religion: Christianity
Pirate status: Suspicious (2)
Fortifications: 2
Merchantiles: -3

Cadiz lies on the oceanic side of Spain, a harbor of little importance until the discovery of the New World. However, even then Spain has little competition in its colonies, but when the rest of Europe begins to move west, this once obscure port becomes of vital significance, sending and receiving endless ships to and from New Spain, but with little concern for affairs in the east.

Circa

Existence: Always
Location: 36N 21E
Level: 3
Potentate: Governor
Population: 2500
Religion: All
Pirate status: Cautious (5)
Fortifications: 0
Merchantiles: -1

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Circa was established in the same year as the birth of Christ (hence its name as a measure of time). As it is, the people here are welcoming to all faiths, though they will take arms and oust any visitors at the first sign of trouble.

Derna

Existence: 1486 and on
Location: 33N 22E
Level: 6
Potentate: Bey
Population: 3600
Religion: Islam
Pirate status: Welcome (1)
Fortifications: 4
Merchantiles: -1

Derna forms the eastern anchor of the Barbary Coast, a haven for Muslims and corsairs of all ilk and description. A tough, filthy city that is the last stop for caravans coming from and returning to the Sahara Desert, this is a place where plunder is counted and divided, not taken from the populace.

Djidjelli

Existence: Always
Location: 36N 3W
Level: 3
Potentate: Council
Population: 1200
Religion: Islam
Pirate status: Cautious (4)
Fortifications: 5
Merchantiles: -3

Djidjelli is often asked for aid by Algiers, particularly against the Spanish in 1511, which is to be a costly mistake—their forces decimated, this city thereafter keeps to its own affairs, going to war for the emperor only when they must.

Joulon

Existence: Always
Location: 43N 6E
Level: 1
Potentate: Governor
Population: 300
Religion: Christianity
Pirate status: Wary (6)
Fortifications: 1
Merchantiles: -4

Joulon lies just east of Marseilles on the southeastern coast of France, a thriving town at times, and at other times forgotten for the fame and fortune of its larger neighbors.

Luciter

Existence: 1496 to 1599
Location: 34N 27E
Level: 6
Potentate: Governor
Population: 600
Religion: All
Pirate status: Hostile (10)
Fortifications: 6
Merchantiles: -0



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Luciter was named not by its founders, but by the collective stories of many sailors who saw such carnage and decadence in its streets as to name it after the very Devil—a reputation that the pirate-controlled government did little to dispel, and so now enjoy the safety that fear brings them, and with it the lucrative trade of pirates and corsairs from all over the ancient world. This city lasts for over a century, but fear of the approaching 17th Century as a time of judgment by the divine sends most of this harbor's pirates into hiding, leaving the city an abandoned ruin.

Nice

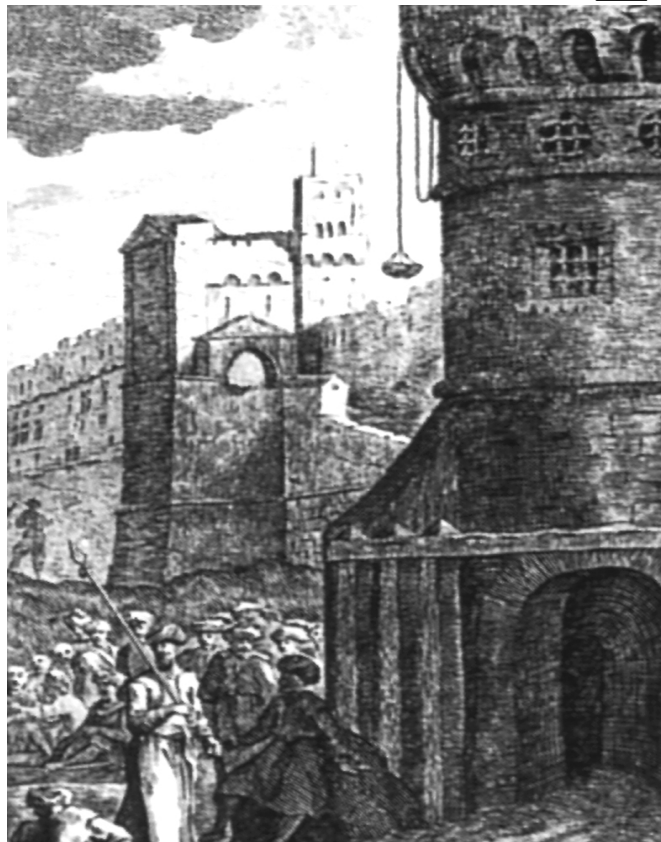
Existence: 1470 to 1545
Location: 43N 7E
Level: 5
Potentate: Governor
Population: 700
Religion: Christianity
Pirate status: Welcome (0)
Fortifications: 4
Merchantiles: -0

Nice is a bustling port on the southern French coast, though its rich trade and reputation as a cultural center for Europe invites the attacks of the Turkish fleet in the mid 16th Century. Though the Muslims are finally driven off in 1543, and the French feel victorious, this settlement none-the-less never recovers from all these raids, and all but disappears into obscurity shortly thereafter.

Seville

Existence: Always
Location: 37N 6W
Level: 8
Potentate: Governor
Population: 4500
Religion: Christianity
Pirate status: Suspicious (3)
Fortifications: 10
Merchantiles: -7

Seville is one of the few major cities of the ancient world that does not touch the sea. Laying up the river from Cadiz, it is a center of military and political power, sending many adventurers who are tricked by its policies down the river to piracy.



Venice

Existence: Always
Location: 45N 12E
Level: 11
Potentate: Council
Population: 8800
Religion: All
Pirate status: Welcome (0)
Fortifications: 2
Merchantiles: -1

Venice is a fabled city with avenues of water outnumbering those of stone and earth, built atop hundreds of tiny islands in a vast bay, where most people travel along small bridges or in small boats. This romantic city is a haven for shipwrights, and indeed builds the best of all ships. The people here remain at peace with the Ottoman Empire for most of the 16th Century, until forced to side against it. Once the merchant capital of the ancient world, this city has degenerated into the brothel of the pirate era, with prostitutes and gambling tables at every turn, even in churches and town square.

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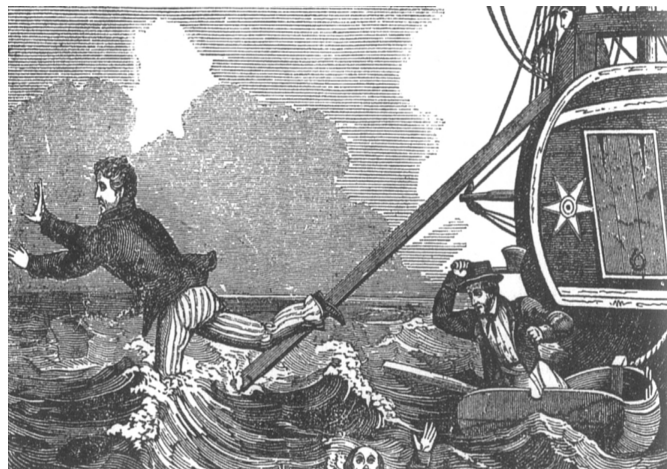
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ISLANDS: Island settlements are often among the smallest or the least fortified. While they usually fly the flag of their rightful sultan, king or captain, such settlements are always in need of trade and so they tend to do business with pirates without question. However, such settlements are either too small or insignificant to kings and other rulers that there are never any potentates regularly assigned to them. If there is any sort of recognized leader in a city, it is usually a pirate captain who rules from his ship in the harbor.

Boralfonz

Existence: 1531 and on
Location: 39N 2E
Level: 4
Potentate: Council
Population: 1800
Religion: All
Pirate status: Suspicious (2)
Fortifications: 8
Merchantiles: -5

Boralfonz is named after a famed commander who, it is said, began a secret society that operates from this island city. This order of shadowed men (and women), if they truly exist, control much of the wealth, religion and conflicts in the ancient world, and perhaps even beyond it as well, secretly backed by the Pope, though not openly defying him like their Muslim counterparts in Briavan. This secret society is most infamous for maneuvering a carefully chosen few into adventures of piracy that will have long-reaching effects on the world.



Bozwell

Existence: 1547 and on
Location: 40N 20E
Level: 2
Potentate: Governor
Population: 400
Religion: Christianity
Pirate status: Wary (7)
Fortifications: 2
Merchantiles: -1

Bozwell is an island of mystery. It is said that in more ancient times, sacred ziggurats came down from the stars when they were banished from the heavens. Many thought them to be the very gods of Mt. Olympus, and pilgrims came to seek the site of their arrival, only to find all rumor of it to be far from the sacred mountain, yet their zeal none-the-less established this small island-town, a place where at least something unnatural seems to have stolen the wisdom of the people, whether it is true deities demanding blind loyalty or sheer religious fervor, as the people are easily fooled and will do almost anything for the supposed power of their gods.

Briavan

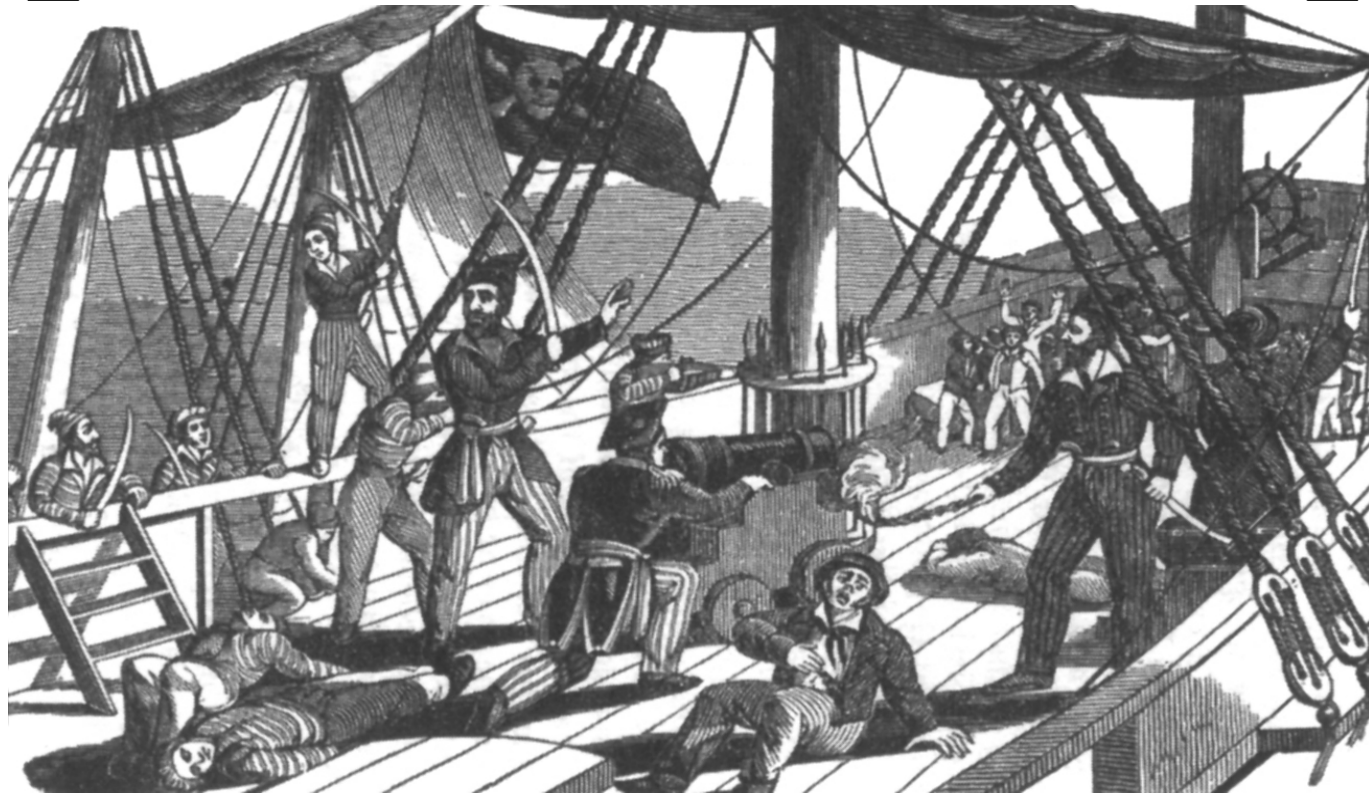
Existence: 1528 and on
Location: 34N 35E
Level: 4
Potentate: Council
Population: 1600
Religion: All
Pirate status: Hostile (9)
Fortifications: 10
Merchantiles: -0

Briavan is a mysterious, some say non-existent island which indeed few can find, even those that have been there before. For here exists a council of elders, wise men and Mages alike, who use the illusion of power to actually gain it. Their hunger for power is insatiable, and they have managed to work spies and other influences into the courts of most strongholds in the ancient world. They are on secretly good terms with the Ottoman Emperor, openly defying him while he quietly pays them for downsizing his more greedy corsairs and any Rais that becomes too powerful in himself.

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Djerba

Existence: Always
Location: 34N 11E
Level: 1
Potentate: Bey
Population: 300
Religion: Islam
Pirate status: Welcome (0)
Fortifications: 6
Merchantiles: -8

Djerba lies off the coast some 200 miles south of the stronghold of Tunis. This island-city guards the eastern end of the Barbary Coast like a sea serpent, and indeed its Muslim name has been taken to mean such evil by many Christian crews who do not (or will not) understand Arabic speech. Given its strategic location, this port is favored by the Bey of Tunis, who sends many of his corsairs there with rich incentives, safe harbor being the best of them, a place where they can gather men and strength for their own ends, while at the same time unwittingly serving the Ottoman Empire by increasing the threat of piracy in the those waters.

Déville

Existence: Always
Location: 42N 3E
Level: 3
Potentate: Council
Population: 400
Religion: Christianity
Pirate status: Hostile (9)
Fortifications: 4
Merchantiles: -5

Déville is said to lie off the southeastern coast of France, though few are certain, for most vessels avoid this harbor, even in a storm. Built on the ruins of several smaller ports, this island-city was founded in 1180 when the rest of the world was involved in the crusades, and its shrewd people were harvesting the gold and blood spilled by all holy wars, anticipating the crusade at sea centuries later. Indeed, many crusaders returned here to live, and to settle, but for the sole purpose of revenge, a slow revenge being planned against the Muslims for several centuries. This city is a prime location for pirates to gather strength against all nations.

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Gozo

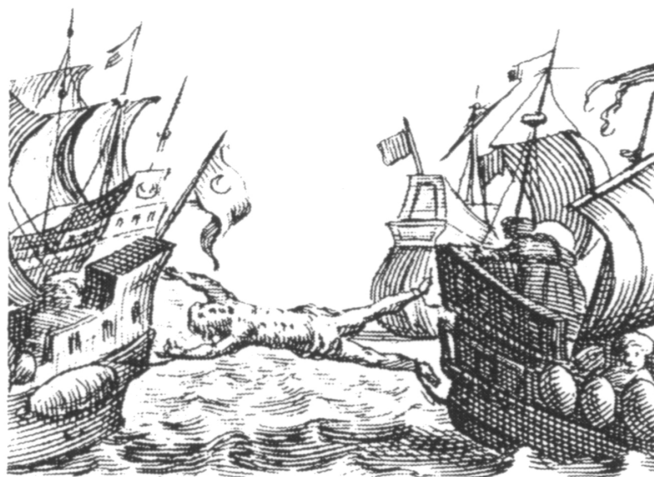
Existence: 1475 to 1551
Location: 36N 14E
Level: 2
Potentate: Governor
Population: 200
Religion: All
Pirate status: Wary (7)
Fortifications: 3
Merchantiles: -2

Gozo is an island haven for the Knights of Malta until it is attacked and plundered by the Ottoman fleet in 1551, who leave naught but burning ruins in their wake, a sign to all Christian crusaders that would dare organize against them. In years following this defeat, the Knights of Malta often use this lost city, with its all too true stories of the slaughter of women and children as a focal point in their tales of the butchery and brutality of Muslims and the expanse of the Ottoman Empire.

Herzognia

Existence: 1532 and on
Location: 39N 9E
Level: 2
Potentate: Governor
Population: 400
Religion: Christianity
Pirate status: Hostile (10)
Fortifications: 2
Merchantiles: -6

Herzognia both benefits and suffers from a culture that refuses to give up the old ways—there are temples to many ancient gods long proven to be mere myth, and defiance of modern wars that encourages the already hot-blooded people to rise up against all who question them, usually to their own suffering. Moreover, the general populace ever maintains that their city was once the seat of a great empire which few have ever heard of, their ‘proof’ lying in the oft-told tale that all records of their legacy were lost when the legendary Library of Alexandria was destroyed during the crusades, though many crusaders themselves came from this very city, for these people are mostly warriors and love to shed blood.



Lanzarote

Existence: 1493 to 1586
Location: 29N 13W
Level: 4
Potentate: Governor
Population: 200
Religion: Christianity
Pirate status: Wary (8)
Fortifications: 1
Merchantiles: -7

Lanzarote is a small but important harbor in the Canary Islands, outside the ancient sea, indeed the last stop for ships venturing out into the open ocean of the Atlantic. Established by the Spanish immediately after the discovery of the New World to act as a port for ships coming and going from the Americas, it enjoys great prosperity until it is taken by Muslim corsairs in the late 16th Century.

Lesbos

Existence: Always
Location: 39N 26E
Level: 5
Potentate: Bey
Population: 1000
Religion: All
Pirate status: Welcome (1)
Fortifications: 2
Merchantiles: -3

Lesbos is a major harbor in the Aegean Sea, a bustling port where cultures mix freely, a haven

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for both Greeks and Muslims alike. Due to the rich and diverse trade that both religions bring in, the city officials are usually quite capable of overlooking whether a ship flies a flag of Royal Navy or pirate colours.

Messina

Existence: Always
Location: 38N 15E
Level: 1
Potentate: Governor
Population: 900
Religion: All
Pirate status: Welcome (1)
Fortifications: 4
Merchantiles: -2

Messina is the major port on the northeastern tip of Sicily, center of the ancient seas. One of the most oft-conquered cities throughout history, this town is made up of zigzagging streets built and rebuilt countless times and filled with cultures so diverse and seamlessly blended together as to be a culture in itself. Many attacks still come to this otherwise peaceful port, for most naval officers know that it is the best staging point for any kind of assault on the mainland of Italy.

Sarellon

Existence: 1550 and on
Location: 37N 28E
Level: 3
Potentate: Governor
Population: 700
Religion: Christianity
Pirate status: Welcome (0)
Fortifications: 4
Merchantiles: -0

Sarellon is named for the first known woman inducted into the order of the Knights of Malta. It was originally the site of Rhodes, a major port in more ancient times and site of one of the original Seven Wonders of the World. In this day and age however, the wonder is in its strong women, who make up the bulk of its defenses, often using guile and sudden displays of ferocity to defy the ever advancing Muslim civilization.

Syracuse

Existence: Always
Location: 37N 15E
Level: 1
Potentate: Governor
Population: 500
Religion: All
Pirate status: Cautious (4)
Fortifications: 2
Merchantiles: -3

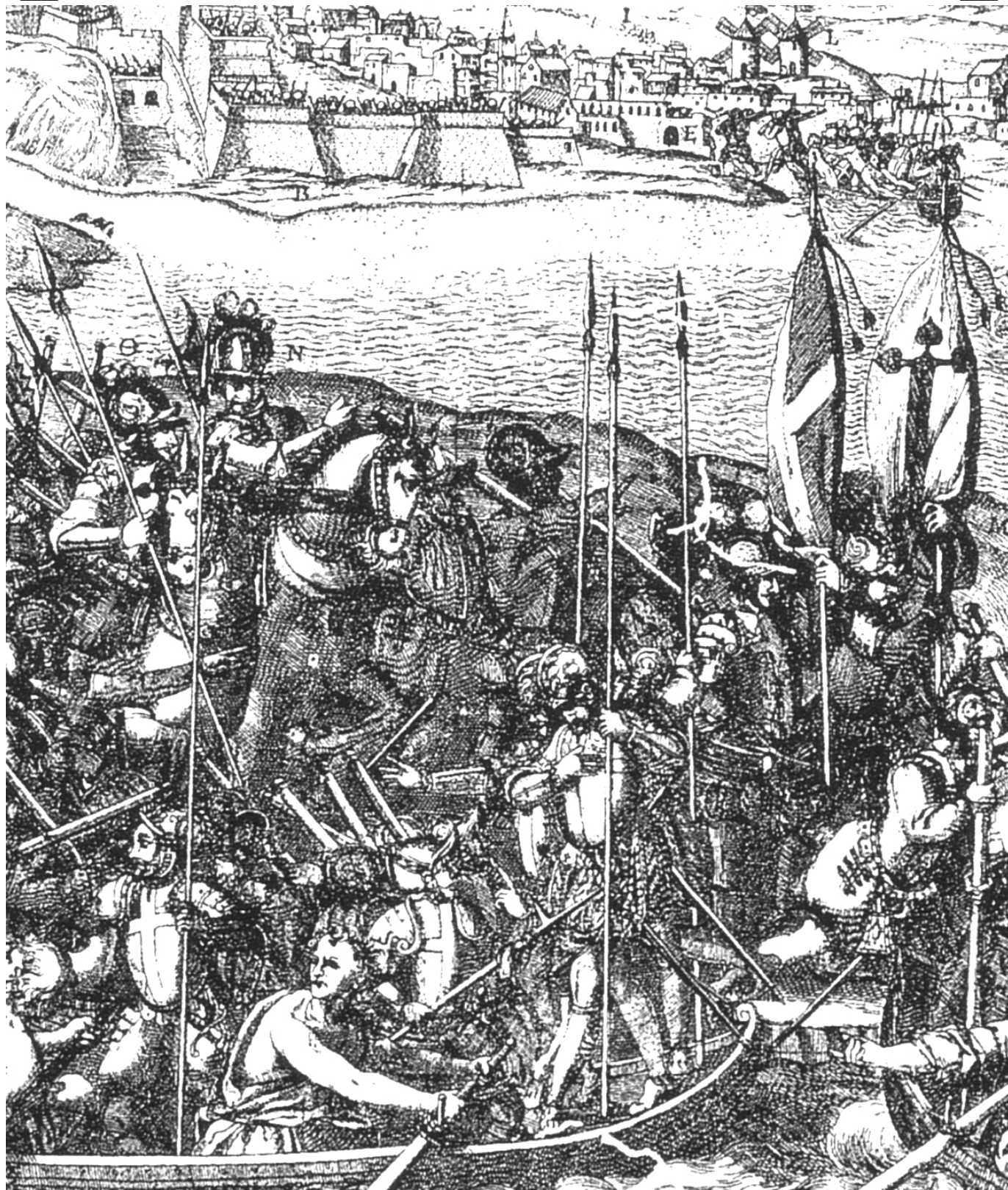
Syracuse is the major port on the southeastern coast of Sicily, anchor in the center of the criss-crossing trade routes of the ancient world. However this city's prime location is both a blessing and a curse, for it has been proven throughout history that this is the best staging point for conquering the rest of the island.

PIRATE POLITICS: Towns, harbors and their people are not just easy targets to be slaughtered and robbed for easy fortune, at least not to the wiser pirates and corsairs, who do well to keep in mind ways of balancing strife and thus in effect governing the warfare of the seas, much like their counterparts in official positions on land. Some things that more cunning captains weigh in the scales of their future are explained below.

The Barbary Coast: All the city-states along the Barbary Coast fall under the rule of the Ottoman Empire, and as such to attack one will greatly risk rising the ire of those nearby. As it has been said by many corsairs, when any link in a chain is broken, all others feel it at once. As it is, all settlements along the Barbary Coast have become city-states out of necessity, indeed governing themselves but at the same time reporting to the higher power of the Ottoman Emperor, so that they gain the best of both worlds, that of independence to act as they will but with the protection of the Empire—those who raid such city-states are dealing with not one army but many, and if they do not flee from the plundered city quickly, they will almost certainly find themselves closed in by reinforcements being advanced from other city-states near at hand.

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The Sahara: Most settlements along the Barbary Coast are trapped in a very thin line between the sea and the desert, and this dictates their course of action at any given time. For the ever-present Sahara cannot be overlooked, not for weather, food shortage, or for what bandits may escape into its trackless wastes. By the same token, the sea cannot be overlooked, either. Yet the desert is known, and thus when forced most cities along the Coast will trust to what they know of the desert rather than the random nature of what may wash up from out of the sea—those who press Barbary towns to any desperate measures will almost certainly find their prey to use the desert to their advantage, which most pirates are not at all skilled in dealing with.

The Albanian Coast: The barren frontier reaching from Christian Europe to the Muslim Empire is essentially a no-man's-land, where pirates can find safe harbor for a price, though their hospitality can just as easily turn into a trap if someone offers their host a higher price. This desolate land has no true laws, save for those of sword and blood. And while these territories more often than not fall under the curtain of the Ottoman Empire, even the Emperor himself does seldom to control this wild frontier, indeed preferring the unbreakable storm of chaos as a deterrent against any future crusades invading his domain. Here, pirates prey mostly upon other pirates, in the name of the universal religion of survival—only desperate men sail here, a place where they will soon find wealth enough to be desperate no more, or simply be no more...

The Byzantine Empire: The center of the ancient Mediterranean was arguably the Byzantine Empire, a vast realm centered in the great city known as Constantinople. However, at the dawn of this era of piracy, Constantinople was overthrown by the Muslim Turks—this capital became then Istanbul, and the better part of the region became known as Turkey. And while the Ottoman Empire now rules this land, its native people have roots that run deeper than the faith of Islam. Pirates who defy the Empire in these territories are often seen as freedom fighters, heroes, and even saviors—many a tale tells of a corsair who used the favor of the natives to his advantage...

PLUNDERING SETTLEMENTS: What good are any settlements if they cannot be plundered? If and when the Player Characters are involved in the sacking of a city, 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 137: Colony Treasures

Roll	Colony's potential extra treasure
11-12	Extra gold from Table 138; but known only to the potentate who will not talk!
7-10	Extra stores of valuables; +1 to rolls for determining value of all 'goods' plundered
4-6	No additional treasure
1-3	They suspected an attack and destroyed much; -4 to all rolls here for Table 81

Table 138: Hidden Treasures

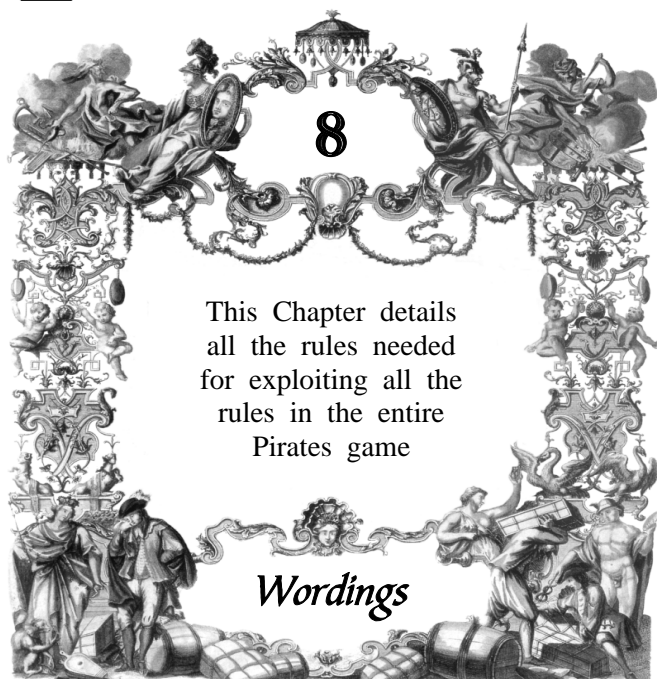
Roll	Colony's hidden treasures revealed
10-12	Gold cache from Table 139
4-9	Gold from Table 84
1-3	Gold from Table 84 minus colony's Level

Table 139: Gold Caches

Roll	Colony's secret gold cache
12	2000-24000 in gold bullion!
8-11	1000-12000 gold of city's own nation
7	1000-12000 pieces of eight
4-6	500-6000 gold of city's own nation
2-3	500-6000 pieces of eight
1	100-1200 pieces of eight

CHAPTER EIGHT

THE MOST SNEAKY PLAYERS REMEMBER THAT RULES CAN NEVER BE MORE SNEAKY THAN THEY



EXPANDED RULES: Provided throughout the following pages are some rules from this book that are ‘expanded’ in some way. Why? Well, perhaps, since this is a pirates game, we’re just chiseling and cheating in how we fill the last few pages of this book. Or perhaps these are rules that we’re using to reward those who take the time to read a little deeper into our beloved book. Or perhaps we’re experimenting with what sort of content can go into a supplement book. Or perhaps these are advanced versions of certain rules that the Game Captain has to approve, as they can upset the balance of play, and we were too cowardly to decide to place them in the rules-proper. But maybe, just maybe, all of the above is true. In any event, the expanded versions of rules are placed in order to match how they normally appear in the bulk of this book.

Nationality: The Mediterranean and its lands are full of old cultures which clash constantly, each one vying for supremacy. Given their prominence throughout the basin of the ancient world and their being more apt to dealing with this world, such peoples gain advantages that other Europeans do not. And thus, if a Player wishes to make a Character whose roots are in the Mediterranean, he

will be limited to the four Character Classes of Buccaneer, Rogue, Scourge and Swashbuckler, unless in real-life he has any sort of ancestral link to that Nationality chosen. After all, it is only assumed that a majority of players are European in heritage, and choosing those Nationalities does not penalize one—why should anyone else have to spend extra Points and thus be at a disadvantage to simply play the role he is used to?

Superstitions: There are some counter-beliefs to all superstitions, indeed specific counters to specific fears, though they are often more dangerous than what the superstition itself makes one fear.

Breaking a mirror can be stricken of all ill fortune by one cooking up the shards and eating them, an act with instantly causes a Base Damage of 8 and thus will kill the person unless he makes his Girth Check, which is unaffected by anything external, such as armor.

Naming a ship the same name twice can be stricken of all misfortune if its very first battle is against the ship of the original name, whether it still bears that name or not, and as a result of the battle is sent to the bottom with absolutely nothing salvaged from it and nobody sailing on it in any capacity left alive to tell the tale.

Encountering a dead calm at sea can be stricken of all ill fates to come by sacrificing a single soul to the depths, though such an act will immediately result in the loss of 1-6 Morale, and if this results in mutiny it will be instantaneous, with the consequences of the to-be-sacrificed sailor saved and the one who ordered his untimely demise sacrificed in his place.

Speaking the name of the dead can be stricken of all unfortunate events to come by way of the speaker singing a song in kind of the dead he just named, thus placating the spirit, though to do so requires a Charisma Check, with failure resulting in that spirit manifesting in full form as a Ghost and fighting the Character to the bitter end.

Women and the sea: Since the earliest years of seafaring it has been known that women are bad luck aboard a ship. Bringing females aboard a ship immediately lowers a crew’s Morale by -3 unless the Player of the Character is in real-life dating

pieces of rules



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one of the male Players present, and by the same token, removing a woman from a ship and so making the vessel safe again will raise a crew's Morale by +2, unless, again, the Player of the Character is in real-life dating one of the male Players amongst them, and so they shall miss her, gaining no bonus to Morale thus. Furthermore, whenever women are aboard, the maximum Morale a crew can have is 20, unless the Player of the Character is dating the Game Captain—so long as there is going to be suspicions and perhaps even accusations of any favoritism among Players it may as well be official, the crew having no cap on their Morale in such a case.



Slow death: Allah has granted the Character such strength as to deny death when next the Dark One comes looking for him. This Prayer Check will, if the actual praying includes firing some person of another religion out of a cannon to his death so as to send the unwashed dog back to the heavens to be purified, a bonus of +1 for men so executed and +2 for women killed in this fashion (-2 for children). Note that only the last victim so offered to Allah will affect the next such Prayer Roll. But if granted, this miracle will give the individual a

bonus of +1 to his roll on Table 10 when next he 'dies'. If the one who makes this killing blow against the faithful servant of Allah 'Saves', it will negate the bonus only, and so still call for a normal roll on Table 10.

Convert: Christ has given such charisma, strength of conviction and power to one's words that he is able to cause any one individual to 'involuntarily' convert over to Catholicism (or whatever form of Christianity that the speaker may practice). Having done this will earn the strong-willed Character a reward of 1-12 gold per convert when next he sees the governor within any Christian settlement. The change of the converted will have all the normal applicable effects as if the he changed religion by choice, however, if he sees the one who converted him take the gold in lieu of his religious triumph, the converted will stand a 1 in 12 chance equal to his Experience Level of breaking the conversion and thus costing the strong-willed one all benefits therefrom (most especially the gold).

Ships: There are just a few particulars about ships that merchandises don't like to discuss, but this book isn't afraid to log these facts, so use them to your advantage.

Argos have been used by Greeks for centuries, and thus are not as costly for them to build, a successful Wits Check forcing any merchantile in Athens, Bozwell or Circa to, by law, only charge 800 gold for a new ship of such design, before any Bartering is factored in.

*Galliot*s are the main ships used by the Ottoman Empire and are thus readily available in ports ruled by the Emperor, and are to be sold at less cost to his privateers, a successful Wits Check forcing any merchantile in Acre, Algiers, Istanbul, Tripoli or Tunis to reduce 100 gold from the cost of a new ship of such design for each rank level of the privateer captain that will command it (300 reduced for a Major, 500 reduced for an Admiral, etc.) before any Bartering is factored in.

*Galley*s tend to have histories as slave-ships, and legally the slaves are part of the vessel, a Luck Check thus forcing any merchantile anywhere in the Mediterranean to include 1-12 slaves per Value of the ship in its sale (all Level 1 men).

CHAPTER EIGHT



THE MOST SNEAKY PLAYERS REMEMBER THAT RULES CAN NEVER BE MORE SNEAKY THAN THEY



LOOPHOLES: He who is ready to live by the sword must ask himself: is he ready to **die** by the sword as well? Indeed, will one just live and die by the rules, or will he sharpen these words and use them to his advantage? Normally, the quest for loopholes is frowned upon and even punished by game systems and their GMs, but then again, so is piracy in any sense.

Even the most rule-savvy Players may find themselves trapped when it comes to the curse-worthy strength of the Pirates rules. But rules, like curses, are all about how they are worded, and even when not, every curse has a way out, if one is clever enough to find it, or wise enough to read the gospel of the gods, or in this case, the author. For indeed, this last section is a collection of loopholes that the creator of this game has either found himself or dealt with during play, and is now pointing out to you, the one who has taken the trouble to search this text to its end, and rightfully earned the advantage of this wisdom, having to deal with all his preaching.

Provided throughout the following pages are rules known to have loopholes and how to exploit them. These are indeed rules that easily break into pieces, so use them well, and buy your way to a longer life in the game. Of course, while you have a privateer's legal license to use all of these tactics, you would still do well to consider what may be the reprisal from either your Game Captain or even the other Players, as the case may be, such as being denied Adventure Points, or being outright killed (perhaps with someone using these same loopholes to do it).

Maximizing Ability Checks: If your Ability Score is very low or you have penalties enough, you should try those Checks with the most severe penalties—the negative modifiers added on mean little or nothing at that point, as you already need a '12' to be successful.

Combined Ability Checks: Take a lot of red shirts (in other words, NPC crewmen) to assist you in a Combined Ability Check—you are making the roll, so you get all the Experience Points, and they get a sense of doing their duty.

Trading in damaged ships: With a 1-to-3 ratio for profit on damaged ships, indeed every lost Hull Point reducing 30 gold from a selling cost but only requiring 10 gold per Point to repair, look for a ship that's already damaged and fix it up, provided you have the time required to do so—this is especially useful if you can sabotage a ship on your own (say by sneaking aboard with a powder keg) and then buying it and repairing it, provided you don't get caught in such dirty-dealing.

Buying Morale: Many Morale boosters can be staged, for the rules do not specify degrees or amounts—you could plant a considerable cache of treasure and kill the crew with low Morale, only to 'discover' it with a new crew later on, a crew who is in need of good news.

Being marooned isn't so bad: When your Player Character is marooned, you might do better to just go ahead and pull the trigger—you may lose 1-6 Creation Points for your next Character, but **if** the Game Captain is using Adventure Points, he may very well award 3 for 'dying in a fitting fashion', which may be enough to counter the 1-6 loss, as they have a 1-to-1 ratio.

Slave speed: When involved in a chase, check to see if there are any slaves aboard—they won't be in battle, but a single man with a whip can get them to row, gaining speed with the sweeps.

Single slave speed: Using the sweeps gives a ship +1 to its roll in a chase for every 30 men who row, rounded **down**—that means that just one man can make a little difference, so in any chase, have at least one crewman doing something that makes a difference, but something descriptive so as not to upset the Game Captain (such as using the whip to drive on ghost slaves at the oars).

Losing cargo: Technically, anything that takes up 'cargo' space aboard a ship is cargo, so its loss will allow a ship better speed in a chase—if your ship is badly damaged, try and flee, for the lost cannons, anchors, longboats and sails all took up space, and thus 5000 total value of weight might be already lost and so add to the vessel's speed.

pieces of rules



THE MOST SNEAKY PLAYERS REMEMBER THAT RULES CAN NEVER BE MORE SNEAKY THAN THEY



Rolling Ability Scores: When you're rolling a new Character, roll Ability Scores with three separate dice but roll them one dice at a time—if you see a low result, have your next dice roll 'accidentally' bump into the previously rolled dice and thus hopefully move it enough to change what it reads.

Starting wealth: Rolling starting wealth is a gamble and a test of greed, so don't play the odds, but rather, **make** the odds—save your re-roll or just 3 Creation Points, and roll on and on and on, saving ungodly amounts of gold, and then employ that one re-roll to counter the first failure, and then just sit pretty with a few hundred doubloons.

Wealthy Gentlemen: It's all about counting and saving when it comes to money, so do it with your rolls and modifiers just as much as your Character does it with his gold—take Gentleman as a Class and roll up a lot of gold with that +3 modifier, and then switch Classes quickly.

Countering Gentleman: For Game Captains, here is a foil for the above loophole about Gentlemen and starting wealth—the new Character Class taken on still costs the normal amount of Creation Points, which means it would most likely have been less expensive in Creation Points to spend 3 at a time for re-rolling starting wealth than to spend 4 for Gentleman Class to gain the bonus and then more Creation Points for an additional Class.

Buccaneer Skills: Traditionally, pirates, indeed whom are mostly buccaneers by Class, aren't too smart, so play your Points that way—have Wits be your lowest Ability Score and suffer all penalties you can since your primary Skills are going to be weapons anyway, which by Class have no limit, regardless of Wits Score (this being **all** weapons, not just those that are Suggested Skills).

Surviving explosions: Explosions are chaotic and variable by nature, so it stands to reason that you have more of a chance to escape a blast than one might otherwise believe—let the explosion do its normal Damage, but even if you fail the Girth roll to survive, you can always make a second roll, that of a Saving Throw versus 'explosions'.

Point-whoring: All Experience Point awards for defeating enemies is awarded to a single victor, so wait for the opportune moment (i.e. when the guy is beaten down by the others and ready to go down at any time) and then make a quick strike to finish him off—you get the rightful claim to all of the Experience Points for the win, and your fellow pirates get the right to call themselves losers.

Bleeding Experience Points: If an enemy is not very dangerous, don't use your sword or pistol, but fight with your fists—you'll probably still win, and by doing less Damage with each blow it will most likely take far more hits to finish the fool, thus granting you more Experience Points in the end.

Pardon papers: Should you be fortunate enough to find pardon papers, especially those that have room for multiple signatures, don't use them—sell them to pirate captains, for they should be willing to pay the equal to whatever bounty is on their head, as the pardon goes into effect immediately, rather than after a risky battle and trial.

The size of charts: Conceivably, special charts rolled from Tables 89 and 90 have no upward limit to the total bonus they offer, a vague point that a Game Captain may resent, however, the same vague nature of the text does not specify how broad an area the charts cover—if you are Game Captain, anticipate many such charts being found, and don't have them cover broad areas like the 'Mediterranean', but rather more specific areas, like 'the isle of Malta and its surrounding waters'.

Water of youth: Don't drink it right away, but rather, wait until you or someone you actually care about is dying—after failing their rolls for Girth to survive a blow and then blowing their roll for 'Slow Death' on Table 10, if they're still kickin', the modifications to Ability Scores from becoming younger, while not healing the wound itself, may very well change his Girth, and so with his Ability Score having changed, demand that he be allowed to re-make his Girth roll to survive the blow, though this does not ensure he will survive the rancor of the Game Captain...

