

MYSTARA DECLASSIFIED ARCHIVES PRESENT

MD04 BRETHERN OF THE SEA OF
DREAD FILES

COMPILATION BY IRVING GALVEZ



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Prologue

First of all I want to thank everyone that has written something to keep alive Mystara. This is a compilation of different authors put together by me. I also add some information to complement this work. My intention is to unify different ideas. I try to put the authors of each idea. This compilation is not intended to be sell and is for free usage by people that keep playing Mystara. Dungeons and Dragons and Mystara are property of Wizards of the Coast.

Of all the Mystara Declassified Files this one could be the most controversial one but if it is useful for you, use it.

Keep playing and keep making Mystara breath. Special thanks to Vaults of Pandius (<http://pandius.com/>) and to The Piazza (<http://www.thepiazza.org.uk/>)

You can find more work made by me at <http://pandius.com/igalvez.html> and The Piazza or you can contact me at irvinggalvez@gmail.com.



The Sea of Dread

The Sea of Dread vast and rich washes the shores of the Known World from Hattias to Jaibul and from Shireton to Raven Scard. Merchant, pirates and militia ships go back and forth trying to make a living. For many years the balance was steady and while the population grew, so did the ships that filled the seas and created chaos between good and evil. Without being able to be controlled the pirates grew and created conflicts that devastated entire cities and surrender entire islands. Before the problem grew bigger, a group of pirates decided to act before seeing their world destroyed by the greed and the uncontrolled rapine.

Independent pirates name a representative of each country (The Pirate Lords) and founded the Brethren of the Sea of Dread. Thou each pirate was going to continue to be independent there were certain rules that have to be followed in order to be able to work in the Sea of Dread. Disobeying the rules could mean creating a bounty to hunt the ship and its crew.

The Pirate Lords

Pirate Lords of the Sea of Dread by Colin D. Wilson

Pirates may ply their trade for many reasons: some do it for treasure, some for excitement and some simply from a love of violence. But for the most powerful pirates, the goal is to become a Pirate Lord. A Pirate Lord is a pirate so powerful in his sphere of influence that all other pirates in the area bow to his superiority and offer tribute. Though each pirate is a king on his own ship, they all owe fealty to the Pirate Lord.

Becoming a Pirate Lord is a simple process in some ways. When a pirate is so feared and so powerful that no other pirate risks a battle with them, they can claim the Pirate Lordship of their Sea. This is normally achieved through a combination of bribery, fear and personal loyalty. A simpler method is to kill the previous Pirate Lord, though holding the title may then become more difficult. Once accepted as Lord, all other pirates in the area must send them regular tributes. How much and what form these tributes take are all up to the Pirate Lord in question. Asking too little will mean they are not respected, but asking too much may lead to a concerted effort to depose them.

Apart from the benefits of regular tributes the Pirate Lord can also require the Buccaneers in his domain to form a pirate fleet under his command. This isn't often done, but should a country ever try to erase piracy from a region this may be the result.

Secrets of the Pirate Lords

For those fighting for it, being a Pirate Lord is all about the title. Little do they realize that, once they are granted the position, the role is much more than that. The Pirate Lords were created over a thousand years ago by a magician and pirate of astonishing power known as Twistbone. Nobody knows his true name and his place of birth is lost to history.

Even the Immortals are unsure, and some speculate that he came from another plane entirely. In his prime he was the most feared pirate on Mystara, using his supreme magical abilities to overwhelm his foes, burning their ships, taking their treasures and attacking their ports with impunity. With his magically long life, he sailed all the seas of Mystara and brought them under his control. But one man could not rule all the seas alone, so he created the Pirate Lords, each responsible for one Sea and answerable only to him.

Using his powers he crafted a brass ring for each Lord. With these, he could track their movements, communicate with them and summon them to him. The rings also granted some magical abilities to their wearers. With his Pirate Lords, he sought to rule the seas forever. But one should never forget the treachery of pirates. Within a decade, the Pirate Lords turned on him and magically imprisoned him in an ornate mirror. They agreed that none should have overall rulership of the seas and instead agreed to keep to their domains. Since that time there have been many such Lords. As each dies, a successor eventually takes their place and the rings magically find their new wearer.

The Lords recognize no leader, but continue to meet secretly to ensure that piracy maintains its grip on the seas of the world (The Council of Dread). The meetings are irregular and are arranged using the rings to communicate. They take place in the captain's cabin on The Scourge, Twistbone's original ship, which is where the rings take their bearers when requested. The ship creaks and groans as it floats in a dark sea that is unknown to any Pirate Lord who has yet visited it. The ship has somehow become magically entangled on a series of sharp rocks, so the front half is separated from the back. On one of the rocks is a small lighthouse which illuminates the continual rain. With the ship stuck fast, no Pirate Lord has managed to leave the rocks to find out more about the region.

Inside the cabin sits a huge table surrounded by thirteen chairs, usually more than enough to accommodate all living Pirate Lords at any given time. Two walls are taken up by the windows and the door. On the third wall hangs a massive mirror, entirely covered with a thick, green cloth, while on the fourth there sits a framed painting of a huge port filled with lights and ships, cowering beneath a lighthouse that reaches almost to the cloud layer. Beneath the painting is a glass-topped, wooden display case containing a large map of Mystara, on which sit the rings of those Seas currently without a Pirate Lord. Pirate Lords are the executor arm of the rules and consequently, his decision was definitive. So it was one more reason for every registered captain to do them favors because they never knew if in the future they would need from his judgment.

Pirate Lord must try to solve disputes between to register captains and must hear in the audience both parts. No one can question his decision but he needs to be wise and fair so that all captains can trust in his word.

When a Pirate Lord called to attend to The Council of Dread he must assist. He must cast a vote for any reason he was call and he must follow any resolution taken there. He has to communicate to all register ship captains any new information.

Dread's Brethren Rules

- Any new pirate captain must present with the Pirate Lord of his country to be registered in the pirate book and be assigned a symbol.
- The assigned symbol must be marked on the ship so that it can be identified at sea by any other registered pirate.
- 5% of each booty must be delivered to the Pirate Lord. This is to create funds for emergencies.
- You can't attack another registered pirate ship. This act causes the loss of registration.
- Unregistered pirate ships can be attacked without mercy or in their case can be reported with the Pirate Lord.
- To kill excessively innocent people, to constantly plunder villages, and to kill children and women will automatically revoke the registration and will cause the ship and its crew to be hunted until death.
- In case of disputes between two registered captains, they must appear before the Pirate Lord. If he can't reach a solution the captains must fight in a duel to the death.
- Appointments with the Pirate Lord must absolutely be respected, otherwise the register could be lost.
- Pirate's families must be treated with respect.
- Money cannot be appropriated if it belongs to other register pirate or to other pirate families.
- The Pirate Lord must go to the Council of Dread when called, if he doesn't attend his vote would be canceled and can't cast a vote on next meeting.

These simple rules must always be followed. It would seem that no pirate is independent, but at the end, it is an orderly way of doing their work on these seas. Even

so, a pirate may decide not to register and do whatever he wants. But he must be concerned about being very powerful so that registered pirates are afraid to confront them. Although in the end the union is strength and more than one captain can join to collect the juicy reward.

Pirates Types

Pirates

Pirates are those who commit acts of violence or assaults on the high seas, by sea or by air, for personal purposes transcending the normal jurisdiction of a country or nation. Pirates are considered adventurers who enter maritime territories for long periods hiding from the authorities.

These people for the sole purpose of personal gain obtained great booty after the capture of ships and sale of all that of captured value, the ship, pieces of artillery, slaves, and rescues by passengers. So the pirate was a vulgar sea thief, often bloodthirsty.

Corsair

The Corsair was a pirate "sponsored" by a Country. In other words, a country granted a license by which it can practice piracy against ships of enemy countries, receiving in return a part of the booty. These individuals recovered the investment with the booty obtained with the boats and small cities captured. They also demanded rescues for passengers and sold the captured slaves. Part of this booty is taken by the Nation that granted the license, in exchange for its protection and to be able to use its ports. They could only consider safe ports in their country. It also granted them protection, theoretically, a Corsair could not be hung for carrying a license, if it was captured.

Buccaneers

The Buccaneers were hunters who prepared smoked meat to sell to the boats. Some also did acts of piracy if the occasion arose. They live in uninhabited parts of Sea of Dread, where there are large numbers of cattle, which without predators had proliferated in large numbers.

Filibusters

These men, who at first act free to attack small ships without going too far from the coast, are the first to turn piracy into something more than a crime, eventually creating a filibuster society. However, with the passage of time, governments saw a usefulness in the

filibusters and welcomed many to focus their attacks on the territories enemies of their sponsors, becoming a midway between the pirate and the Corsair, being able to speak of domesticated pirates.

Pirate Ship Crew

Base on http://www.thepirateking.com/historical/ship_roles.htm

Ship's Captain

A common misconception about life on a Pirate ship surrounds the role and authority of the Captain. Unlike the Captains who are appointed by their respective governments and whose authority is supreme at all times, most pirate captains are democratically elected by the ship's crew and could be replaced at any time by a majority vote of the crewmen.

Some captains are voted out and remove for not being aggressive enough for their crews, while others are abandon by their crews for being too bloodthirsty and brutal. Pirate Captains are expected to be bold and decisive in battle as well as skilled in navigation and seamanship. Above all, they must have the force of personality necessary to hold together such an unruly bunch of seamen.

There are surprisingly few detail descriptions of what the pirate captains looked like, and those we do are rarely flattering. Most seem to have adopted the clothes of naval officers or extravagantly dressed merchant sea captains.

Quartermaster

Most pirates delegate unusual amounts of authority to an individual called the Quartermaster, who became almost the Captain's equal. The general rule is that during times of battle the Captain retained unlimited authority, but at all other times he and the rest of the crew are subject to the command of the Quartermaster.

The Quartermaster is usually elected by the crew immediately after choosing a Captain, and it is his duty to represent their interests. For this, he receives an extra share of the booty when it is divide. Above all, he protects the Seaman against each other by maintaining order, settling quarrels, and distributing food and other essentials.

Serious crimes were trial by a jury of the crew, but the Quartermaster has the authority that could punish minor offenses and kept the records and account books for the ship. If the pirates are successful, he decides what plunder to take from a prize. If the pirates decide to keep a captured ship, the Quartermaster often took over as the Captain of that ship until they dispose of it.

Sailing Master

This officer is in charge of navigation and the sailing of the ship. He directs the course and looks after the maps and instruments necessary for navigation. Since the charts are often inaccurate (or nonexistent) his job is a difficult one. Many Sailing Masters are forced into pirate service from captured vessels.

Boatswain

The Boatswain supervises the maintenance of the vessel and its supply stores. He is responsible for inspecting the ship and its sails and rigging each morning and reporting their state to the captain. The Boatswain is also in charge of all deck activities, including weighing and dropping anchor, and the handling of the sails.

Carpenter & Surgeon

The Carpenter is responsible for the maintenance and repair of the wooden hull, masts, and yards. He works under the direction of the ship's Master and Boatswain.

The Carpenter's duties are to check the hull regularly, placing oakum between the seems of the planks and wooden plugs on leaks to keep the vessel tight. More often than not, the Carpenter serves as the Ship's Surgeon and perform operations and amputations with the same woodworking tools (with no anesthetic!).

Weapon Master

The Weapon Master is responsible for the ship's weapon and ammunition. This includes sifting ammunition to keep it dry, prevent it from separating, ensuring the weapons and ordnance are kept free of rust, and that all weapons were kept in good repair. A knowledgeable Weapon Master was essential to the crew's safety and effective use of their weapons.

Mate

On a large ship, there is usually more than one Mate aboard (hence the title "First Mate").

Mates serve as an apprentice to the Ship's Master, Boatswain, Carpenter & weapon master and take care of the fitting out of the vessel, and examined whether it was sufficiently provided with ropes, pulleys, sails, and all the other rigging that are necessary for the voyage.

The Mate also take care of hoisting the anchor, and during a voyage, he checks the tackle once a day. If he observes anything amiss, he would report it to the ship's Master. Arriving at a port, the mate causes the cables and anchors to be repaired, and take care of the management of the sails, yards, and mooring of the ship.

Sailor

The common sailor, which is the backbone of the ship, need to know the rigging and the sails. As well as how to steer the ship and applying it to the purposes of navigation. He needs to know how to read the skies, weather, winds and most importantly the moods of his commanders.

Rigger

The sailors assign aloft to work the running rigging and to furl/release the sails are referred to as Riggers. Although there were not any truly "safe" jobs, due to the constant risk of falling from a slippery spar high above a rolling deck this was certainly one of the most dangerous.

Cooks

Pirate ships did not have professional cooks. Usually, a just ordinary crewmember was in charge of food making.

Cabin Boy

A young boy who works aboard pirate ships as a servant. Many cabin boys make their way aboard ship by being kidnapped by pirates or are runaways looking for a means of escape.

Ammunition Monkey

A role filled by young boys on the ship in which they run ammunition from below decks to the cannon crews during battle.

Swab or Swabbie

Although not technically a rank, a person who mops the decks using the swab is called a swabbie.

The Pirate Code

Adaptation from <http://www.goldenageofpiracy.org>

Before a pirate ship leaves port all pirates collaborate and sign a document called the pirate code. The pirate code is a group of rules that all pirates had to follow aboard a ship. Some of these included things like keeping ones weapons at ready at all times. Others were curfews for drinking and partying below deck and efforts to curtail gambling which create internal conflicts. Overall, pirates are pretty democratic but the punishments for breaking the agreed upon articles is often severe.

The pirate code would determines what shares each pirate get along with regulations for inter-group fighting and discipline. They also regulate what happen when things like loss of limb or eyes occurred.

Before leaving each crew member must sign the pirate and then swear an oath of allegiance to the crew and the captain. The oath is usually conducted on a special ship object, but other objects including rings, swords, axes, skulls or even maps have been used. After signing the articles, a pirate is formally induct into the crew, giving him a vote for officers and his share of the loot. Once the codes are signed they are often placed in a visible location like outside of the cabin door.

Sometimes when pirates capture a ship the crew would chose to join the pirates. If the pirates are in need of sea-ready hands and require skill artisans such as carpenters or healers they will recruit them into their ranks. However some of these skill tradesman, and others who are not became conscripted into piracy if they refuse. This do not happen all of the time and is actually only a practice done when they were running low on men.

These pirates will be force to sail with the pirates and if they do not sign the articles they may be torture, however in a few cases they mutinie against their captors and turne themselves into the authorities.

Bounty Treasure

When it comes time to split the captured wealth into shares, profits were normally given to the person in each rank as follows: captain (5-6 shares), individuals with a senior position like the quartermaster (2 shares), crewmen (1 share), and individuals in a junior position (1/2 a share).

Punishments

All of the pirates who signed the articles of agreement know all of the rules before signing so one can't plead ignorance. Therefore the punishments for violating the rules were often very strict and very harsh.

A pirate who disobeys the pirate code can often find himself maroon on an island with nothing more than a bottle of rum and sword. You could also be thrown overboard, but that is done by two crew members holding your hands and feet. Other breaches of the code are met with being whipped 39 times, or even execution.

However cruel these punishments seem, all pirates agreed on these before leaving and knew full well of what the rules are. The punishments are designed to be deterrents against behavior that could divide the crew and cause internal conflicts. Most of the rules are common sense ones anyway such as keeping ones weapons ready for combat because you never know when an unsuspecting merchant ship may come along or even a military vessel.

The Articles

I. Every man shall have an equal vote in affairs of moment. He shall have an equal title to the fresh provisions or strong liquors at any time seized, and shall use them at pleasure unless a scarcity makes it necessary for the common good that a retrenchment may be voted.

II. Every man shall be called fairly in turn by the list on board of prizes. But if they defraud the company to the value of even one golden peace, they shall be marooned. If any man robs another, he shall have his nose and ears slit and be put ashore where he shall be sure to encounter hardships.

III. None shall game for money either with dice or cards.

IV. The lights and candles shall be put out at eight at night, and if any of the crew

desire to drink after that hour they shall sit upon the open deck without lights.

V. Each man shall keep his piece, cutlass, and bows at all times clean and ready for action.

VI. No boy or woman to be allowed amongst them. If any man shall be found seducing any of the latter sex and carrying her to sea in disguise he shall suffer death.

VII. He that shall desert the ship or his quarters in time of battle shall be punished by death or marooning.

VIII. None shall strike another on board the ship, but every man's quarrel shall be ended onshore by sword in this manner: at the word of command from the Quartermaster, each man being previously placed back to back, shall turn and fight immediately. If any man do not, the Quartermaster shall knock the piece out of his hand. They shall take to their cutlasses, and he that draws first blood shall be declared the victor.

IX. No man shall talk of breaking up their way of living till each has a share of 1,000. Every man who shall become a cripple or lose a limb in the service shall have 800 pieces of eight from the common stock and for lesser hurts proportionately.

X. The captain and quartermaster shall each receive two shares of a prize, the master gunner and boatswain, one and one half shares, all other officers one and one quarter, and private gentlemen of fortune one share each.

XI. The musicians shall have rest on the Sabbath Day.

The Actual Pirate Lords

(11 Actually, 2 Vacancy)

Atruaghin Clans Captain Tenoch (From Mystaraizing the Savage Tide: Tides of Dread by David Keyser)

Darokin Captain Amella Vankalie (From The Savage Tide from by C. Richard Davies & David Keyser)

Ierendi Captain Clegg, the Devil (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Sind Captain Ismeron (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Karameikos Captain Branek Korolenko "Deadbeard" (From Twin Soul Rocks by Irving Galvez)

Five Shires Captain Greylan Narrowgirth (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Minrothad Marie Raye Sariena Captain Krem (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Thyatis Marcus Kerral (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Isle of Dawn Nathaan McRhomaag Captain Krem (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Davania Adrienne Xylonias, of Petra (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Savage Coast Captain Pablo Silverleg (From The Three Star Flowers by Francesco Defferrari)

Thanegoith Archipelago Captain Slipknot Peet (From Campaign Log: Sasserine/Sea of Dread by Ray Allen)

Known Pirates of the Sea of Dread

Atruaghin Clans

Tenoch, Favored of Atzanteotl, and Crimson Fleet Pirate Captain (From Mystaraizing the Savage Tide: Tides of Dread by David Keyser)

Captain Otetiani

Broken Lands

Tromper (From Pirates by Robin)

Darokin

Captain Roberta "Black Sheep" Vitaly

Captain Onorino Giarusso

Captain Amella Vankalie (From The Savage Tide from by C. Richard Davies & David Keyser)

Captain De Coligny (From Pirates by Robin)

Davania

Captain Krem (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Captain Owethu

Captain Kubu

Adrienne Xylonias, of Petra (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Five Shires

Captain Red Rory Hackskull (From The Five Shires by Ed Greenwood)

Captain Crommor "The Hammer" (From The Five Shires by Ed Greenwood)

Captain Jalassa Longwinkle "Jalassa of the Long Whip" (From The Five Shires by Ed Greenwood)

Captain: Mulgor Loberlinn (From The Five Shires by Ed Greenwood)

Captain Craneolimpio "Cleanskull" (From Sailor rumours in the sea ports of Darokin (and nearby) by Pol Ginés)

Captain Uritran Softhand

Captain Oralie "The Wisper"

Captain Greylan Narrowgirth (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Glantri

Captain De Graef (From Pirates by Robin)

Captain De Vranck (From Pirates by Robin)

Hule

Zeren "Blackbeard" Tural (From The Bleak League by Christian Constantin)

Krondarl "The Dream Hunter"

Ierendi

Black Adder (From Alternate Ierendi Gazeteer: The Pirate Kingdom of

Ierendi by John Biles

Drunk Old Captain Marlboro (From Alternate Ierendi Gazetteer: The Pirate Kingdom of Ierendi by John Biles)

Big Fat Keoni (From Alternate Ierendi Gazetteer: The Pirate Kingdom of Ierendi by John Biles)

Lali Surf-Rider (From Alternate Ierendi Gazetteer: The Pirate Kingdom of Ierendi by John Biles)

Nakana Attleby (From Alternate Ierendi Gazetteer: The Pirate Kingdom of Ierendi by John Biles)

Captain Delgado (From Pirates by Robin)

Zachariah the Far Wanderer (From Alternate Ierendi Gazetteer: The Pirate Kingdom of Ierendi by John Biles)

The Gaius Gang (From Alternate Ierendi Gazetteer: The Pirate Kingdom of Ierendi by John Biles)

Mungo Ship-Shearer (From Alternate Ierendi Gazetteer: The Pirate Kingdom of Ierendi by John Biles)

Captain Clegg, the Devil (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Captain Sandokan the Pirate (From <https://d-d-3-0-tales-from-mystara.obsidianportal.com>)

Captain Redfoot (From The Kingdom of Ierendi by Anne Grey MCCready)

Captain Red Eye of The Thorgrim (From The Kingdom of Ierendi by Anne Grey MCCready)

Captain Silverleg of Tortuga (From The Kingdom of Ierendi by Anne Grey MCCready)

Moana the Beardless. a.k.a. The Renegade's Sea Queen (From The Kingdom of Ierendi by Anne Grey MCCready)

“Black” Nikolas Hackett, the Tattooed Captain (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Captain Arteos the White (From The Three Star Flowers by Francesco Defferrari)

Karameikos

Captain Mirko Novalicov (From the Blight Swamp Compilation by Irving Galvez)

Captain Branek Korolenko "Deadbeard" (From Twin Soul Rocks by Irving Galvez)

Captain Iovivus Zonaras (Pirate from the Iron Ring Society)

Minrothad

Sariena Captain Krem (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Captain Erundal Kelar (waterelf) (From Minrothad Guilds by Deborah Christian and Kim Eastland)

Redbeard (From Alternate Ierendi Gazetteer: The Pirate Kingdom of Ierendi by John Biles)

Marie Raye Sariena Captain Krem (From Pirate Lords of the Sea of Dread by Colin D. Wilson)

Captain Carriere (From Pirates by Robin)

Ostland

Captain Le Crozat (From Pirates by Robin)

Savage Coast

Pirate Pete, Scourge of the Savage Coast (From Savage Coast Campaign Book)

Captain De Silva (From Pirates by Robin)

Captain Felding (From Pirates by Robin)

Captain Thatcher (From Pirates by Robin)

Captain Vaan Rhynn (From Pirates by Robin)

Appendix A - Rings of the Pirate Lords

From Pirate Lords of the Sea of Dread by Colin D. Wilson

Pirate Lord Rings have the following abilities.

Once per day: clear sight, nightwatch, water breathing

Once per week: talk to sea creatures, control winds, weather control¹, and commune with pirate lords, teleport

Commune with Pirate Lords

This allows the wearer to mentally commune with the other Pirate Lords. The wearer can target a specific Lord or all of them and they are put into instant mental communication.

Teleport

This spell will teleport the wearer to the Captain's cabin aboard The Scourge (and back again whenever they wish). It cannot be used to teleport to any other location.

On the death of their wearer, the rings magically return to the display case on The Scourge. When a new Pirate Lord of a particular Sea is declared and recognised, the ring for that Sea appears on their finger. While the rings can be removed, they cannot be discarded. Even if thrown over the side, they return to their owner at midnight, reappearing on their finger. The same occurs if the ring is stolen (though its other functions can be used in the intervening time).

Apendix B - Pirate Lands and Towns

Five Shire

Port of Tothmeer

Orlin Island

Ierendi

Roister Island – Ronowac

Ierendi Island - Tooraka

Karameikos

Port Bright (From The Blight Swamp Compilation by Irving Galvez)

Minrothad

Fire Island – Cove Heaven

Thyatis

Hattia - The Island of Alfeisle

Terentias - Town of Crossbones

Savage Coast

Vilaverde Porto Preto

Appendix C - Encounters

From Pirates by Robin

Encounters

When we come on a likely ship, we chase her down and board her. Sometimes they give up easy. If not, well, we do what we have to. Then we take her cargo, scuttle the ship and put her crew and passengers ashore—or we're supposed to, anyway, says the guild master. If the ship looks good, we put a prize crew aboard instead o'sinkin' her. They take her to Cove Harbor, our hidey place, and refit her for privateer work. Or, if she don't look quite so good, we sell her in a foreign port. Ierendi Navy is something to avoid all the time, though we might try to take a navy ship from a different country. Pirates we always have a tussle with, especially Ierendi pirates. They got the speed, but we got the weapons.

There's more than one o'their ships has been made part o'the privateer fleet, and the Radiant's one of 'em!

The secret of Minrothad pirate success is their use of fast ships and endless training. Their ships are faster than most naval and merchant vessels and the crews drill continuously with artillery and melee weapons so they can prevail in boarding actions.

A ship that cannot flee a pirate vessel must fight. The outcome of a sea chase and battle can be determined using the rules described in the Expert Rulebook, pages 43-44; GAZ 4, The Kingdom of Ierendi; or the Sea Machine, described in module M1, Into the Maelstrom. If the DM wants to play a ship-to-ship encounter in more detail, the following method can be used. It does not attempt to resolve complex ship maneuvers such as ramming and side-swiping to break oars or the use of magic, which is handled as necessary by the DM whenever a spell is cast. Also, it has assigned arbitrary, average statistics to ships and crew for ease of reference. These numbers can be altered by the DM as desired for a particular encounter.

Step 1. When vessels are in range, conduct artillery fire.

A privateer carries one ballista mounted at the bow, one in the waist of the ship, and a catapult at the stern. An enemy merchant has none or one of these weapons, while naval vessels carry the same number or more. The DM decides what armament the enemy ship carries. Artillery weapons fire once every four rounds. Characters can use their Artillery skill to determine if individual fire hits the target. NPC crews use these Artillery skills:

Skill rolls are penalized by + 1 for every armor class point the target vessel has below 10.

A catapult has a range of 150 to 300 yards;

A ballista, from 0 to 200 yards.

Each does 3d6 points of damage. Burning material from a catapult causes 1d6 points per turn of burning. An Artillery skill check that is 10 points or more below the number needed strikes the enemy ship below the waterline (if a ballista) or in the mast or oars (if a catapult), and does three times the damage rolled.

Step 2. Adjust movement rates and hull points remaining.

Damaged ships move more slowly; sufficiency damaged ones sink. Keep track of damage done and refer to the following chart to determine movement. Movement is given in yards per round. The ship sinks if hull points reach 0, and all but galleys lose all headway when three-quarters destroyed. The crew figure is the number of crew that fights in a boating action. Deduct any crewmen slain from that number. * assumes a large galley, not a war galley

Step 3. Determine results of archery.

Privateer battle stations include one watch of 10 pirates with Rigging Combat skill shooting arrows from the rigging. Characters without Rigging Combat skill shoot at —3 to hit. Archers targeting a specific enemy, rather than shooting into groups of sailors, have an additional —6 to hit. The DM should apply other modifiers as desired to reflect range, wind, and sea conditions. The average sailor is AC 9, has 10 hit points, and fights as a 3d-level Fighter. PCs can be allowed to resolve fire individually. Slain NPCs are deducted from the enemy ship's crew total. For massed NPC archers shooting from the rigging, the DM need only roll a 1d20. On a result of 15 or greater, the ship which is the archers' target loses 5 percent of its crew (round up). Enemy fire at the PC ship is 5 percent likely to strike a PC. If hit, resolve damage normally.

Step 4. Resolve boarding action.

Within 20 yards, grappling irons can be thrown to lash ships together and boarding planks lowered. There is an 80 percent chance that the pursuing ship successfully grapples and boards the other. If that roll fails, the ships drift apart. Five rounds elapse before the pursuer can close a second time. During that period the results of maneuvering and additional missile fire are resolved.

Once secured to each other, boarding action begins. Mass combat can be resolved with War Machine or Sea Machine methods. PCs should be allowed to select individual fights if desired until the mass melee comes to a conclusion. Sailors fight with cutlasses that cause 1-8 points of damage. If the crew of the attacking ship loses the fight, they are chased back onto their own vessel by their enemy unless they can cast loose and escape. The

winners of the encounter may do as they please with the ship, cargo, and crew they have won.

Cargo and Shares

Cargo values can be set with the system described in the DM Guide (thus by the DM). The profit from a sold ship or cargo is divided among the crew according to the shares each is entitled to (see the Ranks table) after 30 percent is set aside for the coffers of the Privateers Guild. Total shares are summed up and the booty or profit is divided by that number, giving the value to be paid for each share. For example, assume a boat crew of three pirates and an officer is due a total of 12 shares between them. If the booty is worth 120 gp, each share is worth 10. The officer, who receives six shares, gets 60 gp and the pirates, with two shares apiece, get 20 gp each.

Sailor's Tricks

There be tricks to the trade in the Privateer line o'work. Any sailor knows about 'em, but it's how and when you use 'em that makes you a privateer.

Some of these tips and tricks are used for commonplace sailing problems and others are for less legitimate purposes.

Getting Afloat: A vessel that ran aground can wait for the tide to turn and float it off the obstruction. If the ship got hung up at high tide, it can only be refloated by towing. It can be towed by another vessel or it can tow itself by kedging. During kedging, a ship's boat rows out with a length of cable and the ship's anchor. The anchor is dropped and the cable taken up on the capstan. In this way, a ship can winch herself off an obstruction.

Sailing: A ship trying to make speed sometimes has its sails drenched with water. Wet canvas holds the wind better, improving speed by 5 to 10 percent. A ship cutting upwind of another can steal more quickly while the downwind ship slows. Roll 2d10; increase one ship's speed and decrease the other by the same percentage.

Raids: A ship's lights are visible for miles at night. For this reason, pirate ships on a raid or escaping pursuit sometimes run with no lights at night. When pirates want to acquire a ship at anchor in harbor, a number of them sneak up to the vessel in rowboats, climb aboard, overpower the crew (or try to), and sail the ship out of the harbor.

In Port: Pirate crews might pass as merchant crews in port to sell their cargo. When selling a captured ship, her sail configuration and rigging is often changed to alter her lines, an easy identifier among those who know ships. Names and identifying marks are changed as well, and papers are often forged.

Magic: Dweomers which protect or help ships are highly sought, very expensive, and kept very secret. Fire resistance and wind spells are two of the most popular.

Appendix D - Black Seal Warrant

From Pirates by Robin

No official condemnation is more uniquely Minrothaddan than the Black Seal Warrant, named so for the black wax of its official seal. The warrant is a death decree issued as punishment for the most censured of crimes, such as assassination or treason. The warrant must be recommended by the court and endorsed by the ruling guildmaster. A criminal need not stand trial in person to receive the Black Seal as his punishment, but can be tried in absentia. Once the warrant is signed, a gold piece value is set upon the condemned criminal as a bounty. This unusual sentence is the Minrothad Guilds' way of saying, "No matter where you are, we will eventually find you and execute you." It also is a license for the Thieves Guild to travel abroad or hire foreigners to execute the criminal with impunity regardless of where he is found. This warrant is so far-reaching because of the vital trade connections of the Minrothad Guilds. A country that offers refuge to a Black Seal-condemned criminal soon finds that guild ships will carry no goods to or from that country. If this measure proves inadequate, the guild puts similar pressures on the allies of the recalcitrant country, until it becomes more economical—and politically expedient—to give up the condemned criminal. The fugitive finds that there is a price on his head and most people know it. He can trust no one and few will shelter him. Occasionally, in the case of foreign dignitaries or notables, the Black Seal Warrant is not publicly announced, but is privately issued to the Thieves Guild. Normally, though, the warrant is posted publicly in the Minrothad Isles, displayed on all guild trading vessels, and distributed in foreign ports by Minrothad agents.

Note: This is starting to be adopted at other parts of the world.

Apendix E - Pirate Flags

Example of Pirate Flags from Pirates by Robin

