

PIRATES OF THE DOMINIONS

UMBERTO PIGNATELLI

Sample file



BEASTS & BARBARIANS

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A Sword and Sorcery Savage Worlds setting

BY UMBERTO PIGNATELLI

PIRATES OF THE DOMINIONS

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"On my command, board, you scurvy dogs!"

Are you tired of the forests and sun-scorched plains of the Dominions? Do you want to take ship and venture into the boundless blue?

Would you like to visit the dangerous Cove, where the worst scum of the Dread Sea gets drunk on Zalaska, telling stories of ancient treasures hidden in mysterious islands and cursing the name of the Corsairs of Caldeia?

Or maybe you'd prefer to sail the Brown Sea, and venture onto the dangerous docks of the City of Leaves, the main pirate port of the east, facing the enigmatic Yellow Masks?

Or join the forces of the Borderlands and Jalizar to stop the bloodthirsty Skull Raiders, coming in their gray ships to sack and pillage the cradle of civilization?

The choice is yours!

In this book you'll find everything you need to run a piratical campaign in the Brasts & Barbarians setting: an expanded Book of Lore detailing the Cove, the Ring Islands and various other piratical locations, new Edges, Hindrances, gear, and (obviously) ships, with expanded rules to handle them!

So, what are you waiting for? Catch the wind in your sails, and point your prow to the sea, where blood, glory and treasure await you!

INTRODUCTION

The drums thundered spasmodically, giving the rhythm to the rowers, punctuated by the occasional grunt and curse, but without the lashes of an overseer.

There was no overseer on the Blood Bride, and no lashes for the Free Brothers at the rows. These were the rules of the pirates.

Zandorra, standing on the prow like a living figurehead, her red mane like a flag in the wind, shouting an order, her eyes fixed on the black quarry in front of her, the quarry they had sought since dawn.

"Faster, dogs! Faster! I have seen old whores row with more strength than you! Row faster and tonight we'll get drunk on Caldeian wine and gold!"

The men below deck grunted, but they redoubled their efforts.

"Make full sail!" thundered Shangor, at the helm, and in a few heartbeats the big sail, red as the mane of her captain, filled up with wind, giving extra speed to the pirate ship.

"Remember!" Zandorra said to the crew. "You can kill everyone else

aboard, but Vashtana the Torturer is mine!"

"Aye, captain!" the men shouted.

Only Shangor fell silent. He loved the piratical life: the sun, the salt smell, the fights and the enormous sense of freedom of the boundless sea. But since Zandorra had become the captain of the Blood Bride after killing the previous one, his old friend wasn't herself anymore; the thirst for Caldeian blood, the blood of those who'd killed her son, had driven her mad. She wasn't looking for loot and glory, only vengeance and death.

The massive barbarian, second in command, left the helm to Vaago, the lame pirate he trusted most with it, grabbed his axe and joined Zandorra near the prow.

In the meantime, the Blood Bride had devoured the small distance between ships, and he could already see the brown-dressed mariners aboard the Caldeian vessel, moving like busy ants, and behind them, the shimmering of the sun on the black oiled mail of Vashtana's bodyguards.

"It won't be an easy fight," the big barbarian frowned.

Zandorra shouted an order. "Board now, dogs! Death to Caldeia!"

"Death to Caldeia!" Shangor echoed.

And he jumped onto the enemy ship, his axe in his hand and a curse on his lips.

Welcome back to the Dominions! In this sourcebook you'll find plenty of info on one of the biggest tropes of Sword and Sorcery: pirates!

Among these pages you'll find stories ancient and new of sea and sail, freedom and betrayal, gold and curses, and booze, lots of booze, by Hordan's bloody kiss!

In addition, you'll find new rules to handle ships, crews and sea battles. If you like the idea of having your own crew of piratical scum and making yourself a name as the terror of the seas, continue reading...

A NOTE ON ABBREVIATIONS

To save space, several abbreviations are used in this book to refer to other books of the *Beasts & Barbarians* line. They are listed below:

GE: *Beasts & Barbarians Golden Edition*

BOD: *Beasts of the Dominions*

JCT: *Jalizar, City of Thieves*

TB: *Tattered Banners*

GOD: *Gladiators of the Dominions*

TLD: *Tricarnia, Land of Demons*

DIU: *Dark Places of the Dominions*

Note: To make full use of this sourcebook, we strongly suggest you have a copy of *TB* handy.

PLAYER'S GUIDE

Sample file