Avast ye!
Get Ready for Adventure

Join the crew where ye have the chance to become wealthy beyond yer wildest dreams, or end up a corpse hanging in the King’s courtyard.

Look ye at the booty in these pages:
- A new look at the historical world of piracy, merging the factual with the fantastic
- Profiles, histories, statistics, and ships for pirates that can be powerful foes or friends
- New feats, prestige classes, and magic items appropriate to the genre
- Detailed rules for the economics of crewing and operating a ship
- Prices for ship maintenance, trade goods, and shipping and passage fees
- Intricate rules for constructing your own custom sailing vessel
- Details of a pirate haven that can serve as hideout or target for adventurers

Living Imagination Inc.

d20 system
Compatible with revised 3rd Edition
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Avast ye! Welcome, gentle reader, to a tome that will take you onto the storm-tossed seas of the world, face-to-face with some of the most fearsome characters you would ever care to meet. Come shudder at the hardships they endure to have a chance at the haul of a lifetime. Examine the ways the pirate captain exerts control over a stretch of sea, a rowdy crew, and the fickle wiles of wind, weather, and ocean. Join in the fury of battle aboard ship, with no escape except the cold, deep sea. Feel the excitement as the victorious survivors uncover the precious cargo of a tradesman or the wealth of a noble's household.

This book is designed to provide you with an understanding of pirates and how they make their livelihood. As such, we start out with a chapter that gives you the unvarnished view of a pirate's life. Forget the brief bursts of glory – a pirate's life was harsh and brutal. We want you to understand just how rich the promise of potential booty must be to entice someone to become a pirate. However, a pirate treasured not only wealth, but also his ship's Articles of Conduct, a declaration of democratic equality and freedom, which shows that on the high seas, each man counted equally. In the first chapter we also list feats that help a pirate survive the harsh conditions at sea, and provide you with a brief glossary of terms you will find useful as a landlubber.

Without further ado, after the immersion into pirate life, we dive into the bulk of this book, the second chapter we will introduce you to some of the most colorful and powerful pirates an adventurer could run into, join, or perhaps hunt. Each pirate is profiled in varying detail, providing you with a selection of characters for your campaign. Associated with many of these pirate profiles you will find prestige classes. By being combined with the profiles, these prestige classes acquire a depth and background that your player characters will find easy to relate to.

Following the pirate profiles, you will find detailed rules for the expenses and considerations of operating a ship, as well as the content and value of a ship's cargo. Whether used as a background for the game master's NPCs, or as a challenge for a group of player characters wishing to tackle the seas, these rules will prove invaluable for pirates and merchants equally. Next, for those who want to build that very special ship, we provide a chapter with intricate rules for constructing ships. These rules provide the game master with the tools to calculate any ship's capabilities, and the players with a chance to design their very own custom vessel.

In the following chapter, we add some magical and some mundane goodies useful for anyone going out to sea. Some of the items are common tools and equipment, some are magical items that any adventurer might aim to possess, and some are artifacts that have defined a pirate's career.

The final two chapters wrap up the book with a few settings where any pirate would feel at home. Feel free to insert these small adventures as hooks for your players anywhere in your campaign. They are meant to serve as a launch pad into adventures on the high seas, or perhaps an interesting little excursion on a longer voyage.

Well, landlubber, after perusing these pages ye should be able to decide whether ye'll be going on account, and hopefully not end up being measured fer yer chains on the gibbet.

Conversion Rules

For readers who are familiar with some of our other publications, you will find references to several of them in these pages, allowing you to expand your use of both this product and the other. For those of you who do not have access to these products, these pages are largely self-contained, and require only a few small adjustments, described as follows:

Broadside! is Living Imagination's naval rules supplement for d20. In it you will find detailed rules for ships and naval adventure, including navigation, sailing, maneuvering, and combat, as well as some prestige classes. The ships presented in this book refer to the ships in Broadside!, and much of the statistics are reproduced in summary here, as necessary for use in this book. The information presented here is self-contained and allows you to use these ships for a Pirates! adventure. However, if you want more in-depth rules for naval chases and engagements, then you can expand your adventure through the inclusion of Broadside! Characters that have a Broadside! prestige class can have those levels replaced with standard class levels, or a similar prestige class of your liking. References to Broadside! are indicated with a B! in these pages.

Spellbound is Living Imagination's ritual magic supplement for d20. This extension of the d20 magic system provides rules for casting very powerful magical rituals, both arcane and divine. The cost and hazard associated with the use of rituals is commensurate to their power, balancing this addition to the standard spell casting rules. If you do not have access to these rules, then the few references to ritual magic in these pages can be easily modified. Either replace them with magic items that accomplish similar effects, substitute powerful spells, or disregard them entirely (although this would of course weaken the character who used to have access to them).

Twin Crowns is Living Imagination's campaign setting where divine powers directly influence the lives of not just clerics, but initiates of every class. Some of the pirate profiles refer to locales in Twin Crowns. If you are not using the Twin Crowns campaign setting, it should be easy to find a similar appropriate locale in your campaign.
Chapter 1: Pirate's Life

Sea, sun, swashbuckling, rum and golden treasure; such are the images that come to mind when thinking of pirates. There are many stories of the excitement and freedom that seems to surround a pirate's life. However, upon closer inspection the pirate's lifestyle is very different than many people might expect. Most pirates do enjoy a certain degree of freedom. However, the reality of the dangerous lives that they live, accompanied by a multitude of violent deaths, should give pause to any young recruit and raises the question whether or not this freedom comes at too high a cost for all but the hardiest adventurer.

Life aboard Ship

Ship life is anything but comfortable. The quarters for most of the crew are overcrowded and sparse, not to mention filthy, smelly, and perpetually dank. Privacy is unheard of. In many ships even bunks are a luxury, with each crewmember having only a hammock strung in the hold, which is wrapped up tight when not sleeping. A pirate ship is generally small, both for speed and maneuverability. On the other hand it is usually also filled with as many able-bodied men as possible to present a threat to the defenders of any merchant vessel. Accordingly, space is at an even greater premium than is common on ships. The hammocks usually have scarcely more than a shoulder-width of room and line the ceilings in every possible nook and cranny below deck. It should come as no surprise that calm, warm days find many crewmembers sleeping on deck to escape this environment.

Private cabins are very rare. Most pirate ships will only have a cabin for the captain, and even the officers make due with crowded sleeping arrangements. The privacy and comfort of the captain's cabin can be considered one of the greatest luxuries and awards afforded to the captain of a pirate ship. Only the largest ships, perhaps the flagship of a successful pirate's fleet, will have cabins for many of the officers.

Work on a ship is hard, boring, and repetitive. Pirates, like all seamen, spend many hours tending the sails, ready to react to a command from the captain. Repairs to sails and rigging are a frequent requirement, and the bilge, where water collects, must be pumped on a regular basis. If the ship is on the open sea it may sail at night, requiring a full crew complement at all times. But even if the ship is not sailing at night, someone must still be awake to watch the sea and wind. The dark and cold late night shifts are the worst, especially in heavy weather. Clothing is often barely adequate for normal weather, much less when it storms and sheets of water from sky and sea drench the sailors. Once wet and cold, clothing is unlikely to be completely dry again for a long time.

Pirates spend most of their little free time as do any other seamen. They play cards or dice, although most articles of conduct strictly forbid any gambling on board. This is designed to avoid any arguments that might divide the crew. They might carve, sing, dance, and even read. Although many pirates are illiterate, there are exceptions.

In deep contrast to the dull daily routine, there is the sudden stimulation and challenge of dangerous storms requiring the full attention and dedication of each crewmember; the excitement of running from the law; and of course the exhilaration of fighting, boarding and plundering of other
ships. The pirate’s days at sea thus often alternate between long periods of frustrating boredom, and heart-pounding periods of life-threatening danger. The captain plays a vital role in achieving success under both these situations, as he controls, motivates and leads the crew with either terror or esteem.

The Provisions

The food provided to the crew on a ship does nothing to alleviate the discomfort of life on board. It often barely manages to keep the crew adequately nourished. At best, it is monotonous and bland. At worst, it is rotten, infested with vermin, and stale. It also often lacks vital nutrients and vitamins, resulting in the danger of scurvy on long voyages. Typical food items that are brought on board are flour, hardtack, salted meat, dried fish, cheese, beans and peas, vegetable oil, salt, butter, sugar, and mustard seeds. Maggots and weevils will quickly infest most of the food stores. Until a young pirate gets used to it, he might often eat the hardtack biscuits in the dark to avoid seeing the vermin. An oldtimer will gladly explain to any new recruit that black-headed maggots are cold and fat, while weevils taste bitter. Rats can also be a major problem on a ship, often gnawing through barrels to get to the food stored there and sometimes even the ship’s hull.

Beverages stored on board are fresh water and beer, as well as wine, brandy, and rum. The fresh water usually turns foul after only a short while at sea, and the beer doesn’t last much longer. Nonetheless, the seamen depend on it for survival. The better alcoholic drinks are carefully rationed on a daily basis and eagerly consumed. Woe be to a quartermaster who runs out of rum. A normal diet will include daily servings of hardtack and beer, often quite a lot of it, at 8 pints per day. Hardtack, biscuits made of flour and water and then dried until hard, is often the primary staple on a ship. To soften hardtack a cook could soak it in water, then boil it in rum and sugar, creating a porridge-like concoction. Beans and salted meat might be served three times a week; cheese, butter and oats twice a week. The cook is often given the privilege of selling the slush, the yellow grease from the pan in which the meat cooked, to the crewmembers as a spread for the biscuits. Any opportunity to get fresh food, in particular meat, fruit and vegetables, will be welcomed by a crew.

Pirates will restock their food stores at any port, from islands, or by stealing from the stores of a ship that they have captured. They will also try to catch fish and other sea creatures, such as turtles or shellfish.

Table 1-1 summarizes the food and beverages that may be carried by a typical vessel with about 200 men on board, just after leaving port.

<table>
<thead>
<tr>
<th>Food or Beverage</th>
<th>Amount*</th>
<th>Weight</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fresh water</td>
<td>140 hogsheads</td>
<td>37 tons</td>
<td>about 4 pints per man per day for 3 months, more or less will be required proportionally to the amount of beer taken</td>
</tr>
<tr>
<td>Beer or Wine</td>
<td>140 hogsheads 25 hogsheads</td>
<td>37 tons 6.5 tons</td>
<td>about 4 pints per man per day for 3 months about 3/4 pint per man per day for 3 months</td>
</tr>
<tr>
<td>Rum or Brandy</td>
<td>400 gallons</td>
<td>2 tons</td>
<td>a couple of shots a day per man for 3 months</td>
</tr>
<tr>
<td>Hardtack</td>
<td>75 barrels</td>
<td>7 tons</td>
<td>3/4 pound per day per man for 3 months</td>
</tr>
<tr>
<td>Flour</td>
<td>38 barrels</td>
<td>3.5 tons</td>
<td>3/8 pound per day per man for 3 months</td>
</tr>
<tr>
<td>Salt meat</td>
<td>22 barrels</td>
<td>2 tons</td>
<td>1/2 pound every other day per man for 3 months</td>
</tr>
<tr>
<td>Beans or peas</td>
<td>80 sacks</td>
<td>2 tons</td>
<td>1/2 pound every other day per man for 3 months</td>
</tr>
<tr>
<td>Dried fish</td>
<td>2 kegs</td>
<td>.25 tons</td>
<td>meat and fresh fish is usually preferred</td>
</tr>
<tr>
<td>Cheese</td>
<td>4 barrels</td>
<td>.25 tons</td>
<td>hard cheese, often hard enough to carve like wood</td>
</tr>
<tr>
<td>Butter</td>
<td>12 small barrels</td>
<td>.25 tons</td>
<td>1/8 pound twice a week per man for 3 months</td>
</tr>
<tr>
<td>Vegetable oil</td>
<td>1 hogshead</td>
<td>.25 tons</td>
<td>used for seasoning</td>
</tr>
<tr>
<td>Salt</td>
<td>10 barrels</td>
<td>1 ton</td>
<td>seasoning and preservative</td>
</tr>
<tr>
<td>Mustard</td>
<td>4 sacks</td>
<td>.1 ton</td>
<td>as seeds, enough to make 20 pounds per month</td>
</tr>
<tr>
<td>Sugar</td>
<td>4 bags</td>
<td>.1 tons</td>
<td>for special occasions</td>
</tr>
<tr>
<td>Vinegar</td>
<td>1 hogshead</td>
<td>.25 tons</td>
<td>for cleaning and seasoning</td>
</tr>
<tr>
<td>Cooking oil</td>
<td>1 hogshead</td>
<td>.25 tons</td>
<td>for cooking the salted meat</td>
</tr>
</tbody>
</table>

* a hogshead is a measure containing about 64 gallons, corresponding to a large barrel

One favorite method to rid the hardtack biscuits of the maggots is to put a fresh fish on the top of the sack or barrel of hardtack. Once the fish is covered with maggots throw it out, and put another fresh fish back on the sack/barrel. Repeat this until no more maggots appear to eat the fresh fish.