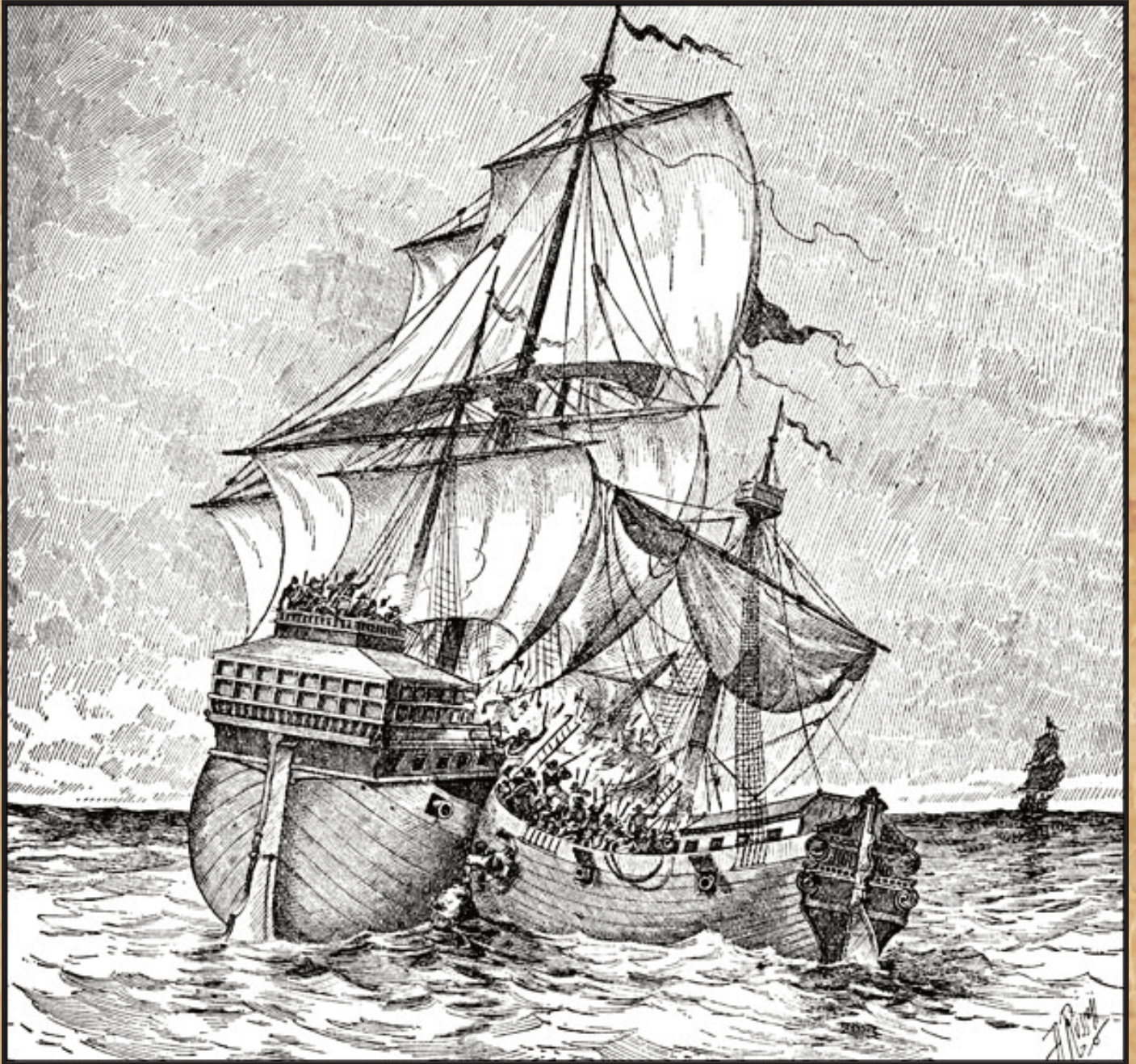


An unofficial Scurvy Supplement for Warhammer Fantasy Roleplay

THE THOUSAND ISLAS

A GUIDE TO PIRACY AND THE SOUTHERN SEA FOR WFRP



By Alexander J Bateman

CHAPTER THE FIRST: A TRIP AROUND THE ISLAS

“There are rumours – rumours of beasts, treasures and artefacts of terrible power. Rumours do me no good. I need answers...”

– Bürgermeister Geltmacher of Marienburg

This chapter looks at some of the islands in the Southern Sea that divides the Old World from Araby and the land of the dead. These islands or Islas as they are known locally are hotbeds of treachery and intrigue, home to pirates, ne'er-do-wells and competing agents of the rival Old World Powers.

All places and personages in this chapter are described as they were before the events in the Black Library novel ‘Fell Cargo’.

– ESTALIA’S SOUTHERN LITTORAL –

Along the entire length of Estalia’s Southern Coast runs a great chain of atolls and islands, mostly being insignificant and too small to be marked on any general chart or map. The chain starts as bony reaches of bare dagger-like atolls that emerge from the Great Ocean as one sails towards Estalia, broadening into a dense archipelago of half-mapped isles until one reaches the Eastern Coast of Estalia, where its shifting border with Tilea is marked by the emergence of the much larger islands of the Fool’s Rocks.

The clear blue waters of the Southern Sea surround these islands, and dense forests made up of laurel-leaved evergreen hardwoods and a rich undergrowth of ferns, shrubs and other plants typically covers them. Known locally as the Islas, settlers have established many towns and villages here, from Estalian Kingdoms and their colonies to independent fishing villages and the occasional lawless enclave that provides a safe port for buccaneers.

Many ships operate here: most merchants wishing to travel from Magritta, Tilea and Barak Varr to the Great Ocean follow the Estalian coast. The most prestigious of these merchants are the so-called Treasure Ships returning from Lustria, Araby and the Southlands. Invariably after their long ocean crossings, they make port in the settlements here to restock their stores and take shore leave before sailing onto their homes, often ‘threading the teeth’ through the Islas, sailing within them to avoid pirates that sail upon the open sea.

WHOSE SEA IS IT ANYWAY?

“For Manann, for King Death and for the Sea Herself!”

– The famous war cry of Bonnie Berto Redsheet, legendary pirate of ages past

As with many places in the Old World and beyond, the body of water to the south of Estalia is an area of much cartographic disagreement. Many maps refrain from even naming it, marking it as nothing more than part of the Great Ocean, while others call it the Southern Sea or other still the Middle Sea. Maps looted from Araby corsairs and slavers mark it as the Sea of Infidels or even the Sea of Amenehetum on some ancient maps.

Politically too this great body of water is disputed. While Tobar claims absolute sovereignty over the Fool’s Rocks and Estalia’s Southern Littoral is clearly part of the Estalian Kingdoms, the actual situation is more complex. Islands on both have been colonised by not only the men of Estalia and Tilea, but also occasionally by men of other lands. This leads to a tapestry of cultures of political allegiances within the area, with some ports and plantations run by Marienburg trading companies or outcast nobles from Bretonnia or the Empire. Some islands, most often grandly titling themselves as a Freeport, deny allegiance to any nation, although in practice these are mostly home to groups of lawless buccaneers.

Whichever flag the colony flies, one thing that unites them all is the much-hated Averia Tax. Devised by Magritta, each of the Estalian Kingdoms levies this charge on all trading transactions within their colonies, specifically to fund the Estalian navies that must patrol the waters and fend off pirates. The captains of the Tilean treasure ships have in particular much hatred of this tax, claiming that their ships are far superior at fighting the pirates than anything within the Estalian fleets. Indeed many ship’s captains choose to ‘thread the teeth’ as much to avoid Estalian excise ships as they do to avoid pirates. The rare colonies that are outside the patrol of the Estalian Guarda Costa fleets are of course also free of the Averia, but such places are often lawless and ill suited for obtaining supplies.

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ANGEL'S BAR

Stretching for almost half the length of the Southern Littoral is a long corridor of the Thousand Islas, simply marked on maps as the Labyrinth. This is a dense maze of uncharted islands and shallow channels that can take days to navigate, if one does not run aground. It is a popular place to 'thread the teeth' and bypass Magritta's waters as the dense laurel forests that cover the Islas obfuscate ships from potential pirates. Stopping here to collect spring water or vitals is a perilous business, places like the Greenwater Sound look to be deep enough to allow any ship passage, but in actuality often bottom out at one or two fathoms, shallow enough to sink most ships. Angel's Bar on the other hand is a true deep-water cove and an ideal place for Tilean Treasure Ships to make harbour, if they can find it through the shifting banks of the Labyrinth.

Affiliation: Uninhabited

Bay: Any ship may make berth in this deepwater bay.

Adventure Hook: Challenged to a race through the Labyrinth, the characters must navigate their way to Angel's Bar before an opposing pirate captain berths his ship there. However, the Islas of the Labyrinth are not without their own surprises, and the character's crew must also fight off a tribe of savage Forest Goblins that leap onto the ship from the Laurisilva.

ISLA COLINA

The second largest island of Estalia's Southern Littoral, Isla Colina is one of the few islands commonly depicted upon charts and maps of the region. On the south coast of the island is the port town of Enriquillola, which is technically the capital of the Kingdom of Colina, which claims dominion over several surrounding colonised Islas. In reality, the town is politically insignificant now, with most of its former colonies effectively independent of Enriquillola rule. Although the kingdom does enforce the Averia, it is at a much lower rate than some of its neighbours, making the port of Enriquillola a regular place of trade for those willing to risk the less than perfect protection.

On the western half of the island is the monastery of Beltrán-Travieso, home to the Knights of the Opalescent Fortress. This breakaway sect of Myrmidian Templars, founded under the leadership of their then Grandmaster, Beltrán-Travieso, successfully sued for independence from the Crown several decades ago when His Imperial Majesty King Alfonso III Garcés, a notoriously weak monarch of Colina, sold the western half of his kingdom for an unrecorded sum. The Knights believe that Myrmidia's stricture to Act with Honour and Dignity at all times is paramount, and sentence transgressors to harsh

punishments, with penalties of floggings and weeks in the stocks being the most common. The monastery now rules the three easternmost settlements of the island, Montaña, Azuei and Gonave. All three of these are grim towns, where the religious leaders have banned all public drinking or debauchery, although in spite of this, Montaña remains a popular port for pirates that have taken Letters of Marque from the Monastery.

The Isla is not without its dangers: to the south lie the Turquía Isles, a chain of small islands that are part of the kingdom of Colina and are a renowned place of refuge for corsairs and buccaneers of all stripes. In addition, the northeastern quarter of the island is home to many settlements of Orcs who frequently raid the northern village of Esébella, despite having little more than food to steal. Occasionally these Orcs take to the seas, and raiding groups of Orc freebooters have significantly disrupted trade in both Enriquillola and Porto Felipe.

Affiliation: Estalia (Kingdom of Colina)

Bay: Galleons must make a Challenging (-10%) Sail test to make berth here.

Produced Goods: Raw Sugar, Barley, Goats

Adventure Hook: Monks working for Raimundo IX Beltrán-Serrat hire the characters to travel to Isla Santa Clair and assassinate Oleos de Poelle, whom they believe is a Blood Dragon Vampire who uses the catacombs of Santa Clair to travel to his prey. However if the characters make contact with Oleos de Poelle, he will swear that none only is he not a Vampire, but also that Raimundo IX Beltrán-Serrat is under the sway of the Bird God Tzeentch! Can the characters find out who is telling the truth before they get deeper entwined in a web of lies that is likely to destroy them?

ISLA CORAZÓN

"I intend to see to that any man who sails under a Sartosan flag or wears a Sartosan brand gets what he deserves... a short drop and a sudden stop."

- Captain Jaymes Geenringsstad, Pirate Hunter of House de Roelef

The largest Marienburger colony within the Southern Sea, Fort Wilhelmsdok lies at the far end of a deep and narrow harbour, on the sparsely vegetated island of Corazón. Both a military installation and a vast market, one third of all the buildings here are shops, taverns, wench-houses or hostels. Governor-General Tomask Bestek-Touwring commands the fortress with Zijde Handelaar, his right hand man, dealing with much of the day-to-day management of the fortress. The Governor is technically answerable to the whole of the Directorate of Marienburg, but in practice, he is very much a dedicated servant of Clotilde de Roelef. Although the Trading

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Houses of de Kuypers, van Scheldt, Den Euwe and Rothemuur all maintain a strong presence on the Islas.

The fort is vitally important to Marienburg's trade interests, as direct travel between Marienburg and Lustria is too long and dangerous a trip to safely attempt. The ideal half-way port to restock supplies and wait out squalls is the City of Lothorn in Ulthuan, a privilege the High Elves only grant to the Merchant Ships of the Trading House Rothemuur. Other Trading Houses wishing to pursue Lustrian trade opportunities instead travel to Fort Wilheimsdok, and then undertake the much shorter crossing to Lustria from there.

Many Estalians are hardly happy about having a huge Marienburger fortress on Estalia's doorstep. As a result the de Argüello Family who sold the Isla Corazón live as outcasts in the Empire city of Altdorf, one of the few places where they feel safe from patriotic Estalian assassins. For unpatriotic Estalians however, the villages of Assiento and Porto Ojeda on the Isla Corazón are havens for smugglers wishing to avoid the Averia Tax, which Marienburg does not levy. Most pirates steer clear of the Isla, for the Governor-General owns a pair of 44-gun galleons tasked with sinking every pirate ship a-sail in the Southern Sea, apart from those issued Marienburg Letters of Marque and Reprisal.

Affiliation: Marienburg

Bay: Galleons must hire a local Pilot to make berth here by local law.

Produced Goods: Perishable Foodstuffs, Tuna, Rye, Iguanas (eaten as meat)

Adventure Hook: Fort Wilheimsdok is a centre for smuggling activity and is the location of the largest black market in the Southern Littoral, where merchants deal in everything, from deadly poisons to parrots. Sent by an Estalian merchant, the characters must recover an ancient sword he believes has become available, avoiding excisemen, assassins and being press-ganged. Even then, once they have the sword, what will they do when they see it bears an inscription dedicating it to Khorne, the Blood God?

ISLA D'AZURE

Named for its blue waters, this spit of land is located at the easternmost end of the Southern Littoral, where it butts up against the Fool's Rocks. On it stands the port town of Porto Sarbá, an old Marienburger colony whose population makes its way by means of fishing and occasional trade. Governor Koenraad de Graeff is said to nominally hold allegiance to the great trading house of de Roelef, although he seems to be somewhat lax in paying any taxes or indeed upholding any laws. This has made the Isla d'Azure a haven for pirates looking for safe harbour near the Cap d'Orient.

On the other end of the Isla d'Azure from Porto Sarbá is the fishing village of Culo Trento, where the island's native Estalians make a living diving for shellfish from the sea floor. The men of Porto Sarbá are openly disparaging of the villagers, claiming that they spend so long underwater that they must have bred with the fish.

Affiliation: Marienburg/Independent

Bay: Galleons must make a Challenging (-10%) Sail test to make berth here.

Produced Goods: Shellfish

Adventure Hook: While to an outsider it looks like Koenraad de Graeff has little to do with House de Roelef, nothing could be further from the truth. For it is de Graeff who brokers the deals between House de Roelef and the Pirate Captains, hiring them as unofficial privateers against all who rival House de Roelef's stranglehold on Marienburg trade. Agents of the Laughing Prince of Luccini decide to hire the characters as spies who will travel to Porto Sarbá and collect enough evidence against de Graeff to unite the Tilean City States into sending out a fleet to besiege and destroy the Isla.

ISLA DE LOS MUERTOS

"There are hungers as strong as the wind and tides."

- Traditional Pirate Shanty

A rocky and barren island that some say resembles a grinning skull, the Isla de los Muertos was for many years home to Fort Maloro, once used by Estalian pirates as a safe harbour from which to raid merchant ships travelling through the Southern Sea. This situation ended over fifty years ago, when the Marienburg House de Roelef, sick of the constant loss of profit from the pirate raiding, levelled the fort to the ground with cannon fire.

Marienburg now claims the Isla as their own, and have built Fort Zoutmens, a small Defence Tower with a single cannon that is garrisoned from nearby Fort Wilheimsdok to watch over the Isla. The only other inhabitants of the boulder-strewn Isla are a few scattered native Estalian villages and farmsteads whose residents fish and herd goats to make a living.

Affiliation: Marienburg

Bay: Galleons must make a Challenging (-10%) Sail test to make berth here.

Produced Goods: Goats, Shellfish

Adventure Hook: Razing the pirate fort seems to have done little good, for the whole of the Isla de los Muertos lingers under a terrible curse. Each full moon a spectral galleon full of ghostly pirates sallies forth from the ruins of Fort Maloro, seemingly unaffected by any cannon fire. Agents of House de Roelef hire the characters to

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investigate the Fort and destroy the source of the Undead, be it the unburied dead, a hostile Vampire or an ancient Slann curse placed on looted Lustrian Gold.

ISLA SANTA BERNADETTE

Known to be the last place of any real size as the Southern Littoral makes its way into the Great Ocean proper, the tiny plantation island of Santa Bernadette is a popular place for buccaneers. The dense covering of trees makes hiding here easy and the island's only bay is a shallow affair of gritty sand: Crews wishing to trade here must weigh anchor outside of the bay and make their way to land by jolly boat or launch.

The houses here are primitive dwellings made of mud brick and plastered timber, covered with whitewash. Some of these dwellings double as simple grog-shops or guesthouses, but there are no inns or shops as such here. The strangest building here is the Mission of Sigmar, a circular temple internally supported by a mizzenmast that once washed up here as driftwood. Dog-eared tapestries depicting the life of Sigmar decorate the inside of the Temple and the solitary Priest is always in attendance to try to convince passing pirates to embrace Sigmar and give up their life of crime.

Affiliation: Independent

Bay: Galleons may not make berth in this shallow bay.

Produced Goods: Raw Sugar

Adventure Hook: While the characters are sampling the delights of the island's grog, a stray Mermaid (See WFRP Companion) has become beached upon the island, damaging her tail. The Priest of Sigmar wants to kill her as a Chaos Mutant while the islanders know to do so will anger the Sea Herself who will send forth the Triton to destroy the island. Can the characters placate both sides without angering either of the conflicting Gods?

ISLA SANTA CLAIR

Ruled over by his Most Serene Majesty King Hernán de Ulúa XIX, the tiny island kingdom of Santa Clair sits just off the mouth of the Bay of Quietude, the very heart of Estalia's Sea Power. A sparsely populated land, many a nobleman's hacienda dots the landscape, standing at the heart of plantations producing grapes, tobacco or sugar.

The thriving City-Port itself is the Isla's main settlement, originally founded upon the wealth of the island's copper and silver mines, although this has declined in recent years. Now Santa Clair has remade itself as an important trading town, where merchant traders can bypass the unfair system of restrictive regulations and patronage that dominates the City of Magritta. The enmity this creates

with their powerful neighbour has not gone unnoticed and the port is now defended by majestic twin fortresses, which stand on either side of the city's harbour. Each one is bristling with cannon and host huge chains that, when raised, block any ship from entering the island's bay.

Santa Clair is home to an important temple and monastery of Morr and even took its name from the first High Priestess, many generations ago. An extensive network of catacombs winds its way under the city and is said to be so extensive that it even links up to the silver mines. Most noble and merchant houses have private access to these catacombs via their family mausoleums, and scurrilous rumours claim that the catacombs are a frequent method of conducting secret assignments.

The city has an ever-growing population of Diestro, drawn here by the presence of the retired Estalian Blade Master Oleos de Poelle, who makes his home upon this Isla. He is known to train the very best of the best of duellists, and each Diestro here hones their technique in countless petty skirmishes in the hopes of impressing this famous old master.

Affiliation: Estalia (Kingdom of Santa Clair)

Bay: Any ship may make berth in this deepwater bay.

Produced Goods: Estalian Tobacco, Silver Ingots, Copper Ingots, Raw Sugar, Wine

Adventure Hook: Don Arturo Gonzales is the Captain of the Descubierta, a small trading ship used to transport fine Estalian wines and sherry from Santa Clair to Tilea, Bretonnia and Araby. First Mate Shend Bungo runs this small trading vessel, which is crewed by the finest of Magrittan seamen. As with most merchants that are at sea for months at a time, Don Gonzales takes his wife and young son on all his voyages, and therefore is anxious to hire dependable marines to guard his family against pirates as they travel through the Thousand Islas.

ISLA VEGA

The largest of the Islas of the Southern Littoral and one of the few commonly depicted upon maps of the area, the Estalian Kingdom of Vega dominates the trade of the southwestern coast. A vast bar of coral reef, jagged rocks and small islets defends the southern coast of the Isla, while the northern coast boasts a chain of six Defence Towers. In addition to this, the settlements of Porto Vega and Porto Sayid both boast impressive fortifications, principally to fend off attacks by Bretonnian and Marienburg buccaneers. Mercenaries and marines spend much time carousing in the bars of the island's two main ports, and the Kingdom grants Letters of Marque to a vast number of Estalian privateers tasked with sinking foreign pirate vessels, especially the green-sailed Xebecs of Araby.

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Particularly impressive is the citadel of the Kingdom's ruler, Duque don Cortoza. Known as the Palacio Huevos, it is a mighty hexagonal fortification with defensive bastions built on each corner and bristling with galloper cannon brought from Tilea. The island hosts three additional settlements, known as Porto Vega, Porto Sayid and the market village of Salonica. Its income primarily comes from the sugar plantations and the Averia Tax, of which the Kingdom is zealous in enforcing.

Affiliation: Estalia (Royal Duchy of Vega)

Bay: Galleons must make an Average Sail test to make berth here.

Produced Goods: Raw Sugar, Goats, Buckwheat

Adventure Hook: Just east of Isla Vega is the prison complex of Salamanca, an isolated black tower built on a hostile spit of rocky land. Governed by the sadistic Alejandro Morcilla, this is where the Estalian Cult of Myrmidia houses the foulest of heretics and false apostles, that have been sentenced to torture for their crimes. Recently an ally of the Duque don Cortoza has been captured and sent there, charged with Necromancy and Trading in Occult Relics. The Duque demands that the characters sail to the island, climb the unassailable cliffs, then bypass the guards and rescue the man known as the Garra la Sombra. Pleasing the Duque will result in the characters being rewarded handsomely; failure will result in them losing their heads.

– GAZETTEER OF ESTALIA'S SOUTHERN LITTORAL –

Settlement	Size	Ruler	Pop.	Wealth	Source	Garrison/ Militia	Notes
ENRIQUILLOLA	ST	King Philip II Garcés	252	2	Trade, Plantation	4b/52c	Port
Port Djuna	V	King Philip II Garcés	82	2	Agriculture, Livestock	-/16c	Port
Esébella	V	King Philip II Garcés	73	1	Sustenance	20c/-	
Porto Felipe	V	King Philip II Garcés	84	2	Trade, Agriculture	10b/20c	Port
MONTAÑOZA	ST	Raimundo IX Beltrán-Serrat	850	3	Trade, Plantation	25a/100c	Port, Monastery of Myrmidia
Azuei	V	Raimundo IX Beltrán-Serrat	95	2	Plantation	-/20c	
Gonâve	V	Raimundo IX Beltrán-Serrat	92	2	Plantation	-/20c	
FORT WILHEIMSDOK	T	Governor-General Tomask Bestek-Touwring	8,500	4	Government, Trade, Fishing	150a/1000b	Port
Assiento	V	Governor-General Tomask Bestek-Touwring	82	3	Agriculture, Livestock	-/10c	Port
Porto Ojeda	V	Governor-General Tomask Bestek-Touwring	40	2	Agriculture, Fishing	-/5c	Port
PORTO SARBÁ	ST	Governor Koenraad de Graeff	320	2	Fishing, Trade, Piracy	10b/30c	Port
Culo Trento	V	Governor Koenraad de Graeff	77	1	Fishing	-/7c	Port

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– GAZETTEER OF ESTALIA'S SOUTHERN LITTORAL (CONT.) –

Settlement	Size	Ruler	Pop.	Wealth	Source	Garrison/ Militia	Notes
FORT ZOUTMENS	F	Governor-General Tomask Bestek-Touwring	81	2	Fishing, Livestock	10b/-	Port
Puerto Pescadores	V	Village Headman	32	1	Fishing	-/3c	
Román d'Plata	V	Village Headman	37	1	Subsistence	-/4c	
Petit Grijarizal	V	Village Headman	28	1	Subsistence	-	
Carta Goavena	V	Village Headman	46	1	Subsistence	-/4c	
SANTA BERNADETTE	V	Village Headman	56	2	Plantations, Piracy	-/10c	Freeport, Temple of Sigmar
SANTA CLAIR	T	King Hernán de Ulúa XIX	6,000	4	Trade, Plantations, Mining, Wine	75a/500b	Port
Point-de-Segundo	V	King Hernán de Ulúa XIX	76	2	Plantations	-/15b	
Santo de Yuna	V	King Hernán de Ulúa XIX	98	3	Trade, Agriculture	-/15b	Farming Market
Laguna-au-Paix	V	King Hernán de Ulúa XIX	47	2	Agriculture, Fishing	-/5c	Located by Paix lagoon
PORTO VEGA	ST	Duque don Cortoza	940	3	Government, Trade, Plantations	35b/100c	Port
Porto Sayid	ST	Duque don Cortoza	386	2	Trade, Plantations	10b/80c	Port
Salonica	ST	Duque don Cortoza	190	2	Plantations, Livestock	12b/30c	
Caprite	V	Duque don Cortoza	46	1	Livestock	-/5c	Located by Vita lagoon
Malteza	V	Duque don Cortoza	82	2	Plantations, Livestock	-/8c	Ruined tower to the west
Porto Tito	V	Duque don Cortoza	38	2	Agriculture, Plantations	-/8c	Port
Santa Ana	V	Duque don Cortoza	73	1	Subsistence	-/10c	
Susa	V	Duque don Cortoza	45	2	Agriculture, Livestock	-/15b	
Vernas	V	Duque don Cortoza	35	2	Subsistence	5b/10c	Monastery of Verena

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– THE FOOL’S ROCKS –

Most often marked on maps as the Fool’s Rocks, this chain of islands stretches for over five-hundred miles along the eastern coast that Estalia and Tilea share. Unlike the Islas south of Estalia, the Fool’s Rocks are much larger, with many being ten or more miles in diameter. Laced between these islands is a maze of coral atolls, reefs and points with jagged rocks that will scupper any wooden hull and even many an ironclad. Also unlike the Southern Littoral, the Fool’s Rocks are shy of natural resources, with the oft marshy soil here unfit for the plantations of sugar or tobacco that characterise their more prosperous neighbours.

Superstitious seaman will swear that the islands here drift of their own accord, a phenomenon that the educated men of Tobaró attribute to an illusion caused by wind and wave. Academics often come here to study in small yachts equipped with labs for botany and natural research as many of the species of flora and fauna are endemic to the islands, notably including lizards, birds, bats and many extremely rare orchids with fanciful names such as the Midnight Silhouette, the Crown of Tobaró and the Flame of Estal.

Under the laws of Tobaró, making any chart of these waters is a capital crime. The masters of sailing them are the Navigator Families who have been passing their knowledge of the treacherous channels down from father to son over generations. These families own much of the northern Fool’s Rocks, upon which they have placed estates and villages, making their income from fishing, smuggling and wrecking. As well as the estates of the Navigator Families, the Fool’s Rocks are also home to many pirates wishing to remain undiscovered by making his port amidst the hundreds of uncharted and mainly uninhabited islands located here. The infamous islands of Isla Nera Barba, Naufraglo Isle and Island de Tesoro all lie within the Fool’s Rocks and are all said to bear a pirate captain’s cross. This often leads to treasure hunters sailing in these waters, with most ending up on the bottom of the Sea of Souls, either shipwrecked, murdered by pirates or arrested by the forces of Tobaró and hung for charting.

FANG ISLA

“For certain, by all the Daemons of the Briny Deep, this is truly a God forsaken place.”

– Unattributed

Marked on charts under the more technical name of the Cap d’Orient or Eastern Cape, the notorious Fang Isla is at the very tip of the Fool’s Point Rocks, the lower end of the Fool’s Rocks where hundreds of miles of reef and jagged banks of rocky Islas divide the two seas. Pirates call navigating past this point in open waters as ‘running

the jaws’ and it is always a dangerous chore, with the unpredictable but powerful currents always ready to pull ships onto the Fang, where they are quickly smashed to matchwood. The Navigators of Tobaró know that the Isla is both uninhabited and lacking any bay in which a ship could land, leading them to openly scoff at the occasional drunken mariner that swears he saw blue robed scavengers looting the ships that have floundered upon the rocks here.

Affiliation: Independent

Bay: Galleons may not make berth in this shallow bay.

Adventure Hook: Fang Isla is one of the three most sacred places to the Shark God Stromfels and a temple stands hidden under the Isla, with the cultists depending on wrecked ships to provide them food and other supplies. Times are lean however, with too few ships being wrecked upon the Isla. Flagging down the passing characters, a young priestess of the cult wishes to buy passage to Sartosa so she can consult the High Priest there as to how her Temple has angered the God. Of course, after the characters have delivered the Priestess to Sartosa and back, the Cult will then attempt to scuttle their ship and drown them. Dead men tell no tales, after all.

CERA-SCURO

In the eastern reaches of the Fool’s Rocks lies the small isle of Cera-Scuro, a once notorious pirate port that is now under the rule of the Crown of Tobaró. From here, pirate ships set out to sail the Tilean Sea, preying on merchants heading to Tobaró, Miragliano and Remas. In the year 2492, the Crown of Tobaró, exasperated with the danger the pirates posed to its merchant shipping, hired mercenaries from Miragliano to besiege the stronghold. After three years of doggedly holding out, the pirates finally surrendered their impressive fortification.

Today Cera-Scuro retains its wicked reputation and is still home to pirates, smugglers and the other criminal dregs outlawed from Tilea, Estalia and even further afield. The island is a marshy rock, prone to epidemics of nasty fevers and lacking any real exploitable resources. Starved of culture, the Governor Dominico Caraccioli now turns a blind-eye to the island’s black-market and brisk trade in smuggled goods, as it is one of the few attractions for merchants and nobles to travel to this forsaken outpost.

Affiliation: Tilea (Principality of Tobaró)

Bay: Galleons must make a Hard (-20%) Sail test to make berth here.

Produced Goods: None

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Adventure Hook: The Bella Epacturo, a forty-gun pirate galleon operating from suspiciously close to the old pirate stronghold at Cera-Scuro has recently sunk four ships heading to Tobaro. A powerful merchant who was an investor in one of the ships has hired the characters to check around Cera-Scuro and investigate not only whether the ship berths there but also if indeed the Bella Epacturo's captain is none other than Governor Dominico Caraccioli himself!

GORGON'S OLA

"Straits best avoided by all bar the most desperate."

– 'Navigating the Navigable Waters of the World', by Henrik Navigatore

Those captains that choose to avoid charting a course around the fearsome Cap d'Orient and instead 'thread the teeth' through the Fool's Rocks of Tilea may choose to brave the infamous Straits of the Gorgon that separate this Isla from its three southernmost neighbours. A powerful current flows through the straits, dragging ships from the Southern Sea into the Tilean Sea. The straits are perilously narrow, at some points shrinking to a mere eight miles across, strewn with rocks and reef. For those skilful captains who risk the straits, a full day's travel or even more is to be gained, although if one is careless they will find their ships ripped from their control in these treacherous waters and ripped apart upon the Ola itself.

The Ola itself is not the island but rather the large complex of ruins and catacombs that stand on the island. Scholars say that some four thousand years ago this island boasted a large citadel built by an ancient empire that claimed dominion of the whole of the Tilean Sea. Sailors avoid landing upon the island itself as it is an accursed place, littered not only with the ruins of a bygone age but also a series of exquisitely carved statues portraying a variety of lifelike humans in poses of absolute terror.

Affiliation: Uninhabited (By Humans)

Bay: Galleons may not make berth in this shallow bay.

Special: Passing through the Straits safely requires a Very Hard (-30%) Sail Test.

Adventure Hook: Professore Vincenza of the University of Tobaro, a renowned archaeologist and scholar of Tilean history has hired the characters to guard him on his expedition to explore the Gorgon's Ola, which he believes are connected to the rule of the mysterious Amenemhetum the Great. However, the ruins are home to a strange breed of snake-headed monstrosity that can turn a man to stone with a single gaze. Can the characters get the Professor off the island alive, or are they doomed to spend eternity as elaborate garden ornaments?

ISLA BEGUARIDA

Forces from the Tilean city of Tobaro captured this sun-kissed and fertile island from the group of Estalian colonists who formerly claimed it. Located in the southern reaches of the Fool's Rocks, the Tilean colonists attempted to grow cocoa here as the Estalians had done before them. However, this met with no success and after a few years of failed crops, the Tileans instead have taken to the cultivation of coffee, sugar, and cotton.

The mountainous and heavily forested northwestern part of the island is home to many Estalian Banditos, outlaws who fled the ports when the Tileans occupied them. Merchants from Tobaro fortified the principal port of Bacino Reale in a hope of combating this, but the town still maintains its reputation for lawlessness and debauchery. This stands in sharp contrast to the island's capital, the gentle town of Roccia Deire, that stands at the centre of the island's community of farmers who live in various farmsteads centred upon their whitewashed haciendas.

Lord Governor Norberto Di Giudice is heavily involved in bringing the luxuries of modern Tilea to the island; he has personally purchased the island's first printing press, and established a College of Litigants operating out of the Bhyrr's Inn in Bacino Reale.

Affiliation: Tilea (Principality of Tobaro)

Bay: Galleons must hire a local Pilot to make berth here by local law.

Produced Goods: Raw Sugar, Coffee, Cotton, Beef

Adventure Hook: Hired by a consortium of Tobaro merchants, the characters journey to Isla Beguarida to investigate claims made by captured Banditos that the Estalian secret to growing cocoa on the island was actually an ancient Lustrian ritual performed by the island's wizard, Martillo Hoyo. The characters must find Hoyo or evidence of his ritual and bring it back to Tobaro to herald the beginning of a new and more chocolaty age.

However, the Isla Beguarida is a hotbed of opposing factions, including Estalians wishing to overthrow the Tileans, Republicans wishing to overthrow the rule of Tobaro and a Cult of Tzeentch, which has infiltrated the island's population of academics. Each of these factions is in a position to help or hinder the characters, who may have to form uncomfortable alliances to recover the ritual.



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ISLA PANTANO

“Taking the easy way”

– A pirate way of saying someone has died

This swampy island in the Fool's Rocks has a long and bloody history. Centuries ago, Estalian colonists came here from Mont Antorchá and put the native Tileans to the sword, hoping to establish a trading port from which to gain easy access to the ports of Remas, Luccini and Barak Varr. They built a large port known as Dalmatia here and for some time were successful traders. However, the island's large swamp proved unhealthy for the Estalians and after a series of plagues weakened their defences, a fleet from Tobaró came and bombarded the colony.

Today, the Estalians have all but abandoned Dalmatia, with its trade overshadowed by that of ports such as Aguilas and Porto Real. The few Estalians that remain must contend not only with the plagues of the swamps but also the growing numbers of a tribe of savage Forest Goblins who have garnered a taste for human flesh. The goblins are powerful and cunning opponents who have marked their territory with glyph-covered skulls, which ward them against all hostile magic.

Affiliation: Estalia (Kingdom of Mont Antorchá)

Bay: Galleons must make a Very Hard (-30%) Sail test to make berth here.

Produced Goods: None

Adventure Hook: The reason that some Estalians stay on the island is that the Nicuesa River, which cuts through the heart of the Pantano Swamps, is sacred to King Death and the home of one of the god's most powerful Bokor. It is said that when the stars are just right if you can sail your ship upstream without being smashed by the rocks and rapids then you will find yourself not at some mountain spring, but instead you will sail onto King Death's Sea of Lost Souls itself. Sailing into the uncharted waters of the afterlife and bringing back one of the dead is a journey worthy of the most heroic of explorers... or the most gullible of fools.

ISLA PESCADOR

Isla Pescador is one of the many large islands that make up the southeastern tip of the Fool's Point Rocks and is the location of the busy trading town of Porto Real. The Isla's only sizable settlement, this ancient port is a colony of Magritta. A large garrison is located at the fort which overlooks the lime-washed clay buildings of the town and its surrounding sugar and tobacco plantations. Due to its remoteness from the Crown, Magritta's authority is lax and the port is a popular stopping point for merchants travelling from the Southern to the Tilean Sea to trade

goods, stock up on supplies and undertake repairs without necessarily having to pay the hated Averia Tax.

In the heart of these plantations lies the Governor's Mansion, a large sprawling building of brick that is clad in plaster of the Arabian style popular several decades ago. It is home to His Excellency the Governor Emeric Gorge, whose family has ruled Isla Pescador for generations. Now an old man, he seldom travels into Porto Real himself, preferring instead to rule through his representative Ferrol. Ferrol is called the First Sword of the Porto, who acts as head of the Port's Militia, Watch and is also the town's Judicial Champion.

Affiliation: Estalia (Kingdom of Magritta)

Bay: Galleons must make an Average Sail test to make berth here.

Produced Goods: Raw Sugar, Estalian Tobacco

Adventure Hook: His Excellency the Governor Emeric Gorge of Porto Real is in fact an aged vampire of the Von Carstein lineage who has claimed dominion over Porto Real for several centuries, secure in the knowledge that in his town full of ever travelling merchants and visitors, no one will mark the occasional disappearance of a few strangers. Not content to feed upon the blood of plantation workers or other commoners, he instead lures rich merchants and nobles into his mansion, where he then drugs them into unconsciousness with Red Lotus Juice in their food and wine. Tonight he has invited the characters to his mansion but they do not know it is to drain their bodies of their sweet blood.

ISLA VERDE

Located in the Tilean Sea, the Isla Verde is one of the closest parts of the Fool's Rock to the pirate isle of Sartosa. This island appears to be paradise, with a wide bay, white sandy beaches and dense evergreen foliage provided by an abundance of laurel-leaved hardwoods.

These looks are deceptive: sharp coral spurs protrude under the water. Almost like teeth, they can rip apart any but the shallowest berths. Half buried under these sands lie the shredded hulls of those foolish ships that have tried to shelter here. Pirates know that the Isla is sacred to King Death and is home to his daemonic minions: skull-faced monstrosities half-way between ape and wolf with needle-sharp talons which drip with lethal venom.

Affiliation: Uninhabited

Bay: Galleons may not make berth in this shallow bay.

Adventure Hook: Having upset King Death with their reckless slaughter the characters have become aware that they have fallen under a fearsome curse. After consulting with an ancient Bokor, they discover that the only way to lift the curse is to sacrifice one hundred

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pieces of silver by leaving them at the shrine to King Death that stands at the very centre of the Isla Verde. Can the cursed characters make it to the shrine and back before King Death's daemonic minions take their fill of the characters' flesh?

ISLES OF THE SIRENS

This large cluster of islands to the south of Tobaró effectively marks the furthest extent of the city's dominance over the Fool's Rocks. These are large and mountainous islands, heavily forested and seemingly ideal for settlement. Tobaró and Aguilas have both attempted to establish colonies here, however these attempts have always failed, in chief part due to the sirens for which the isles are named.

Although few men have ever seen a siren, speculation abounds on the matter of their nature. Some tell tales that they are harpies, saying that they saw winged creatures flying over the islands, while wizards point out that harpies only dwell in colder climes and that the creatures are actually a breed of seawater nymphs known as Oceanids. Pirates commonly claim that mermaids inhabit the isles, although many educated scholars scoff at the idea that these creatures even exist.

Occasionally ships do come here; full of opportunist sailors who have stopped their ears up with vast quantities of tallow wax, which allows them to linger a brief while and salvage the remains of cargo from the ships lured here and destroyed by the siren song. Merchants regard these men as little better than wreckers, and some mutter darkly that they clearly work for Tobaró's Navigator Families.

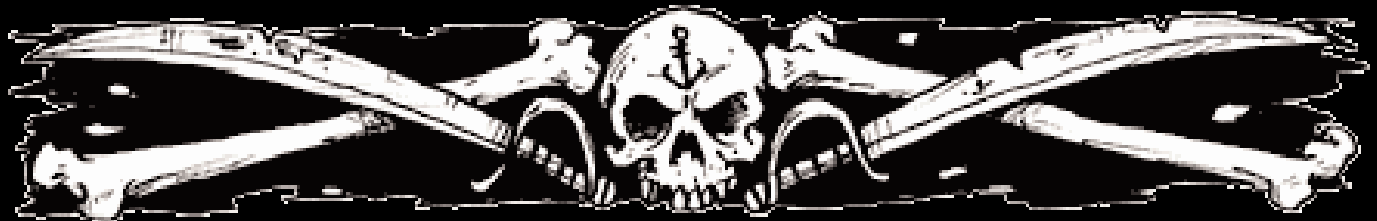
Affiliation: Uninhabited (By Humans)

Bay: Galleons must make a Very Hard (-30%) Sail test to make berth here.

Adventure Hook: Rumours abound that a chart that has turned up in the hands of a Marienburger Merchant Lord based at Fort Wilhelmsdok. Said to accurately detail the waters around the Isles of the Sirens - including the depths and tides present in all of the channels, it is clearly illegal under the Laws of Tobaró. Agents of the Prince hire the characters to travel to the Isla Corazón, break in and steal the chart. Of course groups of pirates, navigators and merchants all have the exact same plan, and the characters may find a host of people attempting to break in to the merchant's complex of fortified apartments on the same night they do.

– GAZETTEER OF THE FOOL'S ROCKS –

Settlement	Size	Ruler	Pop.	Wealth	Source	Garrison/ Militia	Notes
CERA-SCURO	F	Governor Dominico Caraccioli	120	2	Government, Trade, Piracy	50b/10c	Port
Torre Scaglieri	V	Governor Dominico Caraccioli	46	1	Fishing	-/6c	Known for its plagues
Circolo il Cotone	V	Governor Dominico Caraccioli	23	1	Fishing	-/4c	
ROCCIA DEIRE	ST	Lord Governor Norberto Di Giudice	172	3	Plantations, Livestock	6b/30c	
Bacino Reale	ST	Lord Governor Norberto Di Giudice	252	2	Trade	4b/52c	Port
DALMATIA	V	Village Elder	68	1	Subsistence	-/10c	Port
PORTO REAL	ST	Governor Emeric Gorge	590	3	Trade, Plantations	20b/70c	Port



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– THE OTHER ISLAS –

The Southern Sea is home to many islands outside of those located around Estalia's Coasts. Most of these islands are isolated places, far off standard trade routes, and for that reason they make great boltholes for pirates to lay low in relative safety.

BLACK ROCK

The Black Rock is a windswept island located in the Great Ocean, closer to Araby than Estalia. It is a barren and rocky place, and the black cliffs from which the Isla takes its name is riddled with ancient caves that descend deep underwater.

Despite the lack of any useful resources, if colonised the Isla could prove a vital port, opening a faster sea route to Araby and Lustria. Therefore, the Isla has been in a state of conflict for as long as anyone can remember, as it is simply too vital a military outpost for any country to allow its rivals to settle. The last attempt to make an outpost here was by a combined force from the Empire and Miragliano, which was driven off the island by a large fleet of Bretonnian 'pirates'. Before that, men of Tilea, Estalia, Araby, the Empire, Bretonnia and even Norsca had repeatedly come here with the intention to colonise Black Rock.

The Isla is an archaeologist's dream, littered with ruined villages and fortifications from successive failed attempts at colonisation. Only the Sea Fortress that overlooks the deep-sheltered Man O' War Bay is in any state of repair: Built on alleged Elven foundations, repeated cannon fire has greatly pocked its walls. Within these ruins live the only creatures that have been able to survive on these brutal shores: A native tribe of Savage Orcs that has often massacred other settlers here before their rivals could.

Affiliation: Uninhabited (by Humans)

Bay: Galleons must make a Challenging (-10%) Sail test to make berth here.

Adventure Hook: Men still come to Black Rock, such as small time traders and pirates seeking a hidden harbour. One such man was Abu Sabu, a Tomb Robber from Araby who sheltered his Felucca boat in Man O' War Bay to avoid an Estalian Guarda Costa Ship enforcing the Averia Tax. Unfortunately, Savage Orcs spotted and killed him, stealing the cargo he was delivering to Bürgermeister Geltmacher. The characters are hired to hunt down the cargo, and after visiting Fyrus, find information that would show that surely Black Rock was Abu Sabu's next stop.

In truth the island is actually the remains of the Dark Elven Black Ark called the Skarr, defeated by a Sea Elf fleet in the time of Caledor the First. Deep within the

labyrinth of caves is the lair of the Ark's Captain, now an Elven Wight, and it is to him that the Savage Orc Shaman has gifted the legendary cursed Monkey's Paw that Abu Sabu was smuggling to Geltmacher.

ESTRAGON'S ISLAND

Over two hundred years ago, Don Diego Estragon was a successful Merchant, Pirate Lord and reputed Magus of Tzeentch dwelling in the Estalian city of Magritta. Driven from the city by Witch Hunters of the Cult of Myrmidia, Estragon set off with his fleet of ships, each loaded to the gunwales with trade goods from all over the Old World, never to be seen again.

Shanty-singers and raconteurs have since embellished the tale of Estragon's exploits, portraying him as a dashing and romantic Hero of Estalia, forgetting the rumours of his worship of the Ruinous Powers. Pirates and explorers have occasionally reported sighting an island some 400 miles southwest of Estalia's coast, a tropical isle of lush and exotic plant life that is told to hide Estragon's gold and artifacts, guarded by terrifying monsters. Dominating this rock is a single fortress in the Estalian style, flying flags that bear Don Diego Estragon's colours.

Affiliation: Independent

Bay: Galleons must make a Challenging (-10%) Sail test to make berth here.

Adventure Hook: Sent to recover the legendary treasures of Estragon the players brave stormy seas and land upon this perilous island. To find the treasures the characters must fight mutated sentient plants and escape from mountain-dwelling harpies before they can make it inland. There they must negotiate with the elders of the three villages here, which contain the descendants of the ships who landed here two centuries ago. However, the isle holds one more surprise, Estragon lives! Mutated over the years into a large blue gorilla like sorcerer, he lords over his island from the castle where he performs his dark rites to Tzeentch.

FYRUS

“Now, how much am I bid for this winsome wench?”

– Port Fyrus Auctioneer

Located a few miles north of the Pirate Coast of Araby, this island outpost was once home to an order of Bretonnian Knights who settled here and founded a fortress-monastery during Baron Tybalt du Bois de Balzac's Crusades of 1452. For over a thousand years, the Knights of Origo sailed forth from Fyrus to wipe the waterways clean of corsair ships, pillage the temples of the foreign Gods and raze every Araby port along the Pirate Coast. However, one hundred years ago they were

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driven from the island, by a massed force of corsairs who breached the fortress and drove the Knights from the Island.

Today the Araby corsairs make their base in the rebuilt fortress of Origo, their distinctive Araby Xebec ships with green-dyed sails make use of the isle's impressive harbour to dominate the east-west trade route. Many Old Worlder merchants and pirates come here to trade goods such as silks, spices and even slaves in the bustling marketplaces that seem to spread throughout every twisting narrow street in the town. The isle is also home to the shrine of the Revered Mullah Aklan'd, a famed sorcerer and warlord of Araby, whose fanatical priests often try and raise the populace into acts of violence against any Old Worlder ships berthed here.

Affiliation: Araby Corsairs

Bay: Galleons must make a Routine (+10%) Sail test to make berth here.

Produced Goods: Spices, Slaves

Adventure Hook: For the last ninety-nine years, Bilbali has been the home to the Second Holy Fortress-Monastery of the Bretonnian Order of Divine Origo, led by Grandmaster John Tyrweld. Married to Doña Domingio, a relative of the King of Bilbali, Tyrweld has used his wife's status to secure funding from both the Crowns of Bretonnia and Bilbali. His preparations over, he is now ready to sail back to Fyrus, reclaim the first holy fortress-monastery from the corsairs and bring the east-west trade route safely under the command of his backers' fleet of ships. A merchant prince of Magritta or one of the Tilean City-States has hired the characters to travel with this expedition and sabotage it at every opportunity!

ISLA MATANZADA

This jagged spur of rock and marsh lies deep within the Southern Sea and is home to many colonies of sea birds, including Gulls, Shearwaters and Razorbills. Santo Matanzada is the only village and so isolated that the Great Crusades of 1448 never reached here and the area still has a distinct Araby influence, with the locals using a fast-spoken pidgin language of Estalian and Arabyan that is hard for any outsider to understand.

The islanders support themselves through the byproducts of fish and seabirds. Although they tend towards traditional means of fishing, the seabirds are caught by climbing up the jagged cliffs and then strangling the birds. This bird meat is the staple of the islander's diet and the villagers also harvest the oil from the bird's guts, which they trade and use as a fuel in lamps and stoves. Few visitors come to the Isla, it is set too far off the main shipping routes to attract much traffic. Once a month a

merchant ship may come here, trading fruit and other staples for fish eggs, shellfish and bird oil.

Affiliation: Independent

Bay: Galleons may not make berth in this shallow bay.

Produced Goods: Fish Eggs, Shellfish, Bird Oil

Adventure Hook: While drinking in a pirate's tavern, the characters pick up a rumour that Buthir Vlieg - a notorious Araby corsair and assassin - has been arrested and is due to hang. His last known location was the Isla Matanzada and suspicion is that if he had any warning, his cross surely must be marked somewhere on the island. As various rival treasure seekers flock towards the Island, will the Characters be able to reach the Isla before the rest and find the fantastic treasure that he left behind?

ISLA TRAQUAIR

Laying further south than the Thousand Islas proper, the Isla Traquair is a forsaken piece of rock flanked by two bars of treacherous red coral inhabited by shoals of the dreadful spindly killer fish, fanged horrors that can quickly strip a man's bones bare and have driven off most other sea life.

The only settlement located on the Isla is Porto Fregadero, technically a colony of Magritta, although in practice no Governor has set foot in this backwater within five decades. While many of the inhabitants are involved in a mixture of limited farming and fishing for sea turtles, the port's real income comes from providing basic facilities for ships that come to harbour here. Due to the island's remote location, in practice it is only the ships of the buccaneers and corsairs who dock here, to use the Isla as a base from which to strike at treasure ships as they enter the Southern Sea.

The port has been so successful in supplying the area's buccaneers that repeated attempts have been made by Estalian, Marienburger and Bretonnian forces to conquer the Isla. While such attempts are initially successful, the lack of local supplies combined with the length of the journeys needed to supply a substantial garrison has always resulted in an occupying force which was unable to defend against the returning pirates.

In recent months, the infamous buccaneer Reyno Bloodhand and his fearsome crew, the Rojérs, have set up permanent anchorage within the harbour. Reyno now insists that all the islanders address him as the Pirate King, and has claimed the whole island as his dominion.

Affiliation: Estalia (Kingdom of Magritta)/Independent

Bay: Galleons must make a Hard (-20%) Sail test to make berth here.

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Produced Goods: None

Adventure Hook: The characters are aboard Captain Jaymes Geenringsstad's ship, the Dauntless, which is engaged upon a mission to kill Reyno Bloodhand once and for all. However as the ship pulls into Porto Fregadero's harbour, they spy a fleet of five Orc pirate Hulks upon the horizon! Can the characters convince the arrogant pirate hunter and the mad Pirate King to cooperate in the face of the more dangerous threat, or will their mutual distrust allow the greenskin freebooters to utterly raze the Isla?

SARTOSA

"Never go in against a Sartosan when death is on the line."

– Roberto D'Ialanió, First Fist of the Pirate Queen

The most infamous island of the Middle Sea is Sartosa, details of which are in the WFRP Companion.

THE ISLAND OF NONUCCI

The tiny volcanic isle of Nonucci is off of the western coast of the Republic of Verezzo, south of the bay of Remas. The isle was colonised by the city of Remas during the classical age and contains the ruins of two ancient fortresses. A few scattered hill men make Nonucci their own, keeping goats in the hills and growing grapes for wine. The island is also renowned for its beekeepers, although the Estalian sugar plantations have much curtailed the trade in honey.

In 2236 the renounced artist Grotto was exiled to this island and much of his work was produced here. Tales abound of the seemingly primitive islanders having original Grotto paintings and sculptures hidden away in their hewn-stone hovels.

– GAZETTEER OF THE OTHER ISLAS –

Settlement	Size	Ruler	Pop.	Wealth	Source	Garrison/ Militia	Notes
PORT FYRUS	T	Sheikh Murat Bavius	8,200	4	Government, Trade, Piracy	50a/350c	Port
SANTO MATANZADA	V	Village Headman	36	1	Fishing, Hunting	-/4c	Freeport
PORTO FREGADERO	V	Pirate King Reyno Bloodhand	71	2	Trade, Piracy	-/10c	Freeport

– THE MAINLAND –

Apart from the Islas themselves, the mainland of Estalia and Tilea contain many a port that is important to the region, with the coast dominated by fishing towns and villages that also engage in commercial trade. Although Magritta and Tobaró are the main political powers of the region, Remas, Luccini and Al-Haikk all have fleets based in the Southern Sea and assert considerable influence over the region. Full gazetteers for Tilea and Estalia are outside the scope of this document, and only information on the listed cities has been presented here. However, all of these places have villages and small towns clustered around them and the GM should feel free to expand upon them with whatever settlements are required.

AGUILAS

"Hardy a port friendly to men of our stripe."

– Pirate Lord Jeremiah Tusk

Situated on the site of a dormant volcano on the mainland of Estalia, the City-State of Aguilas casts an important shadow over the whole of the region. It is the

southernmost port on Estalia's eastern coast, surrounded by the Fool's Rocks. It is known to be one of Estalia's most prosperous Kingdoms, with its fortune founded upon its shipyards. Additionally the volcanic soil of the region has resulted in plantations that yield great output even when compared to realms far greater than Aguilas in size.

Built on a series of terraces cut into the volcano side, the city's docks are located under a sprawling area of plazas containing thriving market places, taverns, shops and other establishments in which to relax and while away one's shore leave. Many merchant ships travelling between the Southern and Tilean Sea berth in this pleasant city to trade goods, restock the stores and undertake any repairs to the ship. Above the marketplaces are the winding and higher streets of gentrified Old Town, lined with orange trees as they make their way to the Volcano's Plug, home to the fortified Palacio of the Marquis Juan Narciso. Alongside is the Temple of Myrmidia, whose twelve bell towers can be seen from anywhere in the city.

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The city prides itself on being the defender of honest Estalian shipping. Indeed it is Aguilas more even than Magritta that is responsible for the Guarda Costa Ships that extract the Averia Tax. Massive war galleons flying the Aguilas Jack, a ship flanked by twin dolphins, patrol throughout the waters of the Thousand Islas. This flag makes even pirates that have taken Letters of Marque and Reprisal wary, as more than one privateer has been blasted out the water before he could make his papers known. Marquis Juan Narciso has had the whole of Aguilas Bay heavily fortified and it stands surrounded by a ring of defence towers, each of which has a covered passageway linking it to the fortified Palacio. Arquebussiers patrol throughout the city, supplemented by marines and cavalry armed with both hand guns and heavy spears.

Affiliation: Estalia (Grand Marquisate of Aguilas)

Bay: Any ship may make berth in this deepwater bay.

Produced Goods: Estalian Tobacco, Raw Sugar, Pigs, Tuna, Shellfish, Ships

Adventure Hook: Captain Presa Passero is due for hanging in the town square of Aguilas in three days time and he is the only man alive that knows the way to the cross that is over the characters' pay chest! They have to save him by diplomacy, subterfuge, a heroic and dashing rescue attempt or a combination of all three if they ever want to see the gold they are owed!

PORTO BELLO

"Whenever I spy a dog from Magritta, I remember the spilt blood of Porto Bello!"

– Cristobal Mendez, Estalian Diestro

Due to the obstruction of Ulthuan, treasure ships departing from Bilbali require a more southerly port from which to depart to the New World. To solve this issue, the King of Bilbali commissioned the settlement and fortification of a barren bay on the southern end of the Western Coast of Estalia. Despite the lack of farmland around the Bello Bay, it has quickly grown into a sizable colony. It is here that the Treasure Fleet of Bilbali lands and offloads its gold before it is portaged overland to the city of Bilbali by heavily guarded convoys.

The port's success has been a thorn in the side of the cities of Magritta and the other southern Estalian Kingdoms, who have little interest in sharing the lucrative trade in Lustrian goods with their northern neighbour. Indeed, it was twenty-four years ago that the dreaded Pirate Lord Ferdinand Rackham led a vast fleet to ransack the port in his sixty-four gun galleon, the Black Mary. In spite of the heavy fortifications, Rackham and his pirates captured the port, which they occupied for fourteen days, plundering all the city's wealth. Outraged

merchants and nobles of Bilbali, to this very day, claim that Rackham and his fleet received Letters of Marque to do so from Magritta and it remains a common cause of contention between Estalia's two largest cities.

Now, the army of Bilbali has built a new coastal fortification called Fort Frandragão, which overlooks Porto Bello reinforced with a full garrison of defenders. It is also unique for its fleet of Chatten, a type of harbour boat common in Bilbali that mounts two very large cannon and many swivel guns. Under the protection of Governor Hernando Puglave y Lorenzo, some of the more adventurous nobles and clergy of Bilbali have settled in the reconstructed town and it is fast gaining a reputation for the brutality of its judges.

Affiliation: Estalia (Kingdom of Bilbali)

Bay: Galleons must make a Routine (+10%) Sail test to make berth here.

Produced Goods: None

Adventure Hook: After discovering that her twenty three year old daughter has run away to sea, Doña Charo de Valencia hires the characters to track her down. It should not be hard for characters to find that she bought passage to Porto Vega and collecting her should seem an easy prospect. The only problem is that unknown to the characters, the lass is actually Lord Rackham's daughter, sired during the occupation. Now a group of Tzeentch cultists intend to kidnap her and demand Rackham funds their activities, while an opposing cult has tipped off Lord Rackham, who is already sailing from Sartosa with the Vigilant, Tritonus and Black Mary – prepared to recover his daughter, whosoever's lives it costs.

PORTO ESPEJO

Porto Espejo is the northernmost port of Estalia's rocky eastern coast, indeed so far north that most maps mark it as lying within the domain of the Tilean Principality of Tobaro. In the past Porto Espejo was often a nexus of conflict between Estalians and Tileans, because although its soil cannot support crops of rye or buckwheat, it is ideal for the growing of tobacco.

Porto Espejo has no fleet of her own and instead must pay a heavy price for Guarda Costa ships to protect her from pirates and Tilean opportunists. Therefore, the small kingdom enthusiastically applies the Averia Tax to all trade of her tobacco, leading to high prices and a flourishing local industry of merchant traders who routinely take the risk of smuggling entire shiploads of tobacco out of Port Espejo and into the city of Tobaro.

Facing eastwards, its deep natural harbour makes it a popular port for fishing boats while its stores and other facilities makes it a fair place for ship's captains to meet

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and trade. Young athletic and half-stripped men make their living diving in the clear water to fetch pearl oysters from the rocky bottom. Twin defence towers watch over the harbour to guard against pirates and other pearl thieves, although the garrison here is undermanned and each tower only mounts a single small cannon.

The large temple to Myrmidia in the centre of the town clearly marks the settlement as Estalian, as it dominates the skyline with its bell tower. Tileans regard having such a tower at the centre of a town as an unlucky omen sure to draw the ire of the Gods, and most bow to the west whenever entering Porto Espejo to fend off the effects of the evil eye.

Affiliation: Estalia (Kingdom of Espejo)

Bay: Galleons must make a Challenging (-10%) Sail test to make berth here.

Produced Goods: Estalian Tobacco, Squid, Pearls

Adventure Hook: The son of an important Tobar Navigator Family was assumed to have run away to sea, which is traditionally regarded as a time of celebration. However, his father has discovered that in fact he has run away to Porto Espejo where he intends to elope with the daughter of a local tobacco merchant. Such mingling of fine Tilean blood with the blood of Estalian dogs cannot be allowed to occur and the father hires the characters to travel to Porto Espejo and bring back his son, by force if necessary. Of course, the situation of Porto Espejo is politically rather delicate and if the characters create a diplomatic incident, Prince Tibaldus Marsarius de Vela of Tobar will have them abandoned in Blighted Marshes... with their legs hacked off.

TOBARO

Details of this large City-State, which dominates the Fool's Rocks, are in the WFRP Companion.

THE LEGEND OF BLACK-WYRD

“Of all us Pirates, the most feared is Black-Wyrd.”

– **Jacque Rawhead, Pirate Captain**

This accursed captain has sailed these seas since the time of Sigmar, ever forbidden to enter the court of King Death. No-one knows how it is he came to anger the Lord of the Sea of Lost Souls, but all know that to spy his ship, the Flying Marienburger, is to most likely to gaze upon your own impending death.

Legends claim that Black-Wyrd sank the fleet of Nagash in the time of Myrmidia, turning the waters so foul that even today all maps mark them under the name of the Black Gulf. Some shanties even claim that he called the comet down upon the city of Mordheim, then sailed up the Stir and looted it. As far as many pirates are concerned it was Black-Wyrd who liberated Sartosa from the Sea Elves at the dawn of the Classical Age and again in 1757 from the Tileans who had set up a fortress there. Even today a chair on the Sartosan Pirate Lord council is set aside for the First Pirate King, although he is yet to claim it.

While naval lords laugh at these ludicrous claims, troubling reports still come in from sea-farers from the Sea of Claws to the Gromril Coast. It is said that ships, be they merchantman, pirate or privateer, have been pursued and sunk by a ship sporting the Flying Marienburger's colours. The few survivors report that it could move without a gust of air or even against the prevailing wind and it was able to sail beneath the waves at will. House de Roelef has offered a reward of 882 pieces of Lustrian Gold to whoever can sink him; but so far, no pirate hunter has engaged him and lived to tell the tale.

– GAZETTEER OF THE MAINLAND –

Settlement	Size	Ruler	Pop.	Wealth	Source	Garrison/ Militia	Notes
AGUILAS	CS	Marquis Juan Narciso	13,000	4	Government, Boatbuilding, Trade, Plantations	180b/1500c	Port, Major Naval Base
PORTO BELLO	ST	Governor Hernando Puglave y Lorenzo	238	2	Trade	4b/52c	Port
Fort Frandragão	F	Governor Hernando Puglave y Lorenzo	200	3	Government	150b/-	
PORTO ESPEJO	ST	Marcos de Nizza	400	2	Fishing, Plantations	20b/35c	Port

CHAPTER THE SECOND: A PIRATE'S LIFE FOR ME

“So now laddie... have ye ever been a'thinkin about the pirate business?”

– Pirate Captain Drakken's offer to a captured foe

Any campaign which visits the Thousand Isla will probably focus on life about ships at some point, whether the characters are serving upon one or simply because they are required to move between the principle settlements.

This Chapter expands upon the information presented in WFRP to add some nautical flavour to your game.

NEW NAUTICAL CAREER

The following career is particularly suited to a campaign set in the Thousand Islas.

ELVES AT SEA

While Wood Elves rarely venture onto the waves, the catamarans of the High Elven fleets of Lothorn range far and wide, resulting in many Humans knowing them as Sea Elves.

It is the Sea Guard and Sea Rangers that contain the mainstay of these maritime elves, although some younger elves seek adventure by serving aboard the ships of other races. Aside from the murderous Dark Elf Corsairs, few elves take to piracy however.

– PIRATE (BASIC CAREER) –

Pirates plague the old world, in particular the south coast that covers Estalia, Tilea and the Border Princes. Unlike Seamen, Pirates not only must crew the ship, but each man must also act as part of its fighting component. Life on a pirate vessel is often dull, with many ships holding three times the needed crew.



You may substitute Pirate for Seaman when rolling up careers with your GM's permission, if so you may choose to have your character originate from Bretonnia, Estalia, Tilea or the Border Princes if you choose to take the relevant Common Knowledge and Speak Language Skills.

- Pirate Advance Scheme -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
+10%	+10%	+10%	+5%	+5%	–	–	–

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
+1	+2	–	–	–	–	–	–

Skills: Common Knowledge (Bretonnia, Estalia, Tilea or the Border Princes), Consume Alcohol, Dodge Blow, Gamble *or* Trade (Artist, Brewer, Carpenter, Cartographer, Cook, Gunsmith, Merchant, Shipwright *or* Smith), Intimidate, Row *or* Sail, Scale Sheer Surface, Speak Language (Breton, Estalian *or* Tilean), Swim

Talents: Menacing *or* Swashbuckler, Specialist Weapon Group (Gunpowder *or* Parrying), Mighty Shot *or* Street Fighting

Trappings: Light Armour (Leather Jerkin), Buckler *or* Pistol with Powder and Ammunition for 10 shots, Bottle of Poor Quality Spirits

Career Entries: Boatman, Estalian Diestro, Marine, Mercenary, Seaman, Thug

Career Exits: Duellist, Marine, Mate, Smuggler, Veteran, Wrecker

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– LIFE ABOARD SHIP –

While it may seem that Pirate, Seaman, Mate, Navigator and Sea Captain are the only Careers that will be of use aboard ship, nothing could be further from the truth. Any large ship is a complex entity, akin to a floating village with many different roles needed for it to operate. The following lists common crewmen aboard a ship and what WFRP Careers best represent them.

THE OFFICERS:

Those who command the ship, the officers have lives of privilege aboard the vessel, with access to private cabins, an officer's mess and, on a pirate ship, an additional share of booty.

Captain: The ship's captain is the absolute master and commander of the ship. Typically a Sea Captain, he will also be a Noble or Merchant on most military or commercial vessels.

Mate: All ships will have at least one or two mates, and war galleons can have up to ten. Second only to the captain and responsible for enforcing his will, mates are also often masters. Typically in the Mate Career, on board military vessels will also commonly be a Noble or Burgher.

Navigator: Any large ship requires a navigator to undertake any but the shortest of trips, although he may also be the ship's captain. Typically in the Explorer or Navigator Career.

Bosun: Also called the boatswain, the bosun is the ship's foreman, responsible for everything above decks.

DWARFS AT SEA

“Each one a goner means more for the rest!”

– Dwarf Pirate Sea Shanty

Dwarfs are not a natural sea-going race and will often refuse to journey in the flimsy wooden craft of Humans or Elves. Instead, they construct fleets of heavily armoured steam-driven ships known as Monitors, Ironclads and Dreadnaughts. Operating from the great port of Barak Varr are companies of Sea Axes and pistol wielding Sea Rangers, who protect Dwarven shipping and trade interests around the Old World.

Many of the more traditionally minded Dwarfs view travelling at sea as tantamount to suicide, an attitude that draws some members of the Cult of Grimnir to journey upon the ocean waves. These Slayers often work as pirates or as crew on the strange underwater Nautilus ships, which no sane Dwarf would ever contemplate.

Although a true officer, he is of common birth and does not eat in the officers' mess on naval ships. His common birth also makes him responsible for conducting floggings on ships of all stripes, as this is not a job for a gentleman. Typically in the Mate Career or the Foreman Career from the WFRP Companion if it is available.

THE MASTERS:

Masters manage the running of a ship. They are often also officers but need not be. Masters often have aides in their roles known as mates; you should be careful not to confuse these with the officers of the same name.

The Master Gunner, Master Carpenter and Master Sail Maker are also Idlers, as detailed in the next section.

Master of the Watch: The highest-ranking officer currently on duty always holds this title.

Master of Sails: In charge of actually sailing the ship, the riggers, lookout and helmsman all report to the master of sails. On most ships, the captain or navigator holds this role. Typically a Mate or Navigator.

Master of Arms: Also called the ship's commander, the master of arms is in charge of commanding the ship during combat. The master of arms is often the captain, although on merchant and pirate vessels it may be a mate or the bosun. Typically a Mate or Sergeant.

Master Gunner: In charge of not only training the cannon crew, but also of keeping the all the guns maintained and rationing the ship's store of powder. Often also a mate or even the bosun. Typically a Veteran or even an Artillerist from WFRP Companion if it is available.

Master Carpenter: The master carpenter oversees all crew that are skilled at working wood, both when conducting day to day repairs and during emergencies such as when grounded or damaged by battle. Some ships will have a master cooper to oversee the making of barrels as well. Typically a Tradesman or even an Artisan on particularly wealthy ships.

Master Sail Maker: An idler who oversees all repairs to the sails and rigging, also manufactures line, nets and works as a tailor. Typically a Tradesman or even an Artisan on particularly wealthy ships.

Master Artist: The ship's man-of-letters, the master artist supervises the drawing of signs, maps and other jobs involving ink. On most ships, the navigator or quartermaster holds this role, although chaplains, wizards and engineers are all good candidates if present. Typically a Scribe or Tradesman.

Master Striker: Leads teams of hunters to gather game or even hunt large fish such as whales and dolphins. (Although many a seaman believes killing the

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later to be bad luck.) On some ships, the master striker is also the lookout. Typically a Hunter or a Whaler from Tome of Corruption if available.

THE IDLERS:

Idlers are those crewmen who do not have to work a watch, including those that undertake skilled labour such as carpenters, sail makers and even cooks. Idlers are often made up of those members of crew who are disabled or otherwise unable to do more physical work.

Pirate ships are a lot less organised than military or even merchant vessels, due to the fact that they must carry three or four times the needed crew. This allows the captain to spread the work among far more people and the average pirate only works a fraction of the time of his legitimate brethren. Many roles that are considered idlers on a merchant or naval ship may well not be regarded as such on a pirate vessel, including the ship's cook, chaplain and coxswain.

Ship's Surgeon: Commonly only considered an idler after a battle or in times of plague, the ship's surgeon is a vital member of a military vessel's compliment. Pirate ships often hire surgeons rather than them being full members of the crew, thus most civilised states do not prosecute surgeons for plying their trade on pirate vessels. On wealthy ships this will be a Barber-Surgeon; otherwise, the ship's cook or master carpenter gets given the job due to already having appropriate tools...

Ship's Cook: Tradition allocates this job to the oldest serving member on the crew. If the ship is lucky, the ship's cook will be a Tradesman.

Ship's Chaplain: Mostly found on naval ships to bring the blessing of Manann, Myrmidia or even Ulric to the voyage. On pirate and merchant ships, chaplains are less common but could be dedicated to any God conceivable. Chaplains often act as or compliment the ship's surgeon. Typically an Initiate or Friar, with particularly blessed ships meriting a Priest or even a Shaman.

Ship's Wizard: Uncommon at best on anything other than the largest of military ships, a ship's wizard is a master of naval warfare and spells that control wind and wave. Powerful wizards that serve on ships are often also the ship's captain. Ships originating from Marienburg and Altdorf are the most likely to have a Journeyman Wizard, although some pirates hire Hedge Wizards or Sea Witches.

Ship's Engineer: Required on any Dwarf ship or any other ship with unusual features, such as Hellblaster Volley Guns, Steam Engines or a multitude of other devices created in the Empire or Tilea. The ship's engineer may also be the master gunner. Typically an Engineer.

Ship's Cat: This feline is in charge of catching mice, rats and other vermin aboard ship. If the ship's cat is harmed most sailors believe the ship will be caught in a fearsome squall unless the man who harmed it is thrown overboard. Typically a cat, although it may be a ferret. Not to be confused with the Cat O' Nine Tails, also known as the Ship's Cat.

Cabin Boy: On a naval ship, this is an apprentice officer, possibly of noble birth. Some merchant and pirate vessels use the term to apply to a crew member dedicated to serving an officer. Despite the name may be a man or a woman. Typically a Valet, Servant or even a Camp Follower.

THE CREW:

The ship's crew are those that work a watch for the masters and are the backbone of the ship. Commonly they dwell in a communal bunkhouse, sleeping in hammocks, although the marines may have a private barracks and even their own mess. The typical ship's crew run the gamut from disciplined professionals to pressed drunkards and criminals.

Quartermaster: While on merchant ships the captain does all the buying and selling, military and pirate ships most often have a dedicated quartermaster. Indeed, on pirate Ships, tradition states that the quartermaster acts as the crew's representative and on ships with a strong crew, he could even have the power to gainsay the captain. Typically a Rogue or Smuggler, some ships may be blessed by a Charlatan or Merchant.

WOMEN AT SEA

By some nautical superstitions, a woman aboard is considered ill luck – lest the Sea Herself become jealous. Other priests often preach that a woman aboard is a good thing, for Manann likes a comely wench and will keep the seas still for her. In either case, this is less than ideal for a woman wishing to go to sea. However, these attitudes are not universal and indeed, many merchants take their wives and children to sea for months at a time, as it is the only way to maintain a family life. At the other end of the scale many pirate ships have a women or two serve aboard, in some cases even becoming the ship's captain.

Woman wishing to become pirates, marines or other seafarers may if they wish, choose to pretend to be men and thus avoid being the object of any of these superstitions. This pretence is automatically successful and requires no tests of any sort. Unless the woman reveals her true sex, no one notices.

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Helmsman: Each watch requires a trained helmsman at the wheel to steer the ship. Often the ship's captain, mates and navigator all performed this task, as would any pilots hired to bring a ship into harbour. Helmsmen are typically a Seaman, Mate or Navigator.

Coxswain: The Coxswain is only present on the largest of ships, the coxswain takes person responsibility for the Captain's personal jolly boat or launch. On some ships, the coxswain may also undertake duties similar to that of a cabin boy. Typically a Boatman.

Lookout: One or two riggers, preferably with strong eyesight, will act as the lookout for each watch. Stationed in the crow's nest, a barrel lashed to the top of the highest mast, they monitor the horizon for land or sail. Typically a Seaman or Mate.

Marines: Military ships and some merchant ships carry marines or mercenaries, while on pirate vessels everyone pitches in to fight. Even on naval ships, marines are not idlers, although they will often spend their watches pulling guard duty rather than assisting on board. Specialists, such as cannon operators, are either Pirates or Soldiers.

Rigger: Also known as foretop-men, the handful of seamen who work aloft in the sails where they run the rigging to furl and release the sails. Due to the constant danger of their job, a ship's crew hold riggers in high regard regardless of their stripe. Riggers are typically Seamen.

Seaman: These are the common crew about a ship, which do the general work with regard to maintaining the ship, making it ready and undertaking other ship related tasks. Seamen may also work as carpenters, sail makers, artists or strikers. Typically Seamen or Pirates, although Reavers and Whalers are also suitable if Tome of Corruption is available.

Swabbie: Crewmen too unskilled to do real work, swabbies clean the decks and do all the other menial tasks. While they can be in any career without either the Sail or Row skill, Entertainers, Thugs and Vagabonds are all particularly appropriate.

SHIPS OF THE ARABY CORSAIRS

Some of the most hated pirates in the Southern Sea are the corsairs of Araby, who set sail in their strange green-sailed Xebec ships. These vessels can have two or three masts and sit higher in the water than the galleons of the Old World, being faster and more manoeuvrable than anything short of the Sea Elf fleet.

Supporting the Xebecs are oar-powered galleys of design similar to those of the Empire and Tilea and small sailing yachts, known as Felucca boats.

– CUSTOMS OF SEA AND SAIL –

“We loves to go a plunderin’

Across the Salty Seas”

– Da Happy Plunderer (Ogre Shanty)

Many aspects of life in the Islas are unique to the region, from strange customs to special equipment and food. The following is an overview of some of the many elements that can make a campaign set in the Thousand Islas distinct.

GROG

“Drink this against the cold and drink it against the sorrow.”

– Popular Bokor Saying

One of the by-products of the sugar plantations of the Thousand Islas is rum, a clear distilled beverage of fermented sugarcane juice that is aged and coloured a dark shade of brown in barrels of oak. Tileans and Marienburgers are the Old World's greatest drinkers of this spirit, the latter famous for their notoriously strong Alte Geheerentode. Port Cities in the Empire, Estalia and Bretonnia also have strong demand for this spirit and even the Dwarf port of Barak Varr imports vast quantities of the drink. Indeed only the abstaining cities of Araby and the refined Elves have no taste for the drink, the latter preferring their own wines over this harsh spirit.

Pirates and other seamen, who have little cash to spend and with jobs requiring at least a modicum of sobriety, drink a beverage known as grog instead. This is a mixture of rum watered down with the ship's supply of stagnant water, occasionally flavoured with nutmeg, stored fruit, cheap wine or simply more sugarcane juice. The most feared Grog is that brewed by the Slayer Pirates of the Dwarfs. Most Humans have little use for this drink, which the Dwarfs heavily 'water' with gunpowder and iron filings for flavour, apart from perhaps as an impromptu grenade.

SHIP'S FOOD

Keeping good stores of food are a problem on any ship and more than doubly so upon the over-crowded ships that partake in piracy. Mariners call their basic meal salmagundi, served twice a day. A thick pottage of mashed onions and bell peppers, the ship's cook flavours it with seafood, eggs, citrus fruits and if possible any rare spice he can get his hands on. A ship's crew stretches their salmagundi with the addition of hardtack. Baked four times, this dense and rather salty bread will keep for years, if kept dry and free of ship's maggots. As it is almost inedible dry, sailors soften their hardtack by frying it or dipping it grog, coffee or even brine.

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When they finally make port, many sailors squander what coin they have garnered on extravagant eating, buying such dishes as whole sides of roasted beef, blackened lobsters in cream and spitted suckling pigs. Even more frugal souls are often tempted to spend their money on simple food that is unavailable at sea, such as sugar pastries and fresh apples.

WEAPONS AND ARMOUR

While Old World marines most often use naval sabres, Pirates are infamous for their use of the cutlass, a heavy bladed sword with a short and slightly curved blade, with a solid cup or basket hilt. These weapons are ideal for close quarters fighting, being short enough to not catch in the rigging but robust enough that they can chop through lines, canvas and even wood when needed. Naval sabres and cutlasses are typically Common to Good Quality Hand Weapons.

Belaying pins are short lengths of carved wood or iron that are stored in racks around ships, a vital part of the rigging used for securing, (or indeed belaying,) various

ropes and lines. Pirates and other seamen are quick to utilise them as weapons, either as clubs or for hurling as short-range missiles. Belaying pins can be counted as Poor to Common Quality Throwing Daggers.

Boat hooks are another popular improvised weapon, a long pole with wicked metal catches and hooks securely fastened to one end. The crew use them to pull in rigging lines and ropes and also to fish objects and people out of the water. Boat hooks can be counted as a Halberd or alternatively as a Things-Catcher from Children of the Horned Rat, in the latter case they should cost 15 gc with an availability of Common.

The Cat O' Nine Tails is perhaps the most infamous of naval weapons. Used by the bosun to maintain ship's discipline, this long barbed whip is occasionally broken out in battle, more for its intimidation value than its practical use. A Cat O' Nine Tails counts as a Whip.

Finally, pirates and other sailors are famed for their unique leather armour, as there is nothing like many months at sea to really toughen up your clothing. Pirates cure their leathers with crusted salt, spilled rum and other

TURNING PRIVATEER

To turn privateer is to accept Letters of Marque and Reprisal from any of the Old World's naval states. These documents offer a pardon to a ship's crew for all of their past crimes. In exchange, the crew agree that they will from then on engage enemies of the state such as other pirates and will agree to pay a small fee for each ship they capture, taken out of profit made from plundering it. Many states insist that advisors accompany such ships, to watch over the crew's behaviour and confirm that they sink the correct target.

These pardons are by no means a universal, with individual states often having no mind to acknowledge letters issued under authority other than their own. Indeed many in the Islas see privateers as hostile, with rumours commonplace in Tilean ports that the Directorate of Marienburg grants Letters to pirates operating out of Bretonnian and Estalian ports, from which they harass the Tilean treasure ships that pass between the Old World and Lustria.

Privateer ships often bring much needed muscle to the fleets of the Old World, where navies are expensive to maintain and outside of the prudence of any but the richest of states. Hiring ships in this manner is especially important in Tilea, where due to the calm waters of the Tilean Sea, the navies of the city-states have never upgraded beyond war galleys armed with light cannon and crossbow. Tobaro in particular hires many privateers to clear out the buccaneers within the southern Fool's Rocks, as many trade ships tend to avoid its harbour.

Most ships that turn privateer simply patrol the shipping lanes, engaging any pirate that they meet. In particular, many Sartosan privateers patrol those lanes traditionally used by the corsairs of Araby, of whom they have a long-standing hatred; this ensures that few Arabyan slavers survive attempting to raid the southern coasts of the Old World. With somewhat of a twist of irony, those pirates joining the ranks of the Estalian Privateers will often join one of the hated Guarda Costa Fleets that guard the treasure ships and enforce the Averia Tax, although they also engage in pirate hunting and even the occasional destruction of pirate enclaves.

While most privateers simply patrol the shipping lanes, some sign up to join the ranks of the pirate hunters. These are essentially naval bounty hunters; captains sign up to hunt down a specific ship or type of ship, receiving the bounty when they hand the ship's captain, (or occasionally just his head,) over to the port that issued the Letters. As the world's oceans are long and ships are fast, real success in this business is hard to come by. Lorenzo Lupo, the so-called Laughing Prince of Luccini, is the Old World's greatest sponsor of this kind of pirate hunting and many of the Sartosan captains have worked on his account in between bouts of piracy.

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less savoury materials. Soft Leather Coats and Breeches form a crusty hard finish that offers superior protection at the cost of flexibility. The more noticeable side effect of this stiffening process is the stench created by this impromptu tanning, often enough to drive away animals and other humans alike. GMs wishing to represent this in game should use the rules for Studded Leather in Old World Armoury but note that selling Toughened Leathers is next to impossible.

BINNACLE AND COMPASSES

“I was caught by King Death’s Rock”

– A pirate saying that a tide caused by Morrslieb ran him aground.

One of the reasons that navigators are so essential at sea is that the Old World is bereft of the compass; due to the instability of the Chaos Wastes there simply is no magnetic north. Compasses of sorts do exist however: fine needles allegedly made of a sliver of saint’s bone and blessed by a priest to always point to the saint’s homeport. These devices are erratic at best, with most captains spending more time praying for their compass to work than reading it. The ship’s compass is stored on top of a special reliquary column known as a Binnacle, where traditionally the ship’s quartermaster or chaplain pins the prayers of those aboard.

Leonardo da Miragliano, famed Tilean inventor, scientist and genius, pioneered the creation of compasses using needles made of Meteoric Silver. A needle of this incredibly rare and expensive metal will, when suspended in a solution of alcohol and water so that it can rotate freely, point at the greatest concentration of

THE PLAGUE FLEET

“Blood for the Blood God!”

– Grulmak Deathmonger, Plague Fleet Captain of Khorne

Just as on land, the forces of Chaos are widespread on the seas. Many of these ships hail from the Chaos Wastes with crews of Beastmen, Norse, Kurgan or the Hung. Less exotic are the ships of Old Worlde Chaos cult, whose crews are often fleeing the pyres of witch-hunters by pursuing a life at sea.

When not engaged in fighting each other, these ships often engage in piracy, raiding ships and coastal settlements for plunder, sacrifices and slaves. The corrupting power of chaos warps and mutates not only these degenerate sailors, but also their vessels, resulting in the ships of the Plague Fleet slowly taking on the features of their daemonic masters.

powerful magic. As several locations of import are highly magical, this can be a great aid to navigation provided wizards or priests upon the ship do not cause interference.

In Marienburg, the purchase of magic compasses from the Academy of Sea-Magicks is supposedly possible, if you can meet their steep price. The privateer captain Gentleman Jenkins carried his trusty compass of wizard manufacture with him everywhere, relying on its ability to give him a heading. None knows what exactly the compass pointed to, but often it would lead Jenkins to dive deep under the seas until one day, only the compass floated back.

SEA SHANTIES AND SAILORS’ STORIES

“Now isn’t that a story worth a hearin’?”

– William Bedriegsteeg, Fort Wilheidsdok Drunkard and Raconteur

Among the mostly illiterate seamen, one way of preserving their traditions and culture, as well as whiling away the hours of tedium on board ship, is the telling of tales and the singing of sea shanties.

These often tell the tales of famous captains of the past, such as Jack O’ The Sea, Ezra Banehand, Cap’n Tim Huckleberry or Sacadra the Jinx – mariners whose names resonate through the ages. Other songs tell of more-recent pirates, such as Luka Silvaro, Jacque Rawhead, Luther Harkon or the Dwarf Pirate Lord Gridi Scumbeard who terrorised the Black Gulf for many years. Some are warning tales such as the ancient tale of El Cadavo; the cursed Pirate Lord who returned from an expedition in Lustria with all of his crew dead, or the tale of Williem Longtooth who pursued what he thought was an opulent Estalian Treasure Ship, only to discover it was a fearsome Hellship of the Cult of Slaanesh.

Other songs are tales of morality such as ‘The Sloop Johan Bee’ or ‘Sir Olivier Draco and his Hat’, whilst many more are simply sung for entertainment’s sake, such as ‘What do you do with a Drunken Halfling?’ or the infamous Ogre song known as ‘Da Happy Plunderer’.

GODS AND VENERATED SOULS

“To dance Morr’s jig”

– A common naval phrase, meaning to be hanged.

Manann is the lord of all oceans and feared by all who would make their living at sea. He is by tradition not so much worshiped as appeased, demanding offerings of gold, wine, fish or even blood. Indeed many of the superstitious practices that sailors are renowned for, have at their heart avoiding Manann’s wrath, which is easy to obtain and hard to abate. As well as Manann himself, sailors often pay tribute to his children, the local

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Gods and Goddesses of seas, passages and bays. In addition, perhaps due to Norse influence, some pirates acknowledge Ulric as Manann's younger brother, patron of all bloodthirsty and savage fighters.

El Bicho del Mar is the Estalian Shark God, although throughout the Islas he is known by his Sartosan name of Stromfels. Wreckers, pirates and others who make a living by violence on the seas are likely to call upon him to grant fortune and favours, although most Estalian ports prohibit his worship, burning his cultists alive on the stake. The greatest of Stromfels' servants is the legendary beast known to pirates as Daagon, sire of all the megaladon. These beasts are a seldom seen gigantic breed of shark, ruthless and efficient predators over five times larger than any normal species of their kind.

There are many trivial superstitions practiced by seafarers of all stripes. One of the most common of these amongst pirates is to never mention the name of Morr, lest one wants a quick trip to a watery grave. Instead, they name him King Death, portrayed as a massive skull faced giant who makes his court on the bed of the mysterious Sea of Lost Souls, surrounded by gigantic dragon-fish and sunken ships. Although the orthodox cult of Morr has little truck with this superstitious aspect of their God, some of the Islas are home to Bokor, who preach a strange blend of the teaching of the Cult of Morr and the traditional Spirit Magic of the Ebonians.

Many pirates and other mariners worship the Sea Herself and pirates take great store in setting trials that will test a man afore her judgement. These trials often result in the accused man drowning or being consumed by sharks if guilty. The most common of these are keelhauling or having to balance blindfolded on a beam that runs over shark-infested waters. Some shanties portray her as the consort of King Death, and it is this factor along with the pirates' emphasis on using her to determine justice that have led some scholars to categorise the Sea Herself as an aspect of Verbená. Most of the orthodox Cult of Manann however considers this belief heretical.

Of the other so-called civilised Gods, mariners of all stripes pray to Shallya, Ranald and O'Prospario when appropriate, with some merchant ships containing elaborate shrines to them. Myrmidia is popular amongst both marines and gunners, who when a-port often seek to have a Priest of Myrmidia bless the ship's guns and shot. This custom is especially true for the crew of pirate hunters going against the hated Araby corsairs.

Venerated Souls are very common in the south of the Old World, and the Thousand Islas are no exception. Locals have named many islas and ports after saints, as notified by the prefix Santo or Santa. One of the most famous of these is Santa Rajorthan, a Venerated Soul of Manann often prayed to by female mariners and women who are

SIGNS AND OMENS

"It is a sign, this is an accursed place!"

– Captain Seigfried Schmidt, Empire Renegade

Sailors are a superstitious lot and many go to great lengths to appease the Gods and Daemons of the sea.

Some sailors believe in ship's spirits known as Klybastors, who move or steal possessions, chew through rigging and snap oars. It is common to attempt to bribe the creatures with bowls of rum or grain. As a result, scholars suspect these traditions were spread by sailors from Erengard.

One of the most feared omens is Manann's Fire, this strange eerie light burns violet, blue or green and cascades from the masts and rigging, warning all aboard a ship of the displeasure of the Sea God. A calamitous occurrence demanding that he is appeased with the sacrifice of treasure or blood.

married to men who work the sea. A vision of long blond hair and sea-blue eyes peeking out from under a captain's hat, artists often take pains to emphasise her femininity. This is generally accomplished by leaving off important parts of her captain's costume, much to the outrage of the priests of the empire. No official records of her past exist and it is unrecorded why the Grand Temple of Manann in Magritta officially raised her to the status of Venerated Soul. This lack of an official history has done nothing to stop seamen telling a multitude of popular and bawdy stories about her in the dockside taverns and her exploits on and off the sea are truly legendary. Those women who pray to Santa Rajorthan are often wanting skill at navigation or naval combat while those men who pray to her are often wanting a woman.

SHIPS OF THE SOUTHERN SEA

Galleons are typically around 40 yards long and weight around 180 tons, although both vary considerably. Originally designed as warships, merchants quickly adopted galleons to carrying cargo across the oceans and seas and they are a common sight in the ports of the Empire. Traditionally the measure of a ship's power is its number of guns, the number of ship's cannon carried. For a galleon, this is most commonly around twenty to forty but can be greater, with Bretonnia boasting a full one-hundred gun flagship.

Few ports in the world are deep enough that these gigantic galleons can freely moor in their harbours. Even famous ports like Marienburg, Magritta and Erengard have treacherous channels that may scuttle a galleon

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attempting to make its way to the docks. For this reason, pilots are required by many ports to safely guide such vessels in. Many of the smaller ports of the Old World are simply too small for the biggest ships to moor at all, and the only way they can be reached is by the ship dropping anchor out in the sea and rowing into port on the jolly boat or launch.

NOTABLE PIRATES AND PRIVATEERS

“Glimmer-greed grips the hearts of some, while others seek words, and others seek blood.

Who prevails, I care not. I shall Endure.”

**– Arch Grand Commodore Luthor Harkon,
Accursed Vampire Pirate Lord**

Many famous ships and their captains operate within the Thousand Islas.

One such captain is Jeremiah Tusk, a pirate and explorer who has visited Lustria and the southlands. Captain of a dark-green galleon named the Lightning Tree; he is the oldest living pirate captain and has been a privateer for Tilean, Estalian and even Arabian masters. Infamously it was he who also lured an entire Luccini fleet of war-galleys into the Fool's Rocks and then sunk it, ship by ship.

Another infamous privateer is the Duchesse Maria Pietronese, who commands her fleet of five triremes from her black-sailed flagship, La Nera. She is the bane of Bretonnians and Araby corsairs. Despite being a Pirate, she has retained both her noble name and title. She has sworn that no man shall touch her who cannot best her with a blade; so far, only one man seems to have accomplished this feat, the unknown father of her daughter Isabella.

Also known as Bearded John, Henri the Little is the remorseless captain of the massive Demiurge, a sixty-gun galleon and one of the largest pirate ships currently afloat. Despite this power, Bearded John is a cunning captain, always favouring the easy trick over the brute approach.

BEARD SQUIGS

While Orcs are naturally hairless, some use Long Haired Squigs to adorn their heads, faces and even Bruggs*. The fiercest breed of these creatures is the Beard Squig, which some nautically minded Orcs use to adorn their chins.

These beasts attack all non-Orcs that come near with their hirsute tentacles; each round making 1 free attack with 33% Weapon Skill and 1d10+3 Damage.

(*Bruggs are a most valued part of an Orc's anatomy)

ORC FREEBOOTERS

“I'll kill anyone who gets in the way of me killing anyone.”

– Bosun Blige Guttrott, Orc Freebooter

While Savage Orc tribes content themselves to simple raiding in their Orcish War-Canoes, the more “civilised” Orcs often gather into bands of freebooters, commanded by deranged Orc kaptins or kommodores wanting to go a-pirating.

Lacking any real ability at shipbuilding, these nautical Orc Warbosses will order their tribe to refit captured ships of other races, cobbling together a crude form of galleon known as a Hulk. Which the Orcs will then equip until it is brimming with all the Orcy weaponry that they can find.

As Orcs lack much skill at sailing, only the largest of hulks are powered by sail. Instead, Orcs favour huge tread wheels, a simple product of Orc Teknowlady. Orcs are happy to include anything on their ships that they can build, steal or even buy off the Chaos Dwarf Engineers. As such, their hulks are often equipped with a wide variety of brutal weaponry, ranging from crude Bigchukka catapults to huge Killa-Rams, Lead Belcher cannon and Iron Claw harpoon guns.

The Empire's flagship, the KFL II, occasionally sails within the Thousand Islas to defend the Empire's interests and engage in Pirate Hunting. Commanded by Lord Admiral Krueger this mighty ninety-gun Great Ship outmatches anything available to the pirates of Sartosa and no sensible captain would ever seek to engage her.

The most feared of all pirates in the Islas is undoubtedly Long Drong Slayer. His ironclad ship, The Fair Fregar is a veritable floating fortress, bedecked with sixty cannon, swivel gun and a fearsome prow ram, that Long Drong has sailed to Araby, Lustria and even Albion in search of buried gold. He is a privateer of sorts, praying on orcs, Araby corsairs and any other dangerous looking pirate ship that crosses his path.

For some time the Dark Elf mercenary known as Mengil Manhide roamed with his Manflayers within the Black Arc known as the Citadel of Spite. Although the Black Arc was driven off by Sea Elf patrol ships from Lothorn, Mengil was reputedly left behind by a treacherous crew. Rumours now persist of him striking at targets within Tilea and the Border Princes, with some going as far to say that he has joined the Assassin's Guild of either Pavona or Verezzo.

CHAPTER THE THIRD: ALL HANDS

“This is undoubtedly the seediest bunch of cutthroats, villains and scoundrels I have ever seen.”

– **Captain Kermie ‘Sabre’ Druillet, Bretonnian Naval Captain**

A wide range of personalities roams upon the open seas. The following selection is just some of the possible pirate archetypes that are abroad within the Thousand Isles.

EDUARDO DE BARCARROTA

Sea Captain (Ex Estalian Diestro – Ex Pirate – Ex Mate – Ex Navigator)

“You seem a decent fellow. I hate to kill you.”

“Begone! We will do nothing today, nothing! Not sail nor oar nor depart nor make ready. Can you not see that my soul is as empty as these bottles of wine and the wind is as forlorn as my beating heart? Begone, I say señor, Begone!”

“Ha! You are not men! You are little girls! Can you not see that you face Eduardo de Barcarrota, the most feared blade upon all seven seas? Ha! And I say again, Ha!”

Captain of the much-feared pirate ship known as the Morsa, Eduardo de Barcarrota is a pirate and privateer that patrols the Southern Seas in search of adventure. He wears a lace shirt, black moleskin breeks and jaunty feathered hat, and is very much the image of the dashing pirate many a maiden wishes would carry her away to sea.

Both an alcoholic and a manic-depressive, his long-suffering crew only put up with him due to the fact that he is a superb combatant, seaman and navigator who has made a name for himself with several acts of daring. He is also a superb Diestro, although to be sober enough to prove this he traditionally first drinks an entire cup of Ind Tea, whitened with a whole egg. His crew are in the main Estalians, mostly attempting to cultivate the same dashing image as their captain.



Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
66%	52%	48%	45%	59%	58%	51%	62%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	16	4	4	4	0	3	0

Skills: Academic Knowledge (Astronomy, Science, Strategy/Tactics), Animal Training, Command+10%, Common Knowledge (Bretonnia, Estalia+10%, Tilea), Consume Alcohol, Dodge Blow+20%, Gamble+10%, Gossip, Intimidate, Navigation, Perception+10%, Read/Write, Row, Sail+10%, Scale Sheer Surface, Speak Language (Breton, Classical, Estalian+10%, Tilean), Swim, Trade (Cartographer, Shipwright)

Talents: Ambidextrous, Disarm, Lightning Reflexes, Mighty Shot, Orientation, Quick Draw, Resistance to Disease, Seasoned Traveller, Specialist Weapon Group (Fencing, Gunpowder), Street Fighting, Strike Mighty Blow, Swashbuckler, Warrior Born

Insanities: Terrible Thirstings, Wheel of Dread and Pleasure

Combat:

Armour (Light): Best Craftsmanship Clothes with Padded Jacket

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Rapier (1d10+4, Fast), Pistol with Powder and Ammunition for 10 shots (1d10+5, Impact, Unreliable), Dagger (1d10+2)

Trappings: Cologne, Healing Draught, Well thumbled copy of Bresallius' Fencing Almanac, Silver Snuff Box marked with an X under the lid, 6 Maps and Charts, Telescope, Trade Tools (Navigator's Instruments), Bottle of Poor Quality Spirits, Ship and Crew (The Morsa, a 44-gun Galleon)

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BARÓNY SÁBADO OF KING DEATH

Pirate (Ex Apprentice Shaman – Ex Shaman – Ex Shaman Lord)

“Do you not fear King Death?”

“Take this and place within it five drops of your fresh blood then drink down, pausing not to breathe. The spirits will not bother you this night, for they will not dare invoke my wrath.”

“What can a man who lives under stone truly know of death? It is only on the sea that you can learn of King Death’s true hungers.”

Raised on the plantations of the Isla Santa Clair, Baróny Sábado is a towering muscular Ebonian. A race of dark-skinned humans that originate from the Plain of Tuskers, which lies east of the Gulf of Medes south of Araby. He was initiated into the Bokor, shamanistic ministers of the Cult of the King of Death, as a small boy. Now he attends to the rights of the dead, making sure all men buried at sea have the appropriate words said over them so that they rest peacefully on the Sea of Lost Souls.

Around his left eye runs a series of five small Gromril studs and on his bare arms he wears iron armbands. The Baróny hates the corsairs of Araby and willingly signs up as crew on the boats of those pirates and privateers that promise to hunt them down and kill them, providing not only a spiritual advisor and guidance to those aboard the ship but also powerful spells over wind and wave.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
40%	44%	44%	51%	44%	52%	60%	52%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	16	4	5	4	3	2	0

Skills: Academic Knowledge (Necromancy, Spirits, Theology), Arcane Language (Magick), Channelling+10%, Charm, Common Knowledge (Estalia, Southlands), Consume Alcohol, Dodge Blow, Gossip, Heal, Intimidate+10%, Magical Sense, Perception, Performer (Dancer, Singer), Ride, Row, Scale Sheer Surface, Speak Language (Dark Tongue, Ebonian, Estalian), Swim, Trade (Brewer)

Talents: Divine Lore (Spirits), Fast Hands, Fearless, Lesser Magic (Mistress of the Deep*, the Writhing Mists*), Master Orator, Meditation, Mighty Missile, Menacing, Petty Magic (Hedge), Public Speaking,

Specialist Weapon Group (Gunpowder), Strike to Stun, Street Fighting, Strong-minded, Sturdy

Combat:

Armour (Light): Leather Jerkin and Leggings

Armour Points: Head 0, Arms 0, Body 1, Legs 1

Weapons: Totem Staff (Quarterstaff, 1d10+2, Defensive, Pummelling), Cutlass (Hand Weapon, 1d10+4), Pistol with Powder and Ammunition for 10 shots (1d10+4, Impact, Unreliable)

***See ‘Chapter the Fourth: Accursed Treasures’ section for full details of these spells**

Trappings: Iron Armbands, Kettle, Silvered Mirror, Snuffbox fashioned from Calf Horn, Bottle of Rum, Tambour Drum (Musical Instrument)



TOTEM STAFF

Academic Knowledge: Spirits

Powers: Counts as a Quarterstaff. Wielder gains the Luck talent if they do not already have it. Additionally the wielder may spend a Fortune Point when casting any Divine Spell, if he does so he may roll an additional Casting Dice.

History: A common symbol of authority among Shamans and Bokor, many traditions demand such leader create his own Totem Staff before ascending to the highest mysteries of his order. Each totem staff is as individual as the Shaman that wields it, perhaps carved out of a single bone of unknown origin or capped by a gemstone that faintly beats like a heart. Carvings or painted glyphs dedicating the staff to the spirits or a deity cover such staffs, such as the fearsome Skull and Raven Runes of King Death.

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MAXIMILIAN VON SCHÄDEL

Captain (Ex Noble – Ex Mercenary – Ex Pirate – Ex Veteran – Ex Sergeant)

“It is nothing personal you understand, it is just good business.”

“Dangerous times call for dangerous men and dangerous alliances; as long as the men can fight well I don’t care about how well they use the cutlery.”

“Make ready, stow away and look lively. The enemy could be upon us any minute and all lollygaggers will suffer my wrath.”

RAPIER OF MAXIMILIAN

Academic Knowledge: Genealogy/Heraldry

Powers: Counts as a Best Quality Rapier. Wielding this weapon provides an additional Fortune Point, which may only be used to re-roll a failed Characteristic or Skill Test. (The Fortune Point from this item replenishes as normal.)

History: A potent heirloom of the von Schädel family, Maximilian’s Rapier contains a large rough-hewn red spinal as the pommel stone. Legends say this stone dates back to the time of Sigmar, when such stones were used to denote the tribal chieftains of the twelve tribes.

SIGIL WEAPON

Academic Knowledge: Magic

Powers: Counts as a normal melee weapon of its type. The sigils inscribed upon these weapons increase the speed of the warrior who wields them. The wielder gains a fixed bonus to all of his Initiative rolls based on the metal used in the construction of the sigils, the bonus is +5 for copper, +10 for bronze, +15 for silver and +20 for Gold.

History: The Gold Order of Magisters creates these rare blades to an ancient formula, with each metal used in the blade being restricted to specific rank of wizard. Although often created as light fencing blades, the ritual allows the caster to emblazon these ancient sigils onto any kind of metal weapon and transform it into a magic item of this type.



The black sheep of his family, Maximilian spend his early years working as a mercenary and pirate around the sea of Claws. When finally caught by the roadwardens and sentenced to hang for crimes – including robbery, piracy, extortion and horse theft – he decided to “volunteer” to serve in the Talabecland Militia as a way to mitigate his sentence. Having risen through the ranks to become a cunning and resourceful captain of the Empire with contacts in all manner of dubious enterprises, he and his men are currently moonlighting as mercenaries for Bürgermeister Geltmacher of the port of Marienburg by undertaking several missions around the Thousand Islas.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
65%	58%	54%	57%	49%	55%	40%	53%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	17	5	5	4	0	1	0

Skills: Academic Knowledge (Strategy/Tactics), Animal Care, Charm, Command, Common Knowledge (Albion, Bretonnia, Estalia, the Empire, Kislev, Tilea, the Wasteland), Consume Alcohol+10%, Dodge Blow+20%, Drive, Gamble+10%, Gossip+20%, Intimidate, Perception, Read/Write, Ride, Row, Scale Sheer Surface, Search, Secret Language (Battle Tongue), Speak Language (Estalian, Kislevan, Reikspiel, Tilean), Swim, Trade (Cartographer)

Talents: Etiquette, Lightning Parry, Luck, Marksman, Mighty Shot, Quick Draw, Rapid Reload, Savvy, Seasoned Traveller, Schemer, Sharpshooter, Specialist Weapon (Fencing, Gunpowder, Longbow, Parrying, Two-Handed), Street Fighting, Strike Mighty Blow, Strike to Stun, Swashbuckler, Very Resilient

Combat:

Armour (Medium): Full Mail Armour

Armour Points: Head 3, Arms 3, Body 3, Legs 3

Weapons: Rapier of Maximilian (1d10+5, Fast), Bronze Sigil Buckler (Buckler, 1d10+3, Defensive, Pummelling), Pistol with Powder and Ammunition for 10 shots (1d10+5, Impact, Unreliable), Long Bow with 10 Arrows (1d10+4)

Trappings: Nobles Garb, Signet Ring, Healing Draught, Bottle of Good Quality Spirits, Unit of Troops, Ship (The Tapferkeit, a 24 gun Marienburg Galleon)

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SYLVIA SPRUCKWIGGLE

Halfling Pirate (Ex Militiaman – Ex Mercenary)

“Surely there must be a safe harbour here somewhere; I am completely out of oregano!”

“You don't learn from things. You learn from doing things. Now shut up and do what I tell you, savvy?”

“Shiver me lumbers!”

Living testament to just what pirates are prepared to put up with to have a cook on board, Sylvia ran away to see many years ago having become bored in her native land, the Moot. Dressed as a diminutive pirate captain, or at least dressed in what she feels a pirate captain really should wear, Sylvia travels the Islas working as a cook on board various vessels.

Several times the authorities have captured her. However, the fact that she is a Halfling combined with the fact she is trying so hard to be a pirate she clearly could not be one (an excuse helped by the fact she refuses to rape, loot and pillage due to it being icky...) has led to her always being pardoned of all crimes.

Rather than a monkey or a parrot, she owns a pet silky anteater that she brought from a trader when on holiday in Skeggi.

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
37%	44%	28%	25%	47%	36%	37%	46%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	11	2	2	4	0	0	0

Skills: Academic Knowledge (Genealogy/Heraldry), Animal Care, Common Knowledge (Estalia, Halflings, Tilea), Consume Alcohol, Dodge Blow+20%, Drive, Gossip, Intimidate, Outdoor Survival, Perception, Sail, Scale Sheer Surface, Search, Secret Language (Battle Tongue), Speak Language (Estalian, Halfling, Reikspiel, Tilean), Swim, Trade (Brewer, Cook, Herbalist)

Talents: Mighty Shot, Night Vision, Quick Draw, Rapid Reload, Resistance to Chaos, Sharpshooter, Specialist Weapon (Parrying, Sling), Strike Mighty Blow, Strong-minded, Swashbuckler

Combat:

Armour (Medium): Mail Shirt over Leather Jack and Leather Skullcap under a Captain's Hat

SILKY ANTEATER

“Flaubert! Get away, you stupid anteater! – You spoiled my entrance.”

– Mina Onverbiddelijk, Marienburg Actress

Looking something like a non-scaly version of the Pangolin, which inhabit the Border Princes and Badlands, the silky anteater is the smallest of the Lustrian anteater species, commonly around a foot and a half in length. Silky anteaters have dense golden brown or grey fur, with a short snout, prehensile monkey-like tail and two very enlarged claws for digging.

- Silky Anteater Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
23%	0%	10%	12%	30%	10%	20%	5%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	5	1	1	4	0	0	0

Skills: Concealment, Perception+20%, Scale Sheer Surface

Talents: Rover

Traits: Keen Senses, Natural Weapons

Combat:

Armour (None): Silky Fur

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Claws (1d10+1)

Slaughter Margin: Very Easy

Armour Points: Head 1, Arms 1, Body 3, Legs 0

Weapons: Cutlass (Hand Weapon, 1d10+3), Buckler (1d10+0, Balanced, Pummelling), Crossbow with 10 bolts (1d10+4), Frying Pan (Improvised, 1d10-1)

Trappings: Outrageous Pirate Costume, Healing Draught, Lucky Charm, Pet Silky Anteater, Bottle of Rum, Trade Tools (Cook's)

CHAPTER THE FOURTH: ACCURSED TREASURES

“No pirate worth his salt carries his riches with him”

– Captain Luko Silvaro, known as the Hawk

Treasure, be it gold or something more insubstantial such as spells and other learning, is a vital part of any game in the Isla. Pirates dedicate their lives to the acquisition of riches, seeking everything from the cargo's of Marienburg clippers to the buried chests of pirate gold that lie under a cross on the Islas of the Labyrinth or Fool's Point Rocks.

PILLAGE AND PLUNDER

The point of piracy is to capture loot, such as valuable trade goods from lightly defended merchant ships.

Ship's cargos are measured in Trade Units, which are roughly equivalent to 25 gc worth of goods. Obviously, this means they may vary in size considerably, ranging from 80 barrels of Safflower Oil to a single small vial of Myrrh or Musk. To account for the variable nature of sea trade, when a pirate ship captures a merchant vessel or the GM otherwise needs to know what cargo is aboard a ship, it can be determined randomly.

Galleys and smaller boats can be assumed to carry 1d10 Trade Units of cargo, larger merchant ships 2d10 and the great Galleons that make up the treasure fleets and Marienburg clippers 3d10 or more Trade Units. The GM should choose appropriate cargos from the Table opposite based upon the Encumbrance and where the Ship is travelling. For ships that are engaged in activities other than trading, including Warships and pirate vessels, half these amounts.

Of course once these cargos are captured, they need to be transferred to the pirate ship, sold to a fence and then have the proceeds split evenly among the crew, meaning a pirate will be lucky to see a couple of gold crowns per ship plundered.

THE WFRP COMPANION

While the table opposite lists the Trade Goods commonly produced in the Islas, Chapter III of the WFRP Companion expands upon this list massively and also provides advanced rules for players engaging in Trade and Commerce.

Common Trade Goods of the Islas		
Trade Good	Container per Trade Unit	Trade Unit Encumbrance
Fine Fabrics		Bolts of Cloth
Cotton	4	400
Oils		Barrels
Bird Oil	12	3,600
Sweeteners		Jars
Sugar, raw	21	2,100
Grains		Sacks
Barley	5	1,000
Buckwheat	11	2,200
Rye	8	1,600
Perishable Foodstuffs	60	12,000
Exotics		Jars
Coffee	1	100
Tobacco, Estalian	1	100
Fish		Crates
Shellfish	1	300
Squid	2	600
Tuna	3	900
Luxury Goods		Jars
Fish Eggs	1	100
Gems		Pouches
Pearls	1	25
Livestock		Heads
Cattle	3	1,800
Goats	12	4,800
Pigs	8	3,600
Iguanas	100	2,000
Spirits		Crates
Wine, Estalian	4	1,200
Metal Goods		Crates
Ingot, copper	5	1,500
Ingot, silver	1	300

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NAUTICAL TREASURES

Companion Animals: Many important mariners own pets, with parrots and monkeys being especially popular. The Craftsmanship of such animals may reflect not only their pedigree and condition, but also their level of training and other habits. For example, a Poor Craftsmanship parrot may have a blue-mouth and a Poor Craftsmanship monkey might be a kleptomaniac. Rules for cats, monkeys and various other animals can be found in Old World Armoury and Realms of Sorcery.

Nordlander Net: The fishermen of Nordland are renowned for their net making skills, which are required when the crabs in the Sea of Claws are often as large as cows. The ship's crew swing these large nets from booms of the deck of ships to trawl through the sea and capture fish and other aquatic creatures.

Ship's Compass: These heavy devices are carved from the bones of saints and are blessed by a Priest of Manann, Myrmidia or Shallya. Although they do not point north, sailors believe they will point to your homeport in times of need. As well as counting as a Religious Relic, a Ship's Compass is often a charm that has a 5% chance to grant a +10% bonus to Navigation Skill tests once per day. Expanded rules for such charms are located in Tome of Salvation.

Wagenaers: Named after a historical Marienburg navigator, Wagenaers are navigator's notebooks, filled with charts describing how to work a ship in ports and harbours, with notes of sands, hidden rocks and other dangers. These works are often eclectic, being in part diaries and ship's logs, filled with secret notes written in exotic languages, with sections in code and charts that require a mirror to interpret safely. These works are highly prized, and seldom turn up for sale on the open market.

Whalebone Charm: Superstitious inhabitants of the Old World often bedeck themselves with various lucky charms and trinkets, and sailors are no exception. Sailors particularly prize Scrimshaw charms formed from Whalebone, paying Hedge Wizards to ensorcell them or seeking a Priest of a nautical god, such as Manann, to bless them. If worn, these charms have a 5% chance to negate any Death caused by drowning, as if the Character had spent a Fate Point. Expanded rules for such charms are located in Tome of Salvation.

Nautical Treasures

Animal	Cost	Enc	Availability
Companion Anteater	80 gc	—	Very Rare
Companion Cat	1 s	—	Plentiful
Companion Monkey	40 gc	—	Rare
Companion Parrot	25 gc	—	Rare
Companion Snotling	1 gc	—	Scarce
Item	Cost	Enc	Availability
Nordlander Net	30 gc	600	Scarce
Ship's Compass	40 gc	50	Scarce
Wagenaers	500 gc	50	Very Rare
Whalebone Charm	25 gc	—	Rare

PARROT

Often a ship's captain or mate will purchase one of these exotic and brightly coloured birds, wearing upon their shoulder as a visible display of their wealth. Other men even buy parrots as companions to talk to while spending a lonely night at sea. Excellent mimics, these birds are hand reared from eggs taken from nests in Lustria and the Southlands.

- Parrot Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38%	0%	10%	15%	38%	12%	24%	8%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	6	1	1	2 (8)	0	0	0

Skills: Concealment, Perception+20%

Talents: Mimic

Traits: Flier, Keen Senses

Combat:

Armour (None): Beautiful Plumage

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Unarmed (1d10-3, Special)

Slaughter Margin: Very Easy

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LESSER MAGIC SPELLS

The following Lesser Magic spells are particularly appropriate to spellcasters who spend a lot of time at on or near sea, such as Sea Elves, Priests of Manann and ship's wizards.

Mistress of the Deep

Casting Number: 14

Casting Time: 2 Full Actions

Duration: 1 Hour/Magic

Range: 12 Yards (6 Squares)

Ingredients: A Necklace Formed of Coral (+2)

Description: Beloved of Priests of Manann and Elementalists alike, the Sea Elf Mist Mages of the Lothern Sea Patrols first taught this powerful spell to the spell casters of the Old World. It calls upon the primal power of the deep by summoning a spirit from ocean's waters, more beauteous than could be imagined and bewitching to hear. You summon one Mermaid, (See the WFRP Companion page 123), which appears in any spot within range of you. The Mermaid is not under your control, but is generally agreeable to serve the caster of the spell as long he is not intending to despoil her ocean home. This spell fails to have any effect at all if not cast near a suitable body of salt water.

The Writhing Mists

Casting Number: 13

Casting Time: Full Action

Duration: 1 Round/Magic

Range: 24 Yards (12 Squares)

Ingredients: A Vial of Salt Water (+2)

Description: You create a swirling area of salt-scented mist anywhere within the range of this spell, shrouding your allies with its ethereal caress. Use the Large template. All attacks made upon anyone who is under the Template at the time of the attack suffer a -20% penalty to Weapon Skill or Ballistic Skill as appropriate. In addition to this, any individuals starting their round under the template may not take Run actions although they may make Move and Charge actions as normal. Sea Elf Mist Mages first learnt this spell from the Druids of Albion and it has now become widely known to naval wizards throughout the Old World. Magisters and other magi attuned to the Bright Wind teach a variant with the spell affects manifesting as smoke, rather than as a sea mist, with a vial of lamp oil as the component.

MAGIC RITUALS

"My Lord, I feel that now is the time to summon aid most ancient and terrible. I speak not of storms or lightning, but something far worse. I cannot – will not – speak of its name, but I have the spell and I know the words of power."

– Varga Schezain, Ship's Magister of the Celestial College

Conjuring sea monsters requires a ritual specifically tailored to the type of monster in question. Rather than provide a dozen similar rituals, what follows is a typical monster summoning template to help you build monster summoning rituals of your own design. (You may find the guidelines for designing rituals in Realms of Sorcery page 169 helpful.)

Variants of this ritual exist to summon either the Luskkaa or the Turtigon from this document as well as the Behemoth, Promethean and Triton from the WFRP Companion if it is available. In addition, there are many other beasts of the sea rumoured to exist in the Warhammer World, Such as the Sea Elementals or Sea Dragon and Helldrake of the Dark Elf Corsairs, which the GM may make available via these rituals.

Versions of these rituals are known to Naval Battle Wizards and powerful Priests, although they may also be in the hands of Cultists, such as the cult recently found to be worshipping the giant crablike Promethium in the city-port of Marienburg.

Conjuring a Creature of the Depths

Type: Arcane (Although some cults may teach Divine or even Witch Lore variants: Note that some priests take distinct umbrage at wizards summoning any sea monster that they believe is sacred to their god, this is particularly true of the Triton and Megaladon.)

Arcane Language: Magic (or possibly Arcane Elf)

Magic: 3

XP: 300

Ingredients: An offering of animals or precious materials worth 500 gc (This may include slaves for Dark Elves and other evil spell-casters.)

Conditions: The caster must be at sea and at least a day's sail from any land.

Consequences: You anger the creature, which appears but attacks you and your ship instead. The creature continues its pursuit until you are either dead or on dry land.

Casting Number: 18 (The GM may instead randomly generate this for each individual ritual, using 2d10+8)

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Casting Time: 4 Hours and an additional 1d10 Hours for the creature to arrive.

Description: You summon the monster specified in the ritual, which appears in the sea as close as it is able without endangering either the caster or itself. The creature is generally friendly and you may direct it to do tasks such as guarding your fleet, attacking your foes or any other tasks as befits the monster's Intelligence and Abilities. Sea monsters will not willingly endanger themselves, often diving to the bottom of the sea as soon as it takes any Critical Hit. In addition, most sea creatures will not enter water that is close to land, unless they have a Movement out of water of 4 or more, and will most often simply depart if you request they do so. Finally, intelligent creatures such as Sea Dragons or the Triton may well have their own moral codes that they will not violate under any circumstances. They can also be can also distracted by opportunities to advance their own aims and goals. As long as it is not critically injured, morally outraged or otherwise compelled to depart immediately, the sea monster will remain for 2d10 days or until its requested task has been completed.

For example: Gugalug Skullbreaker is an Orc Shaman Lord who is fed up with Admiral Dramgrim Thunderbrow sinking hulks from his Warboss's fleet and so decides to summon some protection. Casting one of his rituals, he calls the Promethean to appear and sets it to protect the fleet while they sail past Barak Varr. Buoyed up by this success he then casts another ritual to summon a Luskaa, which he orders it to track Thunderbrow down and destroy him. The GM checks the Luskaa's profile and sees that it has a reasonable Intelligence as well as the Follow Trail Skill, concluding that hunting a foe down is within its capabilities. The Luskaa sets out on the Black Gulf and after two days comes in sight of the Anvil of Vigilance, Thunderbrow's Ship and heads towards it. However, warned by a War Balloon, Thunderbrow makes all steam and beaches his ship on an atoll to avoid the maritime menace and after checking its Move is under 4, the GM decides that the Luskaa will not risk following the Dwarf Admiral to that close to land and has it depart back to its ocean home.

MAGIC ITEMS

The magic items listed throughout this document are just a small selection of the artefacts that could be found within the area of the Thousand Islas.

As with elsewhere in the Old World, such items are incredibly rare, with only the mightiest and richest of captains and wizards owning one or two such items.

PIRATE NECROMANCY

The Rituals 'Legion of the Dead' and 'Summoning the Ship of the Damned' from Night's Dark Masters are both particularly useful to the budding Undead Pirate Captain. When a Necromancer raises the corpses of those drowned at sea, he may animate them as Bloated Corpses rather than Zombies (see Chapter the Fifth for details.)

The Undead Pirate fleets raised by Necromancers are often equipped with a variety of cannons, pistols and other gunpowder weapons. Centuries ago Luthor Harkon used the stolen magic of the Slann to pervert the rituals that grant the Tomb Kings of Khemri the blessing of the Asp Goddess and instead empower his shambling crew to fire their waterlogged black powder weapons. This ritual seems to have spread through the ranks of the Undead Pirate Lords and troubling rumours come from Sylvania of some of the more clinically insane Vampire Counts animating rotting levies of Hand Gunners.

Type: Arcane

Arcane Language: Magic

Magic: 2

XP: 200

Ingredients: A Defaced Golden Statue of Asaph, A Silver Powder Horn full of Gunpowder mixed with Warpstone dust and the intact Skull of a Dwarf complete with a firearm he owned.

Conditions: This ritual must be cast on a night when Morrslieb is full under an open sky.

Consequences: You draw down the fury of Asaph, also known as the Asp Goddess, who curses you with a -30% penalty to all tests for 1d10 days. Additionally, holy green flames immediately consume all Undead you control, reducing them to inanimate piles of dust.

Casting Number: 18

Casting Time: 8 Hours

Description: All Undead you control (apart from Doomwolves and other bestial Undead) may reload Gunpowder weapons and always have at least a 10% chance to hit with such weapons, regardless of any penalties, lack of Specialist Weapon Group (Gunpowder) or indeed their own Ballistic Skill. Guns still need to be loaded with shot and powder, and count as Experimental rather than Unreliable. Apart from this, the physical condition of the weapons or dampness of the powder has no detrimental effect. The spell only affects weapons from the Gunpowder Specialist Weapon Group (including Swivel Guns and Cannons) as Firearms in the ngineering Specialist Weapon Group are too complex in operation to benefit from this ritual.

CHAPTER THE FIFTH: HERE THERE BE MONSTERS

“allo Beastie.”

Many a strange beastie lurks under or over the waters of the Thousand Islas - sea monsters, Undead, strange races and the warped monstrosities of Chaos.

– BLOATED CORPSE –

Common View

“These creatures have hurt me more than any other on the seas. Although their blademanishp, footwork and agility are all non-existent, the damage they did to my wardrobe was truly most painful.”

– **Diego Cortez y Maranda, Diestro**

“For certain, the vampires are a scourge upon my island and so is their accursed pus ridden crew, so I’ll be thanking you to be ceasing in your implications that all Sartosans be too acquiescent to the demands of the living dead.”

– **Pirate Lord Ferdinand Rackham**

The Scholar’s Eye

“As the great River Mortis flows freely into the Middle Sea it perhaps stands to reason that the creations of Necromancy would be more vivacious there, this is proven by the fact that the Zombies of the Middle Sea are not only more powerful but also more animated, able to do complex tasks aboard a ship.”

– **Lord Magister Günther Klaus, Lecturer and Dean of the Amethyst College in Altdorf**

“When travelling upon the Sea of Claws, many so-called Vampires or Necromancers will summon Undead crewmen such as these. Perhaps when the seas rise and Sylvania becomes a coastal region, then you will see the Von Carsteins raise more Zombie Deckhands. Until that ridiculous conjunction of circumstances occurs, Zombie Militia will suffice them.”

– **Count Rutger von Bleistift, Ostland Noble**

In Our Own Words

“Yarrrrr!”

– **Dead Tom, Zombie Sea Swab**

Of all the pirates that lay claim to be the scourge of the oceans, the most feared are the legendary Sartosan

– **Kaptain Agog, Orc Freebooter and Whaler**

Vampires and other practitioners of the Dark Magic of Necromancy. They have no need to ever recruit an able crew, preferring instead to butcher those serving on another ship and reanimating them to do their nefarious bidding. When those that recently died in a watery grave return to the surface due to necromantic reanimation, they rise differently from those buried under soil. Their flesh swollen with foul liquid and noxious gases, and splits open in melee before the corpse collapses in a shower of decomposing organs and poisonous fluids. Sartosan Vampires festoon these damned souls with all manner of corroding weaponry and set sail to rob and plunder every ship they come across.

- Bloated Corpse Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25%	0%	35%	40%	10%	–	–	–

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	14	3	4	4	–	–	–

Skills: Row, Sail, Scale Sheer Surface, Swim

Talents: None

Traits: Frightening, Night Vision, Undead

Special Rules:

Aquatic: A Bloated Corpse does not need to breathe when underwater. They also have a Movement of 8 in water.

Gaseous Demise: Whenever a Bloated Corpse takes a Critical Hit it ruptures and releases a shower of unpleasantness. The Bloated Corpse counts as instantly slain; in addition, any living characters within 4 yards (2 squares) must pass an Average Toughness Test or lose 4 Wounds, regardless of Toughness Bonus or Armour.

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Mindless: A Bloated Corpse is an animated cadaver with no mind or spirit of its own. They have no Intelligence, Will Power or Fellowship and can never take or fail Tests based on these characteristics.

Rank: A Bloated Corpse takes bad personal hygiene to completely new levels of unpleasantness and drips with foul rancid juices that cause evil black wounds which suppurate and fail to heal. Anyone damaged by a Bloated Corpse (Including by its Gaseous Demise Special Ability) must make an Average Toughness test, if failed the victim's wounds will not heal, either naturally or magically. This effect lasts for 10 days or until this poison is treated, for example with an Anti Toxin Kit or Cure Poison spell.

Shambling: A Bloated Corpse is relentless but slow. They cannot take the Run action.

Combat:

Armour (Light): Leather Jack

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Hand Weapon (1d10+3)

Slaughter Margin: Routine

— GORGONS —

Common View

“Basilisk-as, Cockatrices and Gorgons. Why does-a every thing in these seas have-a to turn you to stone?”

— Paulo, Tilean Naval Mercenary

“Well, the Tilean men-folk always say that their women drip venom from their tongues and that they can kill you with a glance, so maybe they are all gorgons, sí?”

— Mauricio Casale y Gortez, Estalian Poet

SHIELD OF THE GORGON

Academic Knowledge: History

Powers: Counts as a Shield: Additionally as a Half Action once per round, while wielding this shield you may force one melee opponent to avert his gaze until the beginning of your next round. While their gaze is averted they take a -20% penalty to Weapon Skill and Ballistic Skill. If you attack an opponent that has averted its gaze, you gain a +20% bonus to your Weapon Skill Test.

History: Stored within the vaults of the Imperial Armoury in Altdorf, tradition says that Crusading Knights looted this shield from the deserts of far off Araby. Upon it is embossed the fearsome head of a legendary Gorgon, depicted in such detail that that it seems to be alive.

The Scholar's Eye

“One part Wyrmcap Juice to two parts Deathvine, strike only from behind. Then carefully harvest each venom gland and bring it to me.”

— Rikkit'tik, Clan Eshin “Scholar”

“Images of the heads of Gorgons are sometimes found painted in those Grimoires that our order has reclaimed from Sylvania. What significance, if any, this has is questionable, but indeed it does suggest there is a link, if somewhat weak in tenability, between these beasts and the get of the Carstein.”

— Lord Magister Günther Klaus, Lecturer and Dean of the Amethyst College in Altdorf

In Our Own Words

“For time immemorial the sole venom on our lips has been the name Khalidaneferher and our sole hunger for the sweet juices of revenge. Flee this isle mortal and cease your questions on matters that concern you not, lest I gift you with stony immortality and a place forever within our gardens.”

— Donatella Mydusus, Gorgon Priestess of Qu'aph

Forever lurking in the shadows cast by the tombs and crypts of the Old World dwell the strange race of humanoids commonly known as Gorgons. They are most common in Tilea, Estalia and the Border Princes, although scholars speculate that these degenerate creatures originated in Araby or even further beyond.

No males of the species seem to exist. Female Gorgons are mostly akin to a normal woman in appearance. However, rather than a head of fine hair, instead a multitude of small snakes grows from her head, each seemingly intelligent with its own pair of eyes and a deeply venomous bite. In addition to this, each Gorgon is equipped with fine needle-like claws instead of fingernails, which do nothing to hamper their dexterity. It is their eyes which mark their greatest departure from humanity, for like the Basilisk and Cockatrice, the gaze of a Gorgon can turn their victim's flesh to stone. Gorgons dress in long robes with hoods which conceal their true nature. Many wield weapons or other effects looted from those they have murdered or plundered from the mausoleums where they dwell.

Despite their savage appearance, Gorgons are highly intelligent. Most seem solitary by nature, scavenging for what they need whilst others live in small communities involved in hunting and farming. Some even set themselves up as Witches or Priests of their strange-sounding Gods in remote parts of the Old World, depending upon local communities to shower them with gifts in exchange for charms, potions and divine favour.

- Gorgon Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41%	25%	43%	43%	31%	34%	56%	14%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
1	17	4	4	4	0	0	0

Skills: Common Knowledge (any one), Concealment, Disguise, Intimidate, Perception, Outdoor Survival, Speak Language (any one)

Talents: Orientation, Rover

Traits: Frightening, Keen Senses, Natural Weapons, Night Vision

Special Rules:

Petrifying Gaze: A Gorgon's gaze can turn creatures into stone. It can target one creature it can see within 10 yards (5 squares) each round. Creatures can avert their gaze by succeeding a Will Power Characteristic Test, but if they do so, they take a -20% penalty to Weapon Skill and Ballistic Skill until the start of the Gorgon's next round. If the Gorgon attacks a creature that averts its gaze, the Gorgon gains a +20% bonus to its Weapon Skill Test.

Poisoned Bite: Any Bite attack that a Gorgon makes that deals at least 1 Wound will kill a character in a number of minutes equal to their TB unless they make a Toughness Characteristic Test.

Serpent Hair: A Gorgon that is grappling an opponent can bite it many times with her head full of snakes. Each round whilst grappling, the Gorgon may make a Bite attack at as a free action.

Combat:

Armour (Light): Leather Jerkin

Armour Points: Head 0, Arms 0, Body 1, Legs 0

Weapons: Hand Weapons (1d10+4), Bite (1d10+4), Claws (1d10+4)

Slaughter Margin: Hard

- LUSKAA -

Common View

"To know the Luskaa is to know that soon you will go down to the Court of King Death."

- Black Amos, Pirate

"Oh, terrible it was! A mass of grey tendrils and a mouth full of row after row of triangular fangs. It took me ship and cracked it across the masts, throwing crew asunder before dragging them down under the water and into its fetid mouth. Hey give me a beer, pal and I can tell you how to slay it."

- William Bedriegsteeg, Fort Wilheidsdok Drunkard and Raconteur

The Scholar's Eye

"My expedition to the Blue Lacunae proved two things, firstly we need to slightly increase the armour of the dorsal section and secondly that there are far worse things than Giants and Dragons making their home under the waves."

- Grungni Firebeard, Dwarf Nautilus Captain

"If anything proves that the Warpstone concentration around the swamps in Tilea is unacceptably high, it must be the gigantic corpse recovered by Admiral Helmut van Dorf from his expedition to the Fool's Rocks. Combining aspects of Shark, Squid, Eel and some form of carapace-bearing mollusc, it clearly is a mutated specimen of the highest order."

- Anton van Bergeyk, Lecturer at Baron Henryk's College of Navigation and Sea Magicks

Another strange beast that prowls the Fool's Rocks, the Luskaa is a hideous amalgamation of shark and squid. It may be related to the Kraken that the men of Kislev and Norsca claim hunts in the waters of the of the Sea of Claws.

Making its home among the Blue Lacunae, a network of underwater passageways that riddle the seabed deep below the Fool's Rocks, the Luskaa only emerge to prey on boats and ships. The most common place to see one is Isla Espiritu, an island to the south of Cera-Scuro noted for the masses of coral reef that surround it. Some scholars claim that the Isla is where the Luskaa leaves the water to lay its eggs, in the manner of a turtle, although other scholars scoff at these claims.

To feed, this terrible beast attacks a ship by striking from below, entwining its tentacles over it and pulling it straight down to the ocean floor. Fortunately, the beast seems few in numbers and attacks are most rare, although reports exist of powerful sea wizards and Priests of El Bicho del Mar summoning these beasts to destroy ships and drown their foes.

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- Luskaa Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
57%	0%	82%	74%	54%	23%	61%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
10	36	8	7	3	0	0	0

Skills: Concealment, Follow Trail +20%, Perception+10%, Silent Move, Swim+20%

Talents: Frenzy, Strike to Injure, Strike Mighty Blow

Traits: Terrifying, Keen Senses, Natural Weapons, Night Vision, Unstoppable Blows, Will of Iron

Special:

Aquatic: Luskaa can breathe underwater. They also have a Movement of 10 in water.

Blood Sense: Luskaa can always "see" any bleeding creature in the water, regardless of light conditions or intervening terrain.

Bony Carapace: The head and body of the Luskaa is encased in a thick coating of jagged bone, this provides 3 Armour Points to the Luskaa's head and body locations.

Capsize: A Luskaa can capsize any ships that are not Galleons or larger. This takes an attack action and requires the Luskaa to succeed at a Strength Characteristic test. Luskaa can also crash their tentacles onto larger ships. This requires a successful Agility Test, and if it hits it does SB+2 damage to the boat, and SB damage to the Luskaa itself. Passengers on the ship can automatically get out of the way of the falling tentacle, unless they are paralysed with fear. (In which case they are automatically hit and take the Luskaa's SB+2 damage.)

Drowner: If a Luskaa successfully grapples a victim, it

tries to drown him. If the victim fails an Opposed Strength Characteristic test, he is dragged under any available water. See the WFRP Companion page 28 for the rules on Drowning. The Luskaa releases the victim if the grappling tentacle takes at least 1 Wound.

Grappler: Any successful Grapple attempt does not render a Luskaa incapable of taking actions as normal, nor does it confer a +20% Weapon Skill bonus to other outside attackers. Further, the Luskaa need only spend a half action to maintain or cause damage to all grappled opponents, instead of a full action. However, a Luskaa does lose 1 Attack from its profile per grappled victim.

Ink Cloud: A Luskaa can spray an ink cloud into the water. This thick black ink covers a 30-yard (15 square) radius and blocks out most of the light, counting as non-magical darkness which reduces the area illuminated by all light sources in the water to 2 yards. (See page 117 of the core rulebook.) The ink dissipates in 1d10+2 minutes.

Powerful Bite: A Luskaa's huge toothy jaws are so deadly that they count as having the Armour Piercing and Impact Qualities.

Tentacles: All hand-to-hand strikes against the Luskaa are considered to hit its tentacles unless the attacker uses a Half Action to make an Average Agility Characteristic Test to reach the head or body. A Critical Effect of 1-4 on the tentacles results in the loss of 1 of the Luskaa's Attacks next round. A Critical Effect of 5+ cuts a tentacle off entirely, resulting in a permanent loss of 1 Attack. Tentacle Critical Effects cannot kill a Luskaa.

Writhing Attack: As long as a Luskaa has at least 6 Attacks left, it has so many tentacles flailing about that that it may make three attacks with the Standard Attack option instead of the normal one.

Combat:

Armour (None): Bony Carapace

Armour Points: Head 3, Body 3, Tentacles 0

Weapons: Bite (1d10+9, Armour Piercing, Impact), Tentacles (1d10+9, Special)

Slaughter Margin: Impossible

STRANGE BEASTS OF THE SOUTHERN SEA

There are many tales of great beasts under the seas, such as the Black Leviathan, Gargantuan, Megalodon and dreaded Norse Kraken.

One ancient legend of the region tells of a proud Tomb King of Khemri who uses a huge mummified croc to transport his retinue along the coast. While in the grog-shops of the Old World, grizzled sailors whisper that certain Orc tribes summon a massive Sea Squig to raid the shipping lanes or that the Skaven of myth travel on gigantic bilge rats.

– **TURTIGON** –
THE MENACE OF THE COAST

Common View

“And then, out of thy mists it came. The Turtigon it was, huge as a galleon with twin great heads and a fiery breath. Well those poor villagers, they ne’er had a chance you see, not a chance.”

– **Blind Le Blanc, Inebriated beggar**

“So just ow is I supposet to go an stab that thing in the zoggin back then?”

– **Ebenezer Calypso, Hobgoblin Sneaky Git and mercenary pirate extraordinaire**

The Scholar’s Eye

“Gigantic Two Headed Turtles, Fish Women and Sentient Rodents of Unusual Size... One really must wonder what stories the ‘professors’ of Tobaro will come up with next.”

– **Professor Hans Pfaff, Altdorf University Naturalist and Sigmarte**

“I can conform that the mutated sea creature, which the Estalian Merchants have quaintly named the Turtigon, both exists and is indeed active around the waters of the Isla Corazón and the Isla de los Muertos. As this threat is providing a hazard to both our merchant shipping and our colonial concerns in the region, I humbly suggest that a suitable hunting fleet is organised to reinforce me in the task of dispatching the beast, as a matter of urgency.”

– **Captain Jaymes Geenringsstad, Pirate Hunter of House de Roelef**

The Captains of Marienburg thought that the legendary Turtigon was naught but an old sea dog’s tale, a fanciful imagining told by the locals to scare to the outlanders. However, in recent months the malignant beast has seemingly awakened, savaging pirate, naval ship and honest merchant vessel alike. A gigantic double-headed grey-skinned Dragon Turtle that far outstrips its kin in power and ferocity; it has already devastated several coastal villages in its bloody rampage through the Thousand Islas.

Some sailors speak of a shrine to the beast built upon the Isla Cruces, deep within the Fool’s Point Rocks. Here dwell primitive tribes of Jungle Kobolds, misshapen ape-like Goblins, adapted to swinging through the dense tree canopy that flourishes over the Isla. These fearsome savages worship the beast, raiding passing ships to kidnap sacrifices to their double-headed turtle god.

- Turtigon Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
56%	0%	64%	58%	15%	14%	35%	0%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
4	44	6	5	5	0	0	0

Skills: Perception +10%, Swim +20%

Talents: Excellent Vision, Strike Mighty Blow

Traits: Terrifying, Natural Weapons, Will of Iron

Special Rules:

Breathe Fire: Each of Turtigon’s two heads can damage with its breath as a Full Action for both. Use the cone template for each head. Both breathe a mix of fire and steam, dealing a Damage 6 hit to all affected that ignores armour.

Fast Swimmer: Turtigon has a Movement of 8 in water.

Powerful Bite: Turtigon’s Natural Weapons are so deadly they count as having the Impact Quality.

Protective Shell: The nigh-impenetrable shell on Turtigon’s back grants him 6 Armour Points to the Body.

Speed of Attack: With his double heads and powerful flippers, Turtigon can attack twice with the Standard Attack option rather than the normal once.

Combat:

Armour (None): Protective Shell

Armour Points: Head 0, Arms 0, Body 6, Legs 0

Weapons: Beak (1d10+7, Impact), Spiny Flippers (1d10+7, Impact)

Slaughter Margin: Very Hard

JUNGLE KOBOLDS

Identical in size to a common Goblin, a Kobold has a narrower waist and longer arms that give it a distinctive gait that is crooked and irregular. Jungle Kobolds are a subspecies that have adapted to living in the tree-tops of forested areas, swinging from vines to ambush those walking or sailing below.

Jungle Kobolds use the same rules as normal Goblins.

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– ZOMBIE PARROT –

Common View

“Undead? No, no, Azi Ali assures you that he is just asleep.”

– Azi Ali, Merchant of the Bizarre

“I think that on the whole, I shall be strongly inclined to be sticking to the more traditional alive parrot.”

– Pirate Lord Ferdinand Rackham

The Scholar's Eye

“In Araby I have heard the tales that their eastern neighbours reanimate ancient birds of prey, so massive that they blot out the sun with wingspans that run the length of houses. I can only assume they saw this... thing and exaggerated as usual.”

– Albalone, Naval Battle Wizard of the Bright Order

“While the persistent rumours about the ability of certain brightly coloured birds, such as Birds of Paradise, parrots and the so called Mana-Birds, to channel the winds of magic are unproven, strong supporting evidence can be found when one applies necromancy to such a bird's corpse and monitors the according decrease in all ambient magical energies.”

– Anton van Bergeyk, Lecturer at Baron Henryk's College of Navigation and Sea Magicks

In Our Own Words

“Pieces of eight, pieces of eight!”

– Polly, Ex Parrot

Like their less macabre buccaneer brethren, Vampire and Wight captains that have taken up a life of piracy seemingly cannot resist owning an annoying and brightly coloured bird as a mascot or pet.

PISTOLS OF KING DEATH

Academic Knowledge: Theology

Powers: This brace of pistols fires without recourse to powder, although they still need shot, thus they are unaffected by being wet. In all other respects count as a pair of pistols.

History: Legend says that Black-Wyrd himself carried the Pistols of King Death. Whether he has somehow lost them or this set is a copy is unknown; whatever their origin they are an unassuming pair of pistols of Estalian make, shod in iron with a stylised skull as the only maker's mark.

While inevitably more than a little dishevelled in appearance, these common nautical trappings of piratical minded necromancers are powerful protective talismans from hostile magic, dissipating and diffusing the Winds of Magic around them. No wizard knows why these creatures effect the winds of magic in this way, although those necromancers that own such birds can learn to mitigate the effect.

- Zombie Parrot Statistics -

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33%	0%	15%	20%	18%	-	-	-

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
2	8	1	2	2 (8)	0	0	0

Skills: Concealment

Talents: Mimic

Traits: Flier, Frightening, Night Vision, Undead

Special Rules:

Magic Sink: All wizards and other magic users within 24 yards of a Zombie Parrot must subtract 2 from each die they roll to cast a spell.

Mindless: A Zombie Parrot is an animated cadaver with no mind or spirit of its own. It has no Intelligence, Will Power or Fellowship and can never take or fail Tests based on these characteristics.

Necromancer's Pet: Characters with a Magic Characteristic of 2 or more and the Dark Lore (Necromancy) Talent or equivalent (such as the Lore of Nagash) may take a zombie parrot as a Bound Familiar. A Necromancer who has a Zombie Parrot as a Familiar is immune to its Magic Sink Special Ability. See Realms of Sorcery, page 184.

Shambling: A Zombie Parrot is relentless but slow. They cannot take the Run action. Even when flying.

Combat:

Armour (None): Beautiful Plumage, although somewhat rotted away.

Armour Points: Head 0, Arms 0, Body 0, Legs 0

Weapons: Unarmed (1d10-3, Special)

Slaughter Margin: Easy

THE CREDITS: GENTLEMAN OF FORTUNE

“Seize him! He’s one of Rackham’s filthy, low-down, cutthroat, rat-faced, scurvy-bunch of rum-pocked deck-hands who attacked my ship!”

– **Outraged Merchant**

Writing and Layout: Alexander J Bateman

Playtesters: Dave Perry, Ian Wilson and Paul Wright

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The following books contain but a small segment of the works referenced for this project. I am additionally greatly indebted to all others who have contributed to fleshing out both the background of the Warhammer World and a great many authors that have written of the exploits and history of pirates in general.

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“**On the Waterfront/The Lost Kingdoms**” in White Dwarf 196/197 by Ian Pickstock and Gavin Thorpe

“**Shiver Me Timbers**” in Town Crier 9 by Tim Huckelbery

“**The Zombie Pirates of the Vampire Coast**” in White Dwarf 305 by Andy Hoare and Mat Ward

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