

SO WHAT'S THE PIRATE SHIP LIKE, ANYWAY?

A Pathfinder Roleplaying Game Compatible GM's RESOURCE by Creighton Broadhurst



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Your PCs have set out on an ocean voyage in search of loot and glory. As they cruise the waves, they see a distant ship on the horizon and turn toward it. As they draw closer they can make out that the ship is a pirate vessel! At that point, they ask "So what's the pirate ship like, anyway?"

So What's The Pirate Ship Like, Anyway? answers this question by presenting tables to enable a busy time-pressured GM to quickly and easily generate the ship's name, captain's name, flag and figurehead as well as providing tables to enable the PCs to make Knowledge checks to learn more about the vessel - including the ship itself as well as the captain, crew and their exploits. (You even get three stat blocks of typical pirates to hurl against your PCs!)

If you are running a nautical-based adventure featuring pirates, *So What's The Pirate Ship Like, Anyway?* is for you!



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Thank you for purchasing *So What's The Pirate Ship Like, Anyway?*; we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

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ERRATA

We like to think *So What's The Pirate Ship Like, Anyway?* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at ragingswan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

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CONTENTS

Credits.....	2
Contact Us	2
Errata	2
About the Designer.....	2
Contents	3
Foreword	3
Raging Swan Press	12

SO WHAT'S THE PIRATE SHIP LIKE, ANYWAY?

Using the Tables.....	4
Table A: Ship's Name (Subject)	6
Table B: Ship's Name (Descriptor)	7
Table C: Knowledge	8
Table D: Flags and Figureheads	10

STAT BLOCKS BY CR

CR		PAGE
1/2	Pirate NE male human warrior 1/expert 1	5
1	Mate/Veteran Pirate NE male half-orc expert 2/warrior 1	5
3	Master-at-Arms NE male half-orc expert 2/warrior 3	5

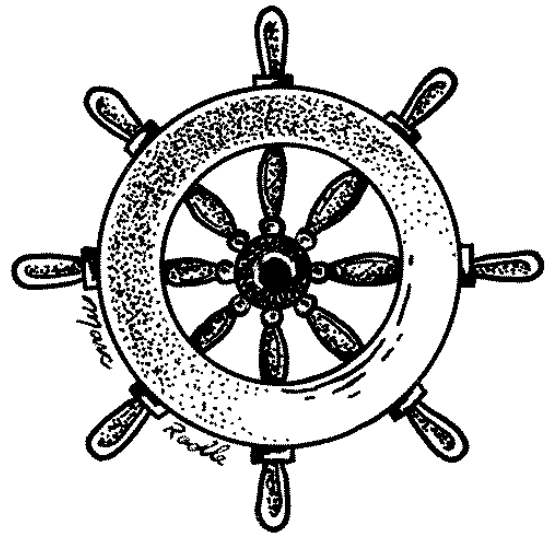
FOREWORD

Pirates are going to be big in 2012! This is cool as pretty much anything can be made better with the inclusion of a pirate or two (or a whole boatload!)

Pirates aren't something I've used a lot of in my campaigns. Normally, my adventures are land-based and when the PCs do venture onto an actual ocean-going vessel it's a standing joke that they will inevitably be crashing in the very near future (or a storm will blow them off course and onto their next adventure).

That's why I've written this supplement. As a GM I like to be ready for the game and while I can't be prepared for every eventuality I like to have all the major bases covered. I hate having to make stuff up, not because I'm not creative, but because I then have to remember what I just made up (or take extensive notes which slows the session down and is a pretty big indicator that I'm winging it).

So What's The Pirate Ship Like, Anyway? enables me to answer the basic questions about any given pirate ship the PCs encounter in such a way that I maintain the illusion of Total Preparation. I can speak with confidence about the ship's name, who its captain is, what its flag looks like and what its figurehead depicts. I can even answer the PCs' Knowledge inquiries in a way that allows them meaningful use of those skills.



I've also included stat blocks that I can throw into a fight with the PCs if it should come to that!

The one thing I couldn't fit into *So What's The Pirate Ship Like, Anyway?* was lists of what the ship is actually carrying in case the PCs should loot it. I'll probably cover that in an upcoming supplement, but the more I looked into it the more I realised that to produce any meaningful kind of information was going to take up a lot of time and space.

I hope you find *So What's The Pirate Ship Like, Anyway?* as useful as I will. It would be great to hear about all the cool pirate ships you generate with these tables – drop me a line at creighton@ragingswan.com.

USING THE TABLES

Using the material in *So What's The Pirate Ship Like, Anyway?* enables a GM to quickly create the basic details of a pirate ship. While this material doesn't determine every last detail of a ship, it provides the basic information required to get a GM's creative juices going. For a ship merely glimpsed on the horizon or one floating at anchor amid a busy harbour, the information here is all a GM needs. If the PCs plan to interact with the vessel and its crew more, the GM should determine additional information as appropriate.

PIRATE SHIP NAME

Every pirate ship should have a distinctive, flavoursome name. Pirates often give their ships an intimidating name designed to strike fear into their targets' hearts. These names can simply sound malevolent, be named for some facet of the captain's personality or proclaim allegiance to a greater power.

To randomly determine a name, use Table A (Subject) in conjunction with Table B (Descriptor). Some combinations will make little or no sense and should be discarded. A GM can place the two words in any order and may have to add extra words so the name makes sense. Alternatively, a GM can simply take a single word from either list as the ship's name; for example, *Indomitable*, *Avenger* and *Dauntless*.

Example: The GM rolls 26 (Devil) on Table A and 73 (Scream) on Table B. He names the vessel, *Screaming Devil*.

Example: The GM rolls 87 (Storm) on Table A and 49 (Hunter) on Table B. The resultant name doesn't work for him so he discards Table B's result and rerolls getting 6 (Black). *The Black Storm* sounds cool and he keeps the result.

Campaign-Specific Name: In many cases, a vessel might be named for a specific individual, perhaps the captain's lover or lord. Such a vessel could be named *The Queen Relann*, for example. Such names require the GM's input in choosing a specific NPC to name the ship after and are not covered by these tables.

SAMPLE SHIP NAMES

Alternatively, the GM may be very pressed for time. For this eventuality, page 6 presents 50 ready-to-use ship names.

CAPTAIN'S NAME

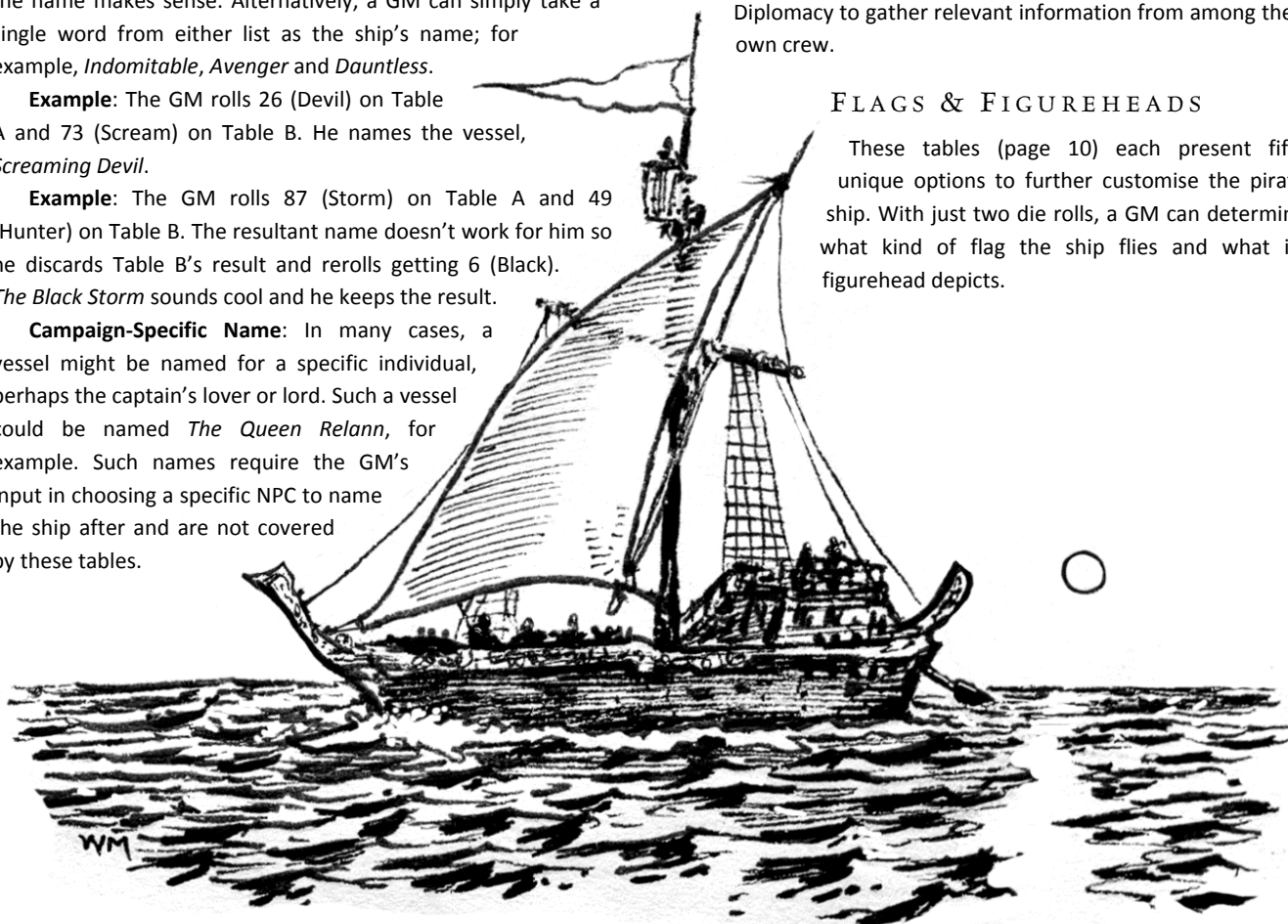
Every pirate ship needs a feared pirate to captain her to profitable pillage. Page 7 presents 20 male captain names and 20 female captain's names. A GM can also use these names for the first mate, other notable crewmember or even for a simple pirate. If the GM wants to add an epithet to the pirate's name, he need look no further than page 10 which presents a list of 50 to choose from.

KNOWLEDGE

Of course, when the PCs see a pirate ship on the horizon they are going to want to learn more about it. That's why pages 8 and 9 present information on the ship, its captain and crew and their exploits. Simply have the PCs make a Knowledge (local), Knowledge (nobility) or Knowledge (history) check to learn more. Alternatively, a GM may determine the PCs can use Diplomacy to gather relevant information from among their own crew.

FLAGS & FIGUREHEADS

These tables (page 10) each present fifty unique options to further customise the pirate ship. With just two die rolls, a GM can determine what kind of flag the ship flies and what its figurehead depicts.



CREW

Use these stat blocks to portray any pirates the PCs end up fighting. The normal complement of a pirate ship is:

- **Pirates:** 20-100.
- **Mate/Veteran Pirates:** 5-20.
- **Master-at-Arms:** 1.

Additionally, the crew will have a captain, perhaps a few trusted allies and possibly even mercenary warriors or travellers. Occasionally, strange aquatic creatures such as renegade aquatic elves or sahuagin may serve on the vessel. Aquatic creatures such as schools of sharks, dragon turtles and other terrible things may also follow the ship waiting for tasty morsels to be hurled overboard.

The crew may also have captives or slaves onboard. These can be simple travellers, sailors or even members of rival crews.

PIRATE CR 1/2 (XP 200)
Clad in dirty studded leather armour this human has a distinctly unsavoury look about him.

Male human warrior 1/expert (sailor) 1
NE Medium humanoid (human)
Init +2; **Senses** Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** -1; Acrobatics +5, Climb +4, Swim +3

AC 16, touch 13, flat-footed 13; **CMD** 14
(+3 armour [studded leather], +2 Dex, +1 dodge)
Fort +3, **Ref** +2, **Will** +2
hp 16 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +1
Melee scimitar +2 (1d6/18-20) or
Melee dagger +2 (1d4/19-20)
Ranged dagger (range 10 ft.) +3 (1d4/19-20)

Abilities Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8
Feats Dodge^B, Toughness
Skills as above Intimidate +3, Profession (sailor) +5
Languages Common

Gear as above plus 1d8 sp

PIRATE CAPTAINS

Statistics for pirate captains do not appear in this supplement as these unique individuals should be designed specially. Almost any classed individual (with the notable exception of paladins) can serve as a pirate captain. Most pirate captains will be of the normal races, but a few may be of atypical origin.

Raging Swan's upcoming *Villainous Pirates* presents over a score of such black-hearted individuals ready to use in almost any campaign.

MATE/VETERAN PIRATE CR 1 (XP 400)
Clad in dirty studded leather armour this half-orc is grimy and muscular.

Male half-orc expert (sailor) 2/warrior 1
NE Medium humanoid (human, orc)
Init +0; **Senses** darkvision 60 ft., Perception +4, Sense Motive +0
Speed 30 ft.; **ACP** -1; Acrobatics +3, Climb +6, Swim +5

AC 14, touch 10, flat-footed 14; **CMD** 14
(+3 armour [mwk studded leather], +1 shield [buckler])

Fort +3, **Ref** +0, **Will** +3

hp 22 (3 HD); orc ferocity

Orc Ferocity (Ex) Once per day, when brought below 0 hp, the First Mate can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hp, he falls unconscious and begins to die.

Space 5 ft.; **Base Atk** +2; **CMB** +4

Melee mwk morningstar +5 (1d8+2) or

Melee dagger +4 (1d4/19-20)

Ranged heavy crossbow (range 120 ft.) +2 (1d10/19-20)

Atk Options bolts (10)

Abilities Str 14, Dex 11, Con 13, Int 9, Wis 10, Cha 8

SQ weapon familiarity

Feats Skill Focus (Intimidate), Toughness

Skills as above Intimidate +10, Profession (sailor) +6

Languages Common, Orc

Gear as above plus 1d8 sp, 2d6 gp

MASTER-AT-ARMS CR 3 (XP 800)

This dishevelled half-orc carries a huge axe.

Male half-orc expert (sailor) 2/warrior 3

NE Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft., Perception +4, Sense Motive +0

Speed 30 ft.; **ACP** 0; Acrobatics +5, Climb +7, Swim +7

AC 15, touch 11, flat-footed 14; **CMD** 17
(+4 armour [+1 studded leather], +1 Dex)

Fort +4, **Ref** +2, **Will** +4

hp 37 (3 HD); orc ferocity

Orc Ferocity (Ex) Once per day, when brought below 0 hp, the Master-at-Arms can fight on for one more round as if disabled. At the end of his next turn, unless brought above 0 hp, he falls unconscious and begins to die.

Space 5 ft.; **Base Atk** +4; **CMB** +6

Melee mwk battleaxe +7 (1d8+3/x3) or

Melee dagger +6 (1d4/19-20)

Ranged mwk composite longbow (range 110 ft.) +6 (1d8+2/x3)

Atk Options bolts (10), *potion of cure moderate wounds*

Abilities Str 14, Dex 12, Con 13, Int 9, Wis 10, Cha 8

SQ weapon familiarity

Feats Skill Focus (Intimidate), Toughness, Weapon Focus (battleaxe)

Skills as above Intimidate +11, Profession (sailor) +6

Languages Common, Orc

Gear as above plus 2d6 gp, 4d6 sp, 1d4 pp

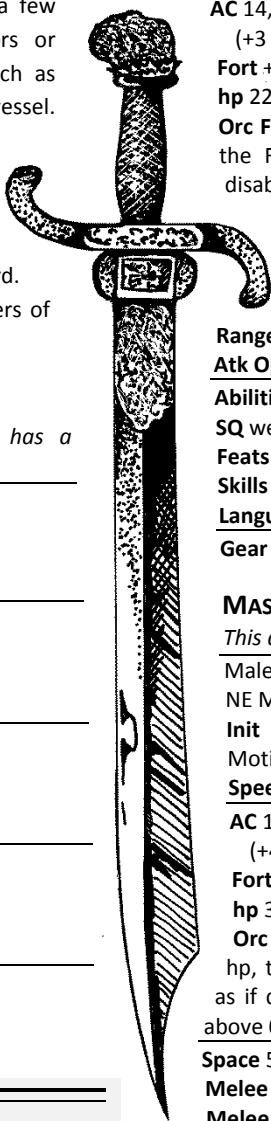


TABLE A: SHIP'S NAME (SUBJECT)

D%	
1	Abyssal
2	Acheron
3	Admiral
4	Arachne
5	Asmodeus
6	Banshee
7	Baron/Baroness
8	Barracuda
9	Bastard/Bitch
10	Bear
11	Beast
12	Betrayed/Betrayer
13	Black Dog
14	Black Prince
15	Blackguard
16	Brawler
17	Bull
18	Champion
19	Chimera
20	Cobra
21	Comet
22	Conqueror
23	Cyclops
24	Dark King/Queen
25	Demon
26	Devil
27	Dragon
28	Eagle
29	Eel
30	Executioner
31	Fiend
32	Ghast
33	Ghost
34	Ghoul
35	Gorgon
36	Gull
37	Hades
38	Hero
39	Inquisitor
40	Iron/Ironfist
41	Jackal
42	Killer
43	King/Queen
44	Knave
45	Kraken
46	Lamashtu
47	Leviathan
48	Lion/Lioness
49	Lord/Lady
50	Magician
51	Mariner
52	Mermaid

53	Meteor
54	Minotaur
55	Mongrel
56	Murderer
57	Myrmidon
58	Night
59	Noble
60	Nymph
61	Ocean
62	Orcus
63	Pazuzu
64	Phoenix
65	Pirate
66	Plunderer
67	Prince/Princess
68	Raider
69	Rain
70	Raven
71	Reaper/Reaver
72	Sahuagin
73	Sea
74	Sea Devil
75	Sea Hawk
76	Sea Wolf
77	Seahorse
78	Serpent
79	Servant
80	Shadow
81	Shark
82	Siren
83	Sorcerer
84	Soul
85	Spectral/Spectre
86	Steel
87	Storm
88	Tiger/Tigress
89	Usurper
90	Vampire
91	Viper
92	Vixen
93	Vulture
94	Warlock
95	Warrior
96	Whore
97	Witch
98	Wolf/Wolverine
99	Wym
100	Zephyr

SAMPLE SHIP NAMES

D%	
01-02	<i>Avenger</i>
03-04	<i>Avenging Beast</i>
05-06	<i>Barnacled Eel</i>
07-08	<i>Black Prince</i>
09-10	<i>Blazing Doom</i>
11-12	<i>Blood and Thunder</i>
13-14	<i>Bloody Prince</i>
15-16	<i>Briny Beast</i>
17-18	<i>Comet</i>
19-20	<i>Conqueror</i>
21-22	<i>Crimson Ghoul</i>
23-24	<i>Crimson Warlock</i>
25-26	<i>Cruel Sea</i>
27-28	<i>Cursed Phoenix</i>
29-30	<i>Damned Mermaid</i>
31-32	<i>Dark Gorgon</i>
33-34	<i>Dauntless</i>
35-36	<i>Dirty Raven</i>
37-38	<i>Dread Cyclops</i>
39-40	<i>Eagle's Talon</i>
41-42	<i>Executioner</i>
43-44	<i>Furious Kraken</i>
45-46	<i>Gray Eagle</i>
47-48	<i>Hade's Hammer</i>
49-50	<i>Hateful Soul</i>
51-52	<i>Hell's Avenger</i>
53-54	<i>Hell's Herald</i>
55-56	<i>Howl of the Sea</i>
57-58	<i>Implacable</i>
59-60	<i>Indefatigable</i>
61-62	<i>Indomitable</i>
63-64	<i>Lamashtu's Whore</i>
65-66	<i>Meteor</i>
67-68	<i>Ocean's Bitch</i>
69-70	<i>Pazuzu's Scourge</i>
71-72	<i>Rage</i>
73-74	<i>Red Prince</i>
75-76	<i>Salty Devil</i>
77-78	<i>Scarlet Corsair</i>
79-80	<i>Screaming Demon</i>
81-82	<i>Screaming Wym</i>
83-84	<i>Sea Hunter</i>
85-86	<i>Siren's Voice</i>
87-88	<i>Slimy Doom</i>
89-90	<i>Slimy Minotaur</i>
91-92	<i>Spectral Serpent</i>
93-94	<i>Swift Shadow</i>
95-96	<i>Taloned Witch</i>
97-98	<i>Tireless</i>
99-100	<i>Vampire's Heart</i>

TABLE B: SHIP'S NAME (DESCRIPTOR)

D%	
1	Adventurous
2	Avenger
3	Bane
4	Barnacle
5	Bite
6	Black
7	Blight
8	Bloody
9	Briny
10	Cheat
11	Clean
12	Crimson
13	Cruel
14	Cursed
15	Cutlass
16	Cutter
17	Dagger
18	Damned
19	Dark
20	Dauntless
21	Deadly
22	Dire
23	Dirty
24	Diseased
25	Dreaded
26	Drunken
27	Eye
28	Faithless
29	Fearful
30	Fell
31	Fiendish
32	Filthy
33	Forgotten
34	Formidable
35	Foul
36	Furious
37	Gale
38	Glory/Glorious
39	Gray
40	Hammer
41	Hated
42	Hateful
43	Heart
44	Hellish
45	Honourable
46	Hook
47	Horror
48	Howl
49	Hunter
50	Hurricane
51	Implacable
52	Indefatigable

53	Indomitable
54	Infernal
55	Just
56	Lame
57	Mad
58	Nightmare
59	Pride
60	Rage
61	Rapacious
62	Rapier
63	Ravager
64	Ravenous
65	Reaper
66	Red
67	Revenge
68	Sabre
69	Salty
70	Savage
71	Scimitar
72	Scourge
73	Scream
74	Screaming
75	Scythe
76	Sea Devil
77	Sea Hawk
78	Shameful
79	Siren
80	Slayer
81	Slimy
82	Spectral
83	Splintered
84	Swift
85	Sword
86	Talon
87	Tenacious
88	Terrible
89	Tireless
90	Tyrant
91	Unholy
92	Vile
93	Wandering
94	Wave
95	Wet
96	Whip
97	Wicked
98	Wild
99	Wind
100	Withered

SAMPLE MALE CAPTAIN

D20	
1	Aaro Nikula
2	Acair Meallain
3	Atte Laurila
4	Cullen Baire
5	Dorrell Banain
6	Einar Ahola
7	Feandan Deorain
8	Gleann Duinn
9	Iomhair Fianna
10	Jorma Hautala
11	Kai Sirvio
12	Luthias Doinn
13	Omni Elo
14	Oskari Ilmola
15	Peadair Maolain
16	Seoras Grada
17	Tarmo Ukkola
18	Tearlach Riain
19	Toivo Laiho
20	Urmias Yrjonen

SAMPLE FEMALE CAPTAIN

D20	
1	Annis Broin
2	Arja Supinen
3	Brae Murchadha
4	Coira Doinn
5	Fia Carthaigh
6	Hilja Parras
7	Iada Rantala
8	Inkeri Voutilainen
9	Iona Burca
10	Janina Saario
11	Katja Lumme
12	Katri Erola
13	Lorna Cinneide
14	Muirne Gerailt
15	Sima Dalaigh
16	Sorcha Briain
17	Taina Nurmi
18	Ulpu Hakkinen
19	Vika Riain
20	Virpi Takala

TABLE C: KNOWLEDGE

When the PCs sight a pirate vessel, they may use Knowledge skills to learn more about the vessel, its notable crew members and past exploits. Use the tables below to determine what they discover. A successful check reveals all information gained from a lesser check. Of course, not all the information below needs to be correct; the entries simply portray the generally accepted information about a ship.

THE SHIP

When the PCs make a DC 15 Knowledge (local) check randomly determine what they know of the ship.

D10	INFORMATION KNOWN
1	One of this crew's past victims haunts the ship.
2	The ship's black timbers are particularly tough.
3	The vessel is particularly swift.
4	On moonlit nights, spectral forms are often seen flitting about the ship's rigging.
5	This ship is said to be cursed.
6	This vessel has had many different names over the last few years. No captain has been able to hold her for long.
7	The blood-red sails of this ship are dyed with the blood of its victims.
8	The crew tie the mouldering heads of their victims to the ship's rigging.
9	The captain hangs particularly troublesome captives from his rigging and allows seabirds to peck them to death.
10	The ship's ragged black sails are made from the very stuff of the Abyss.

When the PCs make a DC 20 Knowledge (local) check randomly determine what they know of the ship.

D10	INFORMATION KNOWN
1	The ship is poorly constructed and has almost sunk several times.
2	This ship has a small hidden cargo hold used for storing valuables and wealthy captives.
3	The ship's figurehead has magical powers.
4	The ship's figurehead is actually a bound creature of the appropriate type.
5	The blood of so many creatures has been spilt on the ship's deck that the very boards have taken on a terrible, malign sentience.
6	This ship was once <i>The Sceptre</i> but was captured four years ago.
7	The ship's figurehead has a secret compartment.
8	The ship has an underwater ram at the prow.
9	The vessel has a double hull.
10	The ship's figurehead animates to defend the vessel.

CAPTAIN & CREW

When the PCs make a DC 15 Knowledge (local) check or Knowledge (nobility) check randomly determine what they know of the ship's captain and crew.

D10	INFORMATION KNOWN
1	The captain's cruelty is legendary.
2	The captain of this ship is renowned for her hatred of sahuagin.
3	Several undead serve among the crew.
4	The captain is a particularly skilled sailor. He knows of several isolated islands on which he stores treasures.
5	For a pirate, the captain is scrupulously honest and abides by the letter of any agreement he makes.
6	The captain loves watching his captives fight to the death for the privilege of joining his crew.
7	The captain worships sea demons and keelhauls his captives as sacrifices to his briny masters.
8	The captain is known as the "The Whoreson." He has a prodigious capacity for ale and song.
9	The captain was once a noble of a far-off realm, but murder forced her to flee her kin. They search for her still.
10	The captain is wildly paranoid. Few serve on his vessel long.

When the PCs make a DC 20 Knowledge (local) check or Knowledge (nobility) check randomly determine what they know of the ship's captain and crew.

D10	INFORMATION KNOWN
1	The first mate of this ship is a monstrous, mute minotaur.
2	The captain is a drunk; in reality his first mate runs the ship.
3	Several infamous pirates (Mad Ilmonen Harron and Geral Dolphin Bane) serve aboard the ship.
4	The captain was once a simple merchant who grew tired of being the prey.
5	The captain wears outlandish wigs made from the hair of his victims.
6	Several of the crew of this vessel are sahuagin and they eat the flesh of the fallen.
7	The crew contain several renegade aquatic elves.
8	The crew are deranged cannibals. Sometimes when they are in port, they kidnap and eat those wandering too close to their vessel.
9	The crew are drug addicts and when under the influence immune to pain and reason.
10	The crew have sworn a dark pact with an elder thing dwelling in the briny deeps.

PAST EXPLOITS

When the PCs make a DC 15 Knowledge (history) check randomly determine what they know of the crew's past exploits.

D10	INFORMATION KNOWN
1	The crew have sunk many merchantmen in the last year, but seemingly remain impoverished.
2	The crew took the merchantman <i>Ocean Swift</i> through treachery and duplicity.
3	Rivals with the <i>Devil's Fork</i> . The two crews attack each other on sight.
4	The crew have an alliance with a tribe of sahuagin who guard their treasure.
5	The vessel occasionally transports legitimate goods and travellers.
6	Two years ago, the crew rose in mutiny and disembowelled their captain.
7	A year ago the crew were becalmed for several weeks; rumours tell they turned to cannibalism to survive.
8	The captain recently slew a sea serpent single-handed. Some of the crew now wield shields crafted from its gigantic scales.
9	It is better to die or flee in an open boat than to fall into the hands of this crew.
10	Not only pirates, this crew are also slavers. They kill the old, infirm and very young before transporting the survivors to distant ports.

When the PCs make a DC 20 Knowledge (history) check randomly determine what they know of the crew's past exploits.

D10	INFORMATION KNOWN
1	Occasionally smugglers as well as pirates, the crew have contacts with the thieves' guilds of several ports.
2	The crew know of an isolated island upon which sits a ruined donjon. They hide their treasure deep within its cellars.
3	The crew massacred a trading mission of aquatic elves last year.
4	The crew looted several merchantmen last year and left the survivors on a deserted island.
5	The crew occasionally hire themselves out as mercenaries.
6	The captain enjoys keelhauling captives. He forces captives to fight among themselves for the privilege of escaping that fate.
7	On their last cruise, the vessel discovered the rotting body of some kind of elder tentacled being.
8	The crew enjoy hurling their captives into the maws of the sharks that often trail their vessel.
9	The crew are reputed to be making a new sail for their ship made from the stretched and tanned skins of those they slay.
10	The crew often prey on fellow pirates; waiting out to sea they attack vessels returning to port after a successful foray.

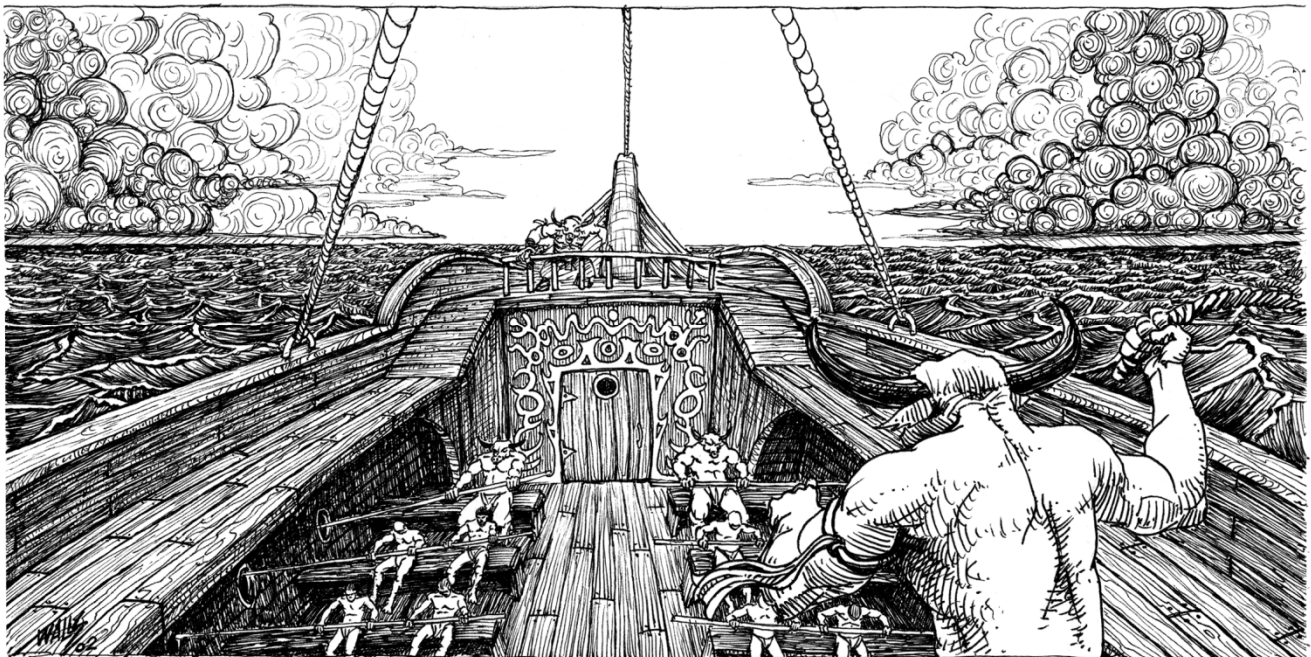


TABLE D: FLAGS AND FIGUREHEADS

D%	FLAG
01-02	Black dragon
03-04	Black wolf
05-06	Bloated corpse
07-08	Bloodied axe
09-10	Bloodied hawk
11-12	Blue wyvern
13-14	Broken anchor
15-16	Broken oar
17-18	Burning sail
19-20	Cracked hourglass
21-22	Cracked skull
23-24	Crimson shield
25-26	Crossed scythes
27-28	Devil holding a scythe
29-30	Eye pierced by a dagger
31-32	Flaming devil
33-34	Flaming moon
35-36	Flaming sun
37-38	Gouged eye
39-40	Grinning demon head
41-42	Headless skeleton
43-44	Holy symbol
45-46	Jagged blade
47-48	Kraken
49-50	Lightning bolt
51-52	Lion head
53-54	Moon dripping blood
55-56	Mystical symbol
57-58	Octopus' tentacles
59-60	Pierced heart
61-62	Plain black
63-64	Plain scarlet
65-66	Ragged wing
67-68	Rampant demon
69-70	Reaper
71-72	Red skeleton
73-74	Red spot
75-76	Scarlet eye
77-78	Scarlet wave
79-80	Shark's jaw
81-82	Skeletal hand
83-84	Skull
85-86	Smashed
87-88	Smashed bones
89-90	Snake entwined about a sword
91-92	Snake's head
93-94	Three skulls arranged in a diamond formation
95-96	Thunderbolt
97-98	Twisted worm
99-100	White circle

D%	FIGUREHEAD
01-02	Albatross
03-04	Black dog
05-06	Cockatrice head
07-08	Cresting wave
09-10	Dragon turtle head
11-12	Dragon's head
13-14	Eagle's head
15-16	Famous personality
17-18	Ferocious devil
19-20	Five-headed hydra
21-22	Giant hand
23-24	Giant mosquito head
25-26	Golem's head
27-28	Gorgon head
29-30	Griffon head
31-32	Grinning demon
33-34	Grinning ghoul
35-36	Grinning skull
37-38	Hag's head
39-40	Harpy
41-42	Hawk's head
43-44	Headless woman
45-46	Hippogriff's head
47-48	Hunk of charred wood
49-50	Infamous personality
51-52	Kraken's head
53-54	Lightning bolt
55-56	Lion head
57-58	Mail-clad female warrior
59-60	Mail-clad warrior
61-62	Manticore's tail
63-64	Raven's head
65-66	Roaring lion
67-68	Serpent
69-70	Shark's head
71-72	Specific deity
73-74	Specific demon or devil
75-76	Striking cobra head
77-78	Three-headed chimera
79-80	Three-headed dogs
81-82	Tiger head
83-84	Unicorn head
85-86	Vulture's head
87-88	Wolf
89-90	Writhing snakes
91-92	Writhing tentacles
93-94	Wyvern's head
95-96	No figurehead
97-98	Bizarre combination of two heads
99-100	Bizarre combination of three heads

PIRATE EPITHETS

D%	
01-02	Admiral
03-04	Black Leg
05-06	Blackbeard
07-08	Blessed
09-10	Brother/Sister
11-12	Chopper
13-14	Clean Shaven
15-16	Crazed
17-18	Crimson
19-20	Cursed
21-22	Dark King
23-24	Devil's Bitch/Bastard
25-26	Ebon-tongue
27-28	Ferocious
29-30	Fire Fist
31-32	Foul Mouth
33-34	Gouger
35-36	Greybeard
37-38	Iron Mace
39-40	Longshanks
41-42	Lord of the Waves
43-44	Lucky
45-46	Mad Dog
47-48	Merciless
49-50	Nails
51-52	Ocean Terror
53-54	Ocean's Scourge
55-56	One-eye
57-58	Pitiless
59-60	Red
61-62	Red-hair
63-64	Salt Beard
65-66	Scarlett
67-68	Scarlett Falcon
69-70	Sea Knight
71-72	Sea Dog
73-74	Sea Reaper
75-76	Shark Face
77-78	Slasher
79-80	Snake
81-82	The Executioner
83-84	The Lion
85-86	The Mad
87-88	The Sea Wolf
89-90	The Swift
91-92	The Walrus
93-94	Tiger of the Sea
95-96	Two-chins
97-98	Unlucky
99-100	White Death

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John Bennett, Andrew Glenn and David Posener

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