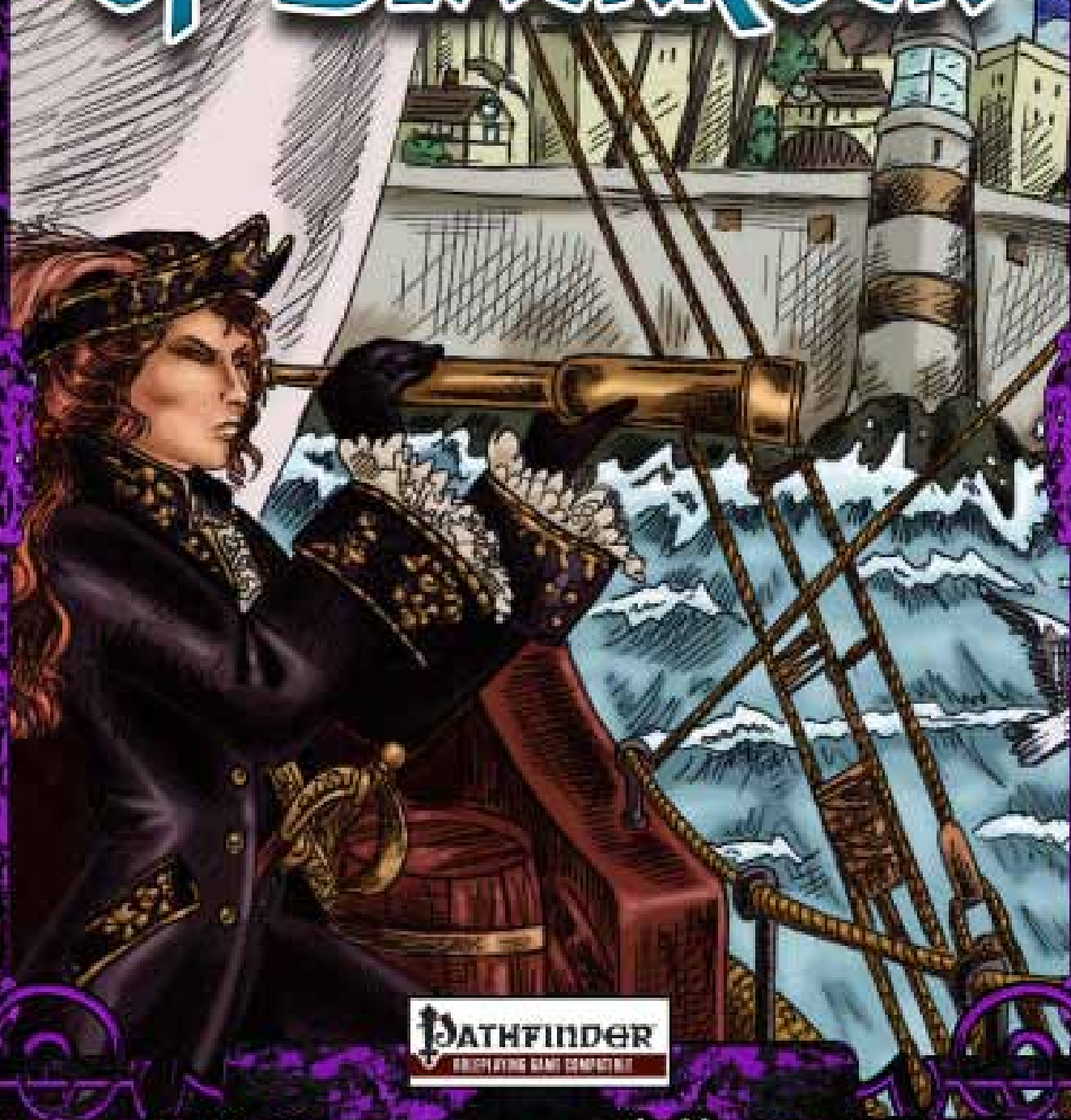




LOCATION GUIDES

THE PIRATE HAVEN OF BLACKROCK



PATHFINDER
UNPLAYING CARD COMPANION

Darren W. Pearce & Gillian M. Pearce

WHAT IS THIS SUPPLEMENT?

Welcome to the *Pirate Haven of Blackrock*, first in the Location Guide series from Darren W. Pearce and Gillian M. Pearce. These are *Pathfinder RPG Core Rulebook*-compatible settings that can be used as-is, or can be modified as desired to match your campaign needs. This location series is designed as a toolbox for the GM to draw ideas from, or to use as a quick plug-in backdrop for your own campaign if you're short on prep-time. Additionally, despite including some game stats, with a little tweaking, you can use these locations in virtually any system/setting you want.

PIRATE HAVEN OF BLACKROCK

CN Large Town

Corruption +2; Crime +4; Economy +2; Law -1; Lore +1; Society -0

Qualities free city, legendary marketplace, notorious

Danger +20

DEMOGRAPHICS

Government Overlord (pirate queen)

Population 2,750 (2,000 humans; 250 half-elves; 250 half-orcs; 100 dwarves; 150 other)

Marketplace

Base Value 5,200 gp; **Purchase Limit** 37,500 gp; **Spellcasting** 5th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

OVERVIEW

A few hundred years ago, a group of explorers and corsairs established a small settlement on an uncharted island. As time passed, it grew to be a notorious pirate town.

Population: 2,500 assorted rogues, vagabonds, and cutthroats live in town at any given time. The town is a melting pot for all kinds of travellers, and the population often swells to 3,000 or more—due to rumors that unexplored ruins upon the island of Korte and the waters surrounding it are home to vast treasure.

Government: Pirate Queen Cassandra Blackthorne (see **Appendix**) rules the rogues of Blackrock, and she has a number of loyal, well-armed, and dangerous cohorts who back her up. The Blackrock Corsairs are some of her most feared enforcers.

Armed Forces: The Blackrock Corsairs (500); Old Gentry's Troop (200); and assorted allied corsairs, pirates, and troublemakers. Cassandra tends to let the pirate forces police themselves.

Supplies: Ole Jack's Goods (area **23**; Holan Jack), The Sharp Blade (weapons shop in area **24**; Segrid Haversun), Madame Lustra's Finery (clothes shop in area **35**; Carlotta Lustra), The Seaman's Chest (sailing supplies in area **25**; Herbert Bunt), and Drakkar's Sundries (area **26**; Jos Drakkar).

Temples: The God of the Sea (Water; area **27**; priestess Myranda), One-Eye's Shrine (old pirate legend temple in area **10**), The Lady's Temple (Death; area **29**; Sister Clarine), Fortune's Temple (Luck; area **28**; Thaddeus Broker).

Inns: The Sailor's Rest (area **30**; the Meerdeen family), the Broken Mast (area **12**; the Jaavers), the Lady Lucille Inn (area **31**; Lucille Kallisto), and the Silver Galleon Inn (area **40**; Sam Varras)—the most expensive of the inns, with rooms costing twice as much as the others.

Taverns: Cat'n'Cutlass (area **8**; Bess), Threadbare (area **13**; Bodik Pont), Old Ma Ma's (area **32**; Ma Ma, aka Mother Margo), Porter's Place (area **34**; Alan Porter), and Lusty Lucy's (area **18**; Morgan family).

Services: Madame Kostra's Brothel (area **36**; Madame Sara Kostra), The Bear Pits Fightin' Club (area **19**; Black Thomas Rude), Bank of Blackrock (area **37**), the Insurer Koldistan (area **38**; Guylian Koldistan), and Purdey's Gamblin' Den (area **39**; Purdey Koldistan).

BLACKROCK'S HISTORY

To understand the history of Blackrock, first it's necessary to examine the history of Korte Island. Once the home of a notorious tribe of savage monsters called the Vasha, Korte had a reputation as a vile and dangerous place somewhere in the region known as the Blackblood Sea. Korte ensnared many travellers, and the Vasha sacrificed the visitors to their dark god Nepa. They took their victims' treasures and valuables, having no use for such trinkets, and tossed

them into chambers in their subterranean hive and temples. Over thousands of years, the Vasha amassed quite a collection of wealth, which lay hidden until the calamity which brought doom upon them and wiped their whole race from the annals of history.

The Vasha captured a ship called the *Argossus*, the pride of the Isyrian Fleet and captained by a murderous man known as Carlyle. Rather than suffering the same fate as his predecessors, due to his association with a cunning entity known as the One-Eye, he wrought destruction on the monster race, and his crew followed suit. The Vasha were not prepared for such ferocity, for the man gave no quarter and took no prisoners.

Over the six months that followed, more of Carlyle's ships landed on the island and brought with them terrible weapons of war. They systematically hunted down and murdered the Vasha in their homes, lairs, and tunnels. Then one of Carlyle's soldiers breached an ancient temple to Nepa and saw the gold there. It was the beginning of the end for the Isyrian captain, because faced with such a wealth of gold, gems, weapons, items, and trinkets galore, greed—that basic of human emotions, especially among the more corsairlike people—took over.

Once the Vasha had been dealt with, the corsairs began fighting among themselves on land and sea, each trying to claim a swath of the treasure for their own. So bloody were these battles and so ferocious that they left a slew of bodies and a lake of blood across the beaches and waters around Korte. Hundreds of ships were sunk, thousands were killed, and even more treasure was lost at the bottom of the ocean.

At the end of the six months, after the defeat of the Vasha, the *Argossus* and the *Crogan* were the only two ships remaining. Both commanded by ruthless corsairs, the two vessels met in open combat on the waters to the southeast of the island, and they hammered each other for hours before they closed in for the kill. By the skin of her teeth, the fire-haired Captain Alison managed to end the life of her rival, and as her ship was damaged beyond repair by the *Argossus's* cannon barrage, the final shot skimmed past her and buried itself on the shore. The battle for the island and its treasure was over.

The survivors, some 60 men and women, made it to shore. Using the materials they salvaged from the damaged ship, they constructed shelters before the night fell. Over the next few days, they worked to bring the



Crogran onto the beach, and there the ship remained, becoming their home. They knew other ships tended not to pass near the Island of Korte, and so, too, did they know the Isyrian homeland had given them up for dead, especially when the survivors received no word from Isyrian over the next few months.

The human spirit is indomitable, though, and the small settlement took a life of its own. Slowly, their numbers grew as people made homes and created families. A strong sense of camaraderie and love brought the corsair survivors together in a way which would echo into the future.

The modern Haven of Blackrock owes a lot to the previous brave souls who followed their respective captains, but then realized that survival was more important than who had the biggest share of riches they could never spend. Over the years, the small population swelled, and eventually word spread of the treasure, and rather than fleets of warships, small explorer-laden vessels swept through the waters towards Korte. When the treasure hunters landed at the shore, they found a small pier and a group of welcoming souls, part of a thriving community. Rather than try to take the gold by force, the travellers mostly joined in with the spirit of the small settlement; they helped out, made homes, and they expanded the place until it spread further along the shore and into the tree line.

Suddenly, Blackrock was no longer a beach dwelling with a broken galleon: it was a village. Then, a few years later, it spread so far as to become a prosperous town, as more and more explorers came to plumb the depths of the old Vasha ruins and find gold, adventure, and more.

Now, it is a large sprawling port town with numerous docked ships, a quick-witted and vicious pirate queen, and more secrets than the number of planks on a ship's deck.

WHAT DOES BLACKROCK LOOK LIKE?

Blackrock is a sprawling town resting on the southeastern shore of the Island of Korte. It is a maze of streets, waterways, piers, and docked ships; some of which are permanently docked to the wooden walkways. Numerous lanterns and lamps hang on thick guide ropes and lie suspended over the makeshift streets. This chaotic layout serves the town's Dock Area quite well. The pride of the Dock

Area is the restored-but-non-seaworthy home of the Pirate Queen Cassandra, the one-time wreck of the *Crogran* (area 5).

The town is surrounded by a large white stone wall that leads up to a pair of lighthouses, which are situated in a manmade C-shaped sea dock; they cover the south and east sea-gates, the only ways into the Haven of Blackrock by boat.

The town continues to spread into the northern part of the island, and the further in, the buildings become a little more traditional but still display a nautical theme about them. There are proper streets in the Middle Area, or the Explorer's Area, as it is often known by the locals, where you can find the Bear Pits Fightin' Club (area 19). Then further to the north, up the side of the black rock hill is the high end of the town, where the affluent businesses like Madame Kostra's Brothel (area 36), Bank of Blackrock (area 37), and the Insurer Koldistan (area 38) reside. This area is often known as the Gold Area or the Financial Area. It is also where Cassandra has her mansion retreat (area 42)—when she tires of her days spent in the ship-home the *Crogran* and seeks relaxation and companionship.

At night, the town comes alive with the revels of the various people; and lights from street lanterns and lamps, candles blazing in home windows, and flaming bonfires in the various town squares fill the night. The beams from the two lighthouses play across the dark waters, and the whole scene appears magical.

THE AREAS OF BLACKROCK

DOCK AREA

1. Sea Wall East: Strong storms have weathered this eastern portion of the sea wall, which is covered in part by barnacles and pockmarks from past cannon fire. The wall is thick enough to withstand the barrages of enemy ships, and it has several hidden cannons with which to surprise unwelcome visitors. It has a large pair of steel sea-doors that can be closed and locked to prevent passage.

2. Sea Wall West: This portion of the massive sea wall has numerous secret passages running through its stonework which allow the wily pirates to load and unload cargo on the western side of the island without ships needing to dock—and to avoid

MAP KEY

1. Sea Wall East
2. Sea Wall West
3. Sea Wall South
4. Main Pier
5. Cassandra's Ship
(the former Crogan)
6. Lighthouse South
7. Lighthouse East
8. Cat'n'Cutlass Tavern
9. Walkways
10. One-Eye's Shrine
11. Water Square
12. The Broken Mast Inn
13. Threadbare Tavern

14. Port Authority Building
15. Shipwright and Dry-Dock
16. Explorer's Square
17. Well
18. Lusty Lucy's Tavern
19. Bear Pits Fightin' Club
20. Government House
21. Blackrock Corsairs
22. Gentry's Troop
23. Ole Jack's Goods
24. The Sharp Blade
25. The Seaman's Chest
26. Drakkar's Sundries
27. The Sea God's Temple
28. Fortune's Temple
29. The Lady's Temple

30. The Sailor's Rest Inn
31. The Lady Lucille Inn
32. Old Ma Ma's Tavern
33. Jailhouse
34. Porter's Place Tavern
35. Madame Lustra's Finery
36. Madame Kostra's Brothel
37. Bank of Blackrock
38. Insurer Koldistan
39. Purdey's Gamblin' Den
40. The Silver Galleon Inn
41. Noble Row
42. Blackthorne Mansion
(Cassandra's Retreat)
43. Gold Square
44. Land Gate



scrutiny from any agents or ships that might not be allied to the corsair contingent of Blackrock. There are cannons here as well, but no sea-gates.

3. Sea Wall South: The southern section of the sea wall is likewise pockmarked from cannon fire from several hostile engagements. The wall here has been reinforced from several local stone sources and it features the largest of the sea-gates and provides direct access to the interior of the sea-dock. It has another surprise for any errant trespassers or anyone trying to flee: a large, sharp, clawlike device can be raised from under the gate to scupper any ship passing through without proper authorization.

4. Main Pier: The main pier of the docks is a long construction which binds the smaller walkways running between the ships together. It is made from sturdy materials and reinforced with air-filled barrels under the dock. This extra buoyancy comes in handy when fierce storms batter the island's coast. A group of dockhands who call themselves the **Night Crew** (N male and female human commoner 2) patrol the pier; they oversee the action on the docks, ensuring that the various ships' crews behave themselves

5. Cassandra's Ship: The *Crogan*, as it once was called, was a huge galleon which belonged to Captain Carlyle. It was Cassandra's ancestor who killed the man and claimed the first spot on the island. The ship was a massive, many-gunned behemoth, and it has now been rebuilt and secured on the island's shore as part of the Dock Area. The masts have no sail but are instead attached with huge ropes to large poles driven into the ground around the vessel. The interior is fit for a queen, and it has numerous rooms and secret passages running throughout. Cassandra's cabin is a sumptuous bedroom which boasts a huge four-poster bed and a sunken deep bath inlaid with grey and black marble.

6. Lighthouse South: The southern white-and-black-stone lighthouse is the larger of the two; it has four floors and a big crystal lamp with numerous lenses to focus its beam out to sea perfectly. Its lamp possesses an enchantment that allows it to shine clearly, even in the most inclement weather—this is more a function of the ancient lamp-stone drawn from the Vashan ruins further inland. The current lighthouse keeper is a man named **Abraham** (N male human expert 5), a reclusive elderly gentleman who once captained a fishing trawler in the local seas. His trawler, the *Dusty*, was sunk by the demon-bound ship of Captain Llewellyn Pike (see **Secrets**, page 23).

Story Hook: Lamp Stone Theft

Plot: The southern lighthouse (area 6) has a problem, a big problem, and it's up to the player characters to solve this one. Abraham, the lighthouse's owner, has heard that the PCs are pretty good at getting to the bottom of things, and he offers to pay them a tidy sum and put in a good word to Cassandra on their behalf if they look into the theft of the lamp-stone. Without it, the lighthouse won't function, and his trusty weather eye says there's a nasty storm on the horizon. So they best hurry!

It's true; the lamp has been stolen by an opportunistic young thief named **Marina** (CN female human rogue 3; use the burglar^{GMG}). She has plans to use the stone to dive as deep as possible to see if she can't get to the treasure below the waves—forget the dangerous ruins! There's loot in the hulks of ships there that have met with Davy Jones.

PCs' Allies: Abraham (area 6), Blackrock Corsairs (area 21).

PCs' Enemies: Marina, Marina's small gang.

What can happen? The PCs track Marina to her hideout after observing her trying to get a captain to sail with her to find the wrecks. There's a fight, and the PCs can try to seduce Marina, capture her, or blackmail her. Heck, they might even decide to help her!

Complications: Cassandra sends some more men after Marina and they have it in their minds to kill the girl, steal the lamp themselves and go on their own little jaunt.

Further Adventures: Cassandra is impressed enough by the PCs that she has some little jobs she wants them to do.

7. Lighthouse East: The smaller eastern lighthouse is made of grey stone and is fitted with a similar lamp-stone. The lighthouse has two floors, the lower keeper's floor and the upper lamp assembly. **Aya Brynde** (LN female human commoner 4) is the buxom keeper of the eastern lighthouse, an effervescent 30-year-old blonde woman with aspirations of being a captain herself one day.

8. Cat'n'Cutlass Tavern: This rowdy and ramshackle tavern sits on the northeast side of the pier. It is suspended on a massive wooden platform

with thick legs that are anchored into the sea bed. The tavern's wooden sign is painted with a black cat sporting a fetching eye patch and armed with a sharp metal cutlass. The exterior of the tavern is weather beaten and the roof has a few missing black tile slates. The interior is strewn with sawdust and straw to mop up spilt beer and blood. The tavern rings, day or night, with lusty sea shanties, bawdy songs, and the raucous laughter of the patrons. It also rings with the sound of pistol shot, clashing swords, flying fists, and broken bottles. The proprietor is a slim, dark-skinned woman in her forties called **Bess** (CN female human fighter (brawler) 5), who knows a bit about fighting. It serves modest fare and since Bess doesn't like fish, she only has a few basic dishes.

Prices: fair.

9. Walkways: These wooden paths link the various ships and homes on the Dock Area. A small crew of dock workers who report directly to the Port Authority and Master Grayson maintain them.

10. One-Eye's Shrine: The shrine to the ancient creature known as One Eye is a dominant part of the docks. It is a curved construction comprised of deep sea-green stone and black pearl. At the shrine's center rests a silver clam shell that acts as a receptacle for various offerings left to One-Eye. These offerings include burnt seaweed, grog, rum, coins, and even the odd splattering of blood. No one seems to tend the shrine, yet it remains untouched and pristine, as though it had been built yesterday. More about One-Eye can be found in the **Secrets** section of this book (page 23).

11. Water Square: This central docks area is comprised of a large stage-like construction made of weathered white stone; it is raised out of the water on stilts and linked to the maze of walkways by a central pathway. At the square's center is a large bonfire which is lit at night. It functions as a gathering place and impromptu market where anything can be bought for the right price. There are often slave auctions held here as well as the other squares of the town, thus there's a raised wooden platform where the captives can be auctioned off. There is also a set of stocks and a chopping block here.

12. The Broken Mast Inn: Set in the wreckage of an old galleon, the Broken Mast is the brainchild of the inn's landlord and the ex-gunnery sergeant from a ship called *The Pride of Isyr*. **Konrad Jaaver** (CN male human fighter 4) and his wife **Judith Jaaver** (CN female human oracle^{APG} 3) look after their galleon

Story Hook: THE CULT OF ONE EYE

Plot: The Cult of One-Eye is out and about on the streets, looking for that certain someone who might be the next big sacrifice to their sea-borne god. That someone might be a player character, but the cult's leader is likely to try to nab the most powerful person central to the town's life: Cassandra Blackthorne.

Madness, yes, but cults are usually run by the insane. So the cult's plans to capture her when she makes one of her trips to the Bank or the Financial Area. They have an ace up their collective sleeves, too. One of the people close to Cassandra is a man called **Erik Fortin** (NE male human rogue [charlatan^{UC}] 8), and he's looking to move up in the world, and getting Cassandra out of the way is central to his plans. He's also planning to backstab the cult, too just because cults aren't in his long-term goal for Blackrock. Yes, he thinks that far ahead.

PCs' Allies: Cassandra Blackthorne (area 5 or 42), Captain William Blake (one of her Blackrock Corsair captains and the town's mayor; area 20), Clancy Jack (a shady assassin employed by Blackthorne; see below).

PCs' Enemies: **Mason Omik** (NE male human cleric [One-Eye] 6), the cult's leader and frazzle-haired, olive-skinned psychopath; the Cult of the One-Eye; **Pratt the Strong** (NE male human fighter 1/rogue 1; use street thug stats^{GMG}).

What can happen? The player characters might witness the kidnapping or be approached by a helpful NPC who knows more than he lets on. Or the PCs might be approached by the cult to help them kidnap the leader.

Erik Fontain may send his assassin, **Clancy Jack** (NE male human rogue 5/assassin 2), to deal with them, but Clancy is in the pay of Cassandra, and he uses this fight to inform the PCs about the plot. The cult tries to kill everyone—mass cult attack!

Complications: One of the PCs is kidnapped to be a sacrifice to One-Eye—the PC is rescued in the nick of time, we hope.

Further Adventures: This isn't the only place the cult operates; they have a secret temple on the island, and it's time to eradicate that place once and for all.

home and inn, keeping the rooms and the clientele happy. They enjoy an open relationship, and are often found sleeping around with any guests who want to enjoy their unique take on “welcome” breaks. The inn boasts some clean rooms and unique dining furniture, and it is a popular place for gambling and whoring on the docks. The inn serves some fine fish cakes and a beautiful buttery sauce for a staple dish.

Prices: moderate.

13. Threadbare Tavern: If you want a watered-down beer, a terrible grog, and a cheap place to boast about the “one that nearly got away,” the Threadbare tavern is that place. Off to the southern end of the dock and nestled between a pair of hulking galleons is a

STORY HOOK: THE CARGO RUN

Plot: This is a variant on a package scenario which is often popular at conventions and for one-shot games. The idea is pretty simple: give the player characters an important package, one they cannot open, then you send them off to deliver it to a distant location. Along the way, they’re beset by all kinds of troubles and trials. The cargo itself might be nothing important, or it might be a really powerful magical item; it could actually be something of great importance—like the only thing standing between two rival kingdoms and total war.

PCs’ Allies: It helps to have one or two good, solid allies for the PCs. In this case, it would be Master Grayson from the Port Authority (area 14) and Jos Drakkar (area 26).

PCs’ Enemies: Numerous factions who want the cargo for themselves, fellow pirates, ships from other kingdoms, or just greedy men and women who decide the cargo has to be valuable.

What can happen? Any cargo ship is attacked at sea. The PCs may well be attacked en route to the docks. The cargo can be stolen, recovered, stolen again, and so on.

Complications: What’s contained in the package is extremely dangerous, and once released, it becomes deadly for all involved.

Further Adventures: Perhaps the PCs become regularly involved in shipping cargo (some of the best trading games in popular culture are things like *Elite*, for example).

small, single-story, pokey little building with a hastily painted sign, no picture, just the misspelled word: Tavun. The interior is basic, with only a few tables, a bar, and a small central fire pit which leads up to a ramshackle chimney flue. A small grubby dwarf by the name of **Bodik Pont** (N male dwarf expert 5) runs the Threadbare, and his grasp of the common tongue is not particularly good—he often misspells things and sells his goods at the cheapest prices in town. His food is decent enough, as long as you don’t mind weevils in everything, Bodik really likes weevils.

Prices: cheap and cheerful.

14. Port Authority Building: All sea traffic goes through here; most of it is kept all above board and legal in the building (apart from those little oversights, which Master Grayson ignores). The Port Authority sits on the shore of the beach and is a large L-shaped grey stone building with impressive barred windows and a green tile roof. **Master Grayson** (LN male human fighter 7), a retired navy captain, spends his time here. He’s a taciturn man, of around 60 who is full of lofty ideas of loyalty and honesty. The perfect man for the job, according to Cassandra Blackthorne. Of course, she asks him to ignore certain things, and Grayson does so with a reluctant snort.

15. Shipwright and Dry-Dock: This huge construction links to the docks and is where the ships are built, repaired, and modified. There are berths for a large number of vessels, and the whole shipyard uses a simple lock-style mechanism for raising and lowering boats in the water to allow them to be worked on fairly safely. Grayson and his port authority staff keep a watchful eye on this area. The man in charge here is **Shipwright Donal** (N male human expert 5), who is a heavily accented fellow with a bald head and a mass of nautical tattoos.

EXPLORER’S AREA

16. Explorer’s Square: Set on the cobbled streets of this area, the Explorer’s Square is a huge gathering place dominated by a many-tiered well and several auction platforms, market stalls, benches, and tables. Many residents of Blackrock can found here in various states of drunkenness during most times of the day.

The sights an onlooker sees vary from the mundane to the bawdy and beyond. It truly is a cosmopolitan place, and the various ladies of the night who don’t work for Madame Kostra ply their trade openly here.

17. Well: Part of the Explorer's Square is an old dry-stone well which often has one or two unlucky guests—usually thrown in by rowdy corsairs or angry market-stall owners.

18. Lusty Lucy's Tavern: This large, ornate, U-shaped tavern building sits on the eastern side of the square, just between two big houses which are homes to the three siblings who own the tavern. **Lucy Morgan, Pepper Morgan, and Coldin Morgan** (N female and male human expert 4/warrior 1; as per barkeep^{GMG}) are the joint owners of the Lusty Lucy's Tavern. The name is a misnomer because Lucy is, in fact, as prudish as they come; it's her sister Pepper who is the lusty one.

Coldin is far too interested in boats to notice women, and there are rumors that he might just be completely dead from the waist down. Of course, these unkind words are usually directed at him by Pepper, who likes to tease her brother. He is a handsome man, but his mind is just elsewhere.

Lucy's Tavern serves good-quality drink and food, with a few varieties of spiced grog. The tavern's interior is well kept and rather spacious, with dim lighting and large tables for big groups of drinkers.

Prices: expensive.

19. Bear Pits Fightin' Club: Despite club's name, there are no bears in this large building, which is attached to a ring in a barnlike structure at the back. Here the owner, **Black Thomas Rude** (N male human barbarian 3/fighter 3; as per gladiator^{GMG}), runs a legitimate fighting ring that takes all comers, be they veteran or not. He often sets up customized matches for his patrons that pit rivals against rivals, or he throws adventurers up against the island's killer monsters. Lately, he's actually started to think about finding some bears and bringing them to the island, so he can see how they perform against the pit fighters. His champion, at the moment, is a rough-looking brute of a man, more beast than human, called **Keeler** (CN male wereboar barbarian 5).

20. Government House: This auspicious-looking building is where Cassandra and her various cohorts go to make laws concerning Blackrock. It's a three-story repurposed warehouse which has been made to look more important than it is. A large clockwork timepiece has been installed in the front part of the house, and the windows are magnificent stained-glass affairs that depict some of the various vessels which have plied the waters around the town.

Story Hook: Ghosts of the Past

Plot: It's been seven years since anyone has heard of *The Devourer*, the ship belonging to **Captain Llewellyn Pike** (see **Appendix**), a murderous corsair who hunted the seas of Korte and surrounding areas.

A bedraggled madman stumbles into the tavern where the PCs are drinking. His hair is snow white, his eyes are wide and staring, and he appears to be in shock. Before he can blurt out the words properly, he drops dead at the PCs' feet. In his hand, he's clutching a scroll case, inside of which is a set of orders.

The orders demand that he, **Sir William Brook**, take a vital trip through the Shard Reef to find a small island called Okante. The rest of the letter details the location of a treasure cache which once belonged to Captain Pike.

If the PCs follow the directions and charter a ship, they are attacked along the way by *The Devourer*, a demon-bound ghost ship that cannot be destroyed until a certain criteria is met. More on *The Devourer* can be found in the **Secrets** section (page 23).

If the PCs manage to drive off or elude the ghost ship, they can get to the island. The island's treasure is a large chest which contains gold, gems, and a sizable cache of other valuables (15,000 gp in all)—it also contains a painting of *The Devourer*.

The PCs don't know this yet, but the only way to destroy Pike's cursed vessel is to burn the painting in one of the bonfires in Blackrock. *The Devourer* should harass them all the way back to the town.

PCs' Allies: Anyone who isn't one of Pike's crew or Pike himself.

PCs' Enemies: Pike's crew, Pike himself, *The Devourer* (demon-bound ship).

What can happen? The PCs are hunted across the dark waters as they race to and from the island. They can be attacked by Pike's ship, and each time they sink it or kill one of his crew, the ship and the lost crewmen return the next night.

Complications: Other pirates have heard of the treasure and they also want it, so there's a race to the island and to the cache.

Further Adventures: Pike's island cache wasn't the only hoard; there are rumors of even more loot. Pike's sword and pistol are wanted by a collector, and she's willing to pay twice as much as anyone else on Blackrock to get them.

The Government House has an impressive marble and dark wood interior, with numerous rooms. A cavernous meeting room for the corsairs is on the upper floor.

William Blake (see **Appendix**) claims the building as his. Blake is a clever man with a smart mind and a smart sense of dress; he's a fellow corsair and captain. He is also infatuated with Cassandra. Blake functions as her governmental head and is the closest thing to a mayor the town has.

21. Blackrock Corsairs: In an old fortified alehouse which the elite captains and their crew, the notorious **Blackrock Corsairs** (CN male and female fighter [free hand fighter^{APG}] 1; see **Appendix**)—the finest, most infamous scurvy dogs this side of the sea—frequent. They claimed the alehouse when the former owner **Bruss Drew** (N male human exp 3) lost it in a game of Blind Man's Finger—a notorious variant of Five Finger Filet or Mumbly Peg.

It is a large sprawling building with numerous secret passages, hidden chambers, lavish rooms, and a fair share of stolen treasure. It is the part-time home of William Blake and the full-time home of Blake's niece, **Georgina Spratt** (N female human gunslinger 2). She's a wilful, dark-haired harridan of

a girl, 18 summers if she's a day, and she can shoot a musket and fence as the equal of many a man, thanks to Blake's rigorous training.

The Corsairs number 500. They spend their time between the house, their own homes, and the various drinking establishments around Blackrock. They are the final line of the law in the town, though Sheriff Bennet McFarly (area 32) tries to temper them into bringing violators to the jail.

22. Gentry's Troop: Not as impressive as the Blackrock Corsairs, and numbering only 200 men and women, is the local militia called **Gentry's Troop** (N male and female human warrior 1; use foot soldier^{GMG}).

They meet up at an old warehouse on the southwest side. It's been turned into a functional headquarters for the group, and a surprisingly effective base of operations. It is packed with weapons, pistols, spare cannons, and enough explosives to level most of the area in one blow.

The members come from all walks of life, and many of them are just good-natured townsfolk trying to protect what's theirs. They're led by a man called **Richard Gentry** (N male human fighter 5), a well-spoken and tactically minded landlubber who knows his way around a skirmish.



23. Ole Jack's Goods: A little way to the west side of the area is a small, curious building; it has a massive anchor outside the doorway to the right, leaning against the far wall. The sign just reads: Jacks. The window is reminiscent of a fine cut-glass captain's cabin window on a galleon.

The interior is dark and smoky, with various goods hidden inside. There are shrunken heads, sharks'-teeth charms, and all manner of interesting trinkets and findings for the buying. A small, thin dwarf called **Holan Jack** (N male drug-addled dwarf expert 3), a one-eyed shaven fellow with a harsh limp, owns and runs the place.

Holan is also addicted to smoking a seaweed intoxicant called Duba. The weed numbs the pain of his shark bite and gives him hallucinations. Ole Jack's is perfect for putting items into the PCs' hands that might not normally show up elsewhere.

24. The Sharp Blade: Nestled in a quiet corner of the town is a large L-shaped shop complete with forge, ironmongers, and a rather impressive counter behind which are displayed some of the finest weapons on the island.

These are the creations of the owner **Segrid Haversun** (CG female human fighter 3/expert 5), a

white-haired matronly woman with muscular arms and knowledge of steel-craft beyond many in the town. Segrid is a fine swordswoman, as well, and wields a sharp-looking cutlass. She can make custom-designed weapons to order and, with the help of her apprentice craftsmen, she has increased her business output quite considerably over the years.

25. The Seaman's Chest: This quaint netting-covered building has all kinds of supplies a worthy seaman might need. It has a huge selection of rigging types, nets, ropes, belaying pins, and even a few replacement wheels for a ship. The green-glass windows are circular and set in wooden frames; it gives the frontage of the shop an almost wine-rack kind of feel and distorts the goods in the window.

Inside the shop, the heady smell of pipe weed flows through the air. The shop's owner is a craggy old sailor by the name of **Herbert Bunt** (N male human warrior 2/expert 2).

Herbert used to be a farmhand until he sailed on the *Dawn Moray* and found himself on Korte. He soon fell in with some old sea dogs and decided he'd open his own shop; he also does custom scrimshawing for the right price (which is often a pint of beer).



Story Hook: Once Upon A Murder

Plot: The dead have a habit of coming back now and then. Imagine a drowned man, formerly spurned by his lover and betrayed by his best friend. Imagine that man one morning being hauled off by the law and framed by his best friend all over a woman. That's what happened to **Galen Brathwaren** (revenant^{B2}), a retired gunner from a couple of navy vessels.

Galen is back and he has revenge on his mind. He is hunting Blackrock at night and killing anyone who gets in his way. All the bodies turn up as though they have drowned on dry land, and each has a chilling message scratched into his skin: "Dead Men Tell No Tales."

Galen doesn't know it yet, but his best friend is dead, poisoned by his former lover **Ellen MacRee** (NE female human witch^{APG} 5). Ellen hasn't gotten away with it either; she was caught and incarcerated in the jail; without her familiar, she's been unable to escape.

The player characters may well discover this scenario as the vengeful revenant is cutting a swath through the people of Blackrock at night, or they might hear a frightened serving lad blurt out the story of the murderous ghost, Galen, and how he's seen him back from the dead.

PCs' Allies: Bennet McFarley (area 33), Cassandra Blackthorne (area 5 or 42), Blackrock Corsairs (area 21), Tom Luddel (serving lad at Ma Ma's, area 32).

PCs' Enemies: Galen, Ellen (she's a nasty piece of work who'll look to betray anyone who saves her; she's cursed herself due to a stolen necklace from a gypsy).

What can happen? Galen can attack the PCs one night. Galen murders someone close to the PCs. Galen smashes into their home or tavern and causes havoc before he flees, demanding to know where the murderous pair who killed him are.

Complications: Ellen bargains with Galen for her life, and she convinces the vengeful revenant that one of the PCs is her lover. Galen is so blinded by anger he won't listen to reason.

Further Adventures: Ellen escapes and steals a ship belonging to Cassandra, so Cassandra sends the PCs after her.

26. Drakkar's Sundries: This antique-looking shop has a large covered frontage, several barrels outside, and a green door. The interior of the shop is lit by the gleam of six oil lamps, which burn with a soft orange glow. There are shelves containing all kinds of general goods, from lamps, to axes, to small glass marbles and metal tins. The store sells all manner of mundane goods, candles, potted plants, and more. There are even a few bits of old furniture for sale at the back.

A sharp-eyed, goatee-sporting gent of 26 summers called **Jos Drakkar** (NE male human rogue 5) runs the shop. Jos also acts as a fence for stolen goods, and he can get a really good price for things which are brought in from the various ruins around Korte Island.

27. The Sea God's Temple: This blue-and-white stone, flat-roofed, six-pillared building is a fine example of the various architectural influences brought by those errant visitors to the shores of Blackrock as the settlement began to grow.

The Sea God's temple is awash with silver and gold fixtures, as well as curved walls. The building is designed as a circle with a central pool, which is kept covered and clean at all times. When the god's influence is felt across the island, the water churns and bubbles.

A smooth-talking priestess named **Myranda** (CN female human cleric [Sea God] 7), who wears the blue and gold of her calling as a set of flowing robes, oversees the temple. She has dark skin, pale blue eyes, and short brown hair.

28. Fortune's Temple: When you have Lady Luck as a patron, you need a suitable building to house her magnificent splendor. You'd better, because Fortune is a fickle kind of goddess, and she's fond of twisting your fortune for good or ill on the roll of a die. If you're nice to her, she's kinder to you, of course—or, at least that's the spiel the head priest of her religion, **Thaddeus Broker** (N male human cleric [Fortune] 9), tells you.

Thaddeus is a consummate hustler and quick talker who uses loaded dice and gambles compulsively. He's also a womanizer and a bit of a cad around town. Fortune's temple is literally a large house that functions as a gambling den and casino, only, unlike Purdey's Gamblin' Den (area 39), it allows everyone to play the games and leave offerings.

A naked statue of a golden-skinned, long-haired, buxom woman stands in the main hallway to the temple, and around her feet are strewn many coins. Woe betide anyone who borrows one, though; such thieves are bound to acquire a serious bout of ill luck.

29. The Lady's Temple: This magnificent dark-stone, gothic-looking temple is in a secluded spot in the town; it functions as the graveyard, and it is the strict purview of a goddess simply known as the Lady.

Death's temple is a sombre place, and a group of ravens always surrounds it. The black-robed members of her priesthood move about with quiet dignity, and a tall, dark-haired beauty called **Sister Clarine** (N female human cleric [The Lady] 9) is the head priest at the Lady's Temple.

One of the first settlers on the island was a devotee of the Lady, and thus the temple was eventually built, along with the graveyard. Beneath the graveyard are many mausoleums, and there are rumors of tunnels below which run deeper into the island.

30. The Sailor's Rest Inn: Two large buildings have been linked by a smaller covered walkway between them. The buildings are made of rich dark wood and are tiled with the familiar green tiles found all over the town of Blackrock, which are taken from local sources of green stone. These buildings are the property of the Meerden family, **Karl**, **Jessa**, **Grevil** and **Tara** (N male and female human expert 3).

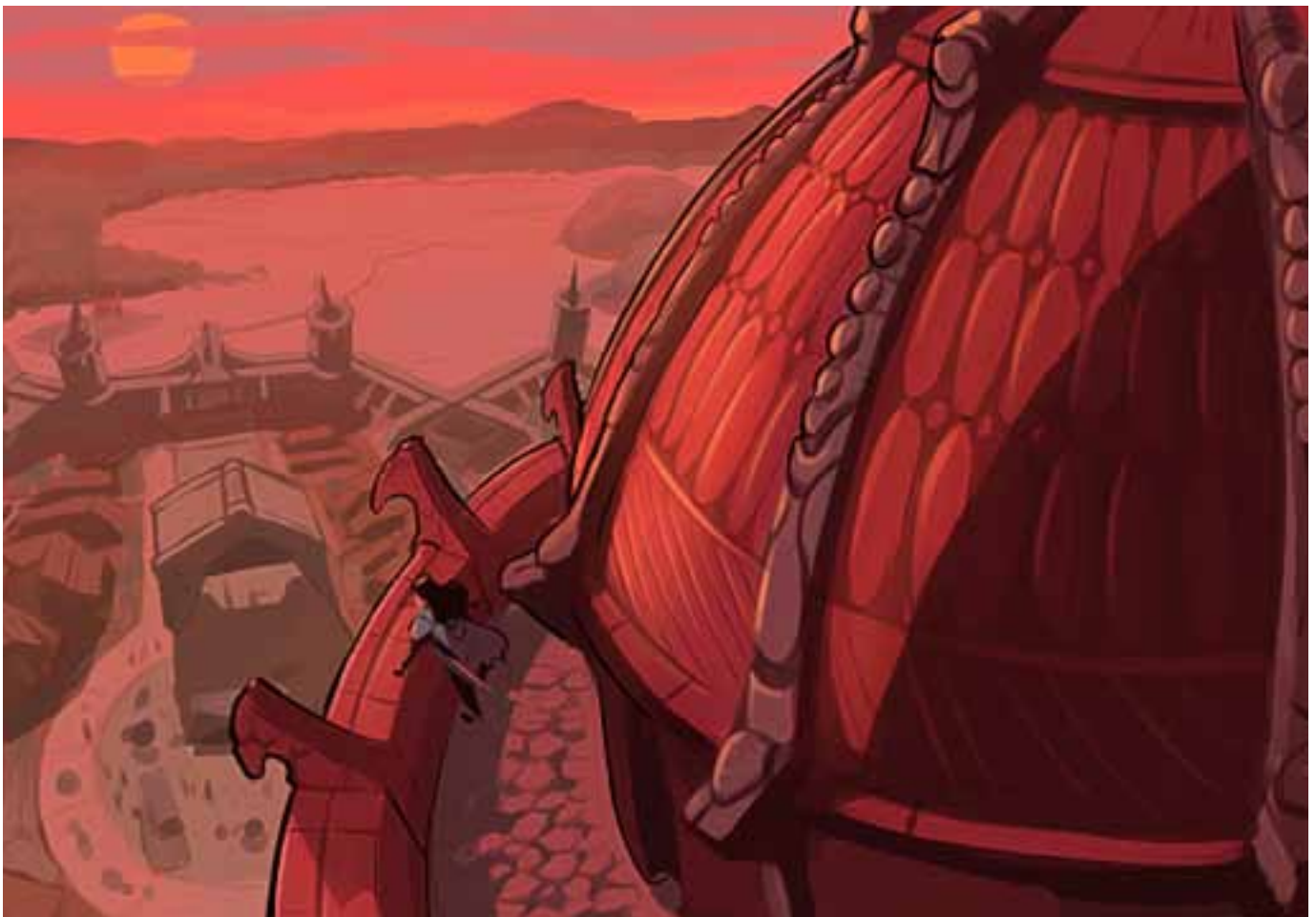
Together, they form the Sailor's Rest Inn, which is one of the nicer inns in Blackrock. They boast two large taprooms; enough rooms to cater for a couple of ships and their crew; and at least six expensive, well-decorated private suite rooms per building. The food and drink they serve is excellent, and the prices are fair enough.

Prices: moderate.

31. The Lady Lucille Inn: The Lady Lucille is a moderately sized, well-constructed establishment. It has a clean exterior and grounds kept behind a small wall and iron fence. Unlike The Sailor's Rest, it has brown tiles and white/black woodwork. It has no taproom, but customers who stop at the inn are given a discount by Ma Ma in the tavern just opposite the inn (area 32).

Lucille Kalisto (N female human expert 4) looks after the beautiful interior with her staff and ensures that all the guests have a good night's rest. It is far less rowdy than the other establishments, and Lucille is a young, auburn-haired woman with striking features; she has an elegant sense of dress and a prim and proper personality. She is every inch a lady, even behind closed doors. Her prices for food at the inn and rooms are decent enough.

Prices: moderate food, expensive rooms.



32. Old Ma Ma's Tavern: Ma Ma's tavern is a low-slung almost sneaky-looking building housed in the island's former jailhouse—before the new jail was built in more secure grounds. **Ma Ma** (NE female human rogue 7), otherwise known as **Mother Margo**, and her younger brother **Mason** (N male human rogue 1/expert 3) ripped out most of the cells and repurposed the building to serve as a tavern.

Ma Ma is a 60-year-old woman with grey hair and sharp eyes. She used to be an assayer of goods. She also runs the local thieves guild known as the **Ragged Bones**. Her tavern is a place where she won't tolerate trouble; she has four heavily armed **thugs** (N male human fighter 1/thief 1; use *thug^{GMG}*) who keep watch on the place to ensure her patrons don't step out of line. Those who do often find themselves blackjacked and signed onto a pirate ship for their trouble.

The Ragged Bones meet under her tavern twice a week to report and plan their next raids.

Prices: moderate.

33. Jailhouse: Under the careful and watchful eye of **Sheriff Bennet McFarly** (LG male human paladin 3)—a true black sheep of virtue in this torrid town—this large, heavily fortified building is

where criminals or people that Cassandra and her government just plain don't like are kept. It's odd to find a fort-like lockup in what essentially amounts to a pirate town; however, here it is.

Bennet is a young, clever, and idealistic man who has a lot to prove, but he has, so far, kept a lid on the dangerous individuals incarcerated in the jail. The jail can support 250 prisoners fairly comfortably, but the conditions inside are less than comfortable, and the staff are ruthless. Many of them are so-called reformed criminals and are serving their time punishing the others rather than being locked away for good.

FINANCIAL AREA

34. Porter's Place Tavern: As is fitting for the Financial Area, Porter's Place is a large, sprawling, and luxurious tavern, where the cream of Blackrock's elite goes to socialize. These are the dappled-oak-furnished dreams of a class of people who believe themselves to be above the riffraff in the streets below.

Porter's has a vast taproom with three bars, a cornucopia of tables and chairs, four fireplaces, and a massive open fire for roasting pigs on spits. Professionally trained mercenaries (who happen to



be handsome men) keep order inside the tavern at all times; and the tough, comely men at the door ensure only society's best gain entrance.

Alan Porter (N male human expert 4) is a smart, fastidious, and clean man of about 30 who has a sharp eye for a good deal and good fashion. His tavern's interior is impeccable, and he makes sure his servants are all dressed smartly. It's no secret that Alan's sexual preference is no secret—he likes young, handsome, muscular men (and may just fancy such a PC).

Prices: outlandishly expensive.

35. Madame Lustra's Finery: Three stories of pristine hardwood and white stone comprise this building. The cavernous place is packed with the best clothes that money can buy. However, **Carlotta Lustra** (NG female human expert 3) knows the meaning of a bargain, and thus has a cheaper section at the back of the lower floor for customers from the lower areas of the town.

Her finest garment selection is on the top floor, and affordable garments for the middle-gentry are sold on the middle floor.

Carlotta is a middle-aged woman who is fond of too much rouge and other makeup, and she wears the finest (overly tight) fashion. She is fairly friendly, and she eats up flattery. Her prices are expensive, but her goods are outstanding, high-quality items.

36. Madame Kostra's Brothel: Up on the top end of the Financial Area is the large palatial estate of **Madame Sara Kostra** (NE female human rogue 7/ assassin 4), the youthful-appearing, flaxen-haired, buxom mistress of Blackrock's largest and most-trusted brothel. Ably assisted by her brother (mostly with planning and accounting), she runs the brothel, ensuring her girls and guys are all treated fairly and paid a good wage. Kostra herself is not on the menu—unless the offered money is outrageous enough to gain her time. Sara actually has a lover: Purdey Koldistan, owner of Purdey's Gamblin' Den (area 39).

Sara is a friendly, outgoing person; but her brother **Jacobi Kostra** (NE male human sorcerer [celestial bloodline] 6) is shy and retiring—and has a penchant for ladies clothes, which he buys from Madame Lustra's Finery (area 35) and wears openly in the brothel. Jacobi occasionally offers himself for sale to certain women—although he likes women's clothes, he has no interest in men. Additionally, the last man who laughed at Jacobi was found dead in an alley.

Story Hook: POISONED LOVE

Plot: Cassandra Blackthorne has a job for the player characters. She wants them to visit Madame Kostra's and do some body-guarding for Kostra. This adventure should really take place a while into the PCs' stay in Blackrock. They need to have made friends with Cassandra, or at least come to her attention as people she can trust and rely on.

While the PCs are at Kostra's, they encounter a disgruntled nobleman named **Lord Felworth Cuttle** (NE male human noble 3) and his lusty entourage of noblemen. The man has been told that a certain girl is unavailable for the night, and he and his mates are irate. Things rapidly spiral out of control, and someone poisons a prostitute name Nikole Roht (not fatally) at the brothel. The poisoning ticks off Madame Kostra, but rather than send her Velvet Hand to deal with the poisoner, she decides to use the PCs, since they're an available resource.

PCs' Allies: Madame Kostra (area 36); **Nikole Roht** (N female human, expert 1), the poisoned prostitute (area 36); Jacobi Kostra (area 36).

PCs' Enemies: Lord Felworth Cuttle, **Lord Galbrain North** (CN male human noble 1), **Lord Rydell Pryne** (CE male human fighter 3, aristocrat 1), various henchmen of the lords.

What can happen? The PCs can intercept the poisoner but not the poison. The PCs can stop the poisoning before it happens. The PCs can have a run in with the lords and their henchmen.

Complications: One of the men is assaulted by a drunken lout. Before the guards can stop the man, he's grabbed a knife and is holding the other guy hostage in a locked room. What will the PCs do?

Further Adventures: Madame Kostra may hire the PCs as security, or she may ask them to help her with odd tasks. She may even use them to provide cover for her guild.

Story Hook 3: The Ruin of Kadokway

Plot: **Sirius duVane** (N male human bard [archaeologist^{UC}] 7) is a notable scholar and a bit of an explorer, and he's looking for some likely folks to join him on a rather dangerous delve. Blanc has been watching the player characters for a while, and now he makes his move. He tells them

of an ancient ruin deep in the jungles of the island, of the treasure buried within, and of the rewards waiting for anyone who can wrest the valuables from the Ruin of Kadokway.

He needs their expertise and skills to help him defeat the monsters and traps of the ruin, as well as to get there. He offers them a fair share of the treasure and promises to leverage his allies in the town to give them a better quality of life in Blackrock. If they're in scuzzy accommodations for a start, he can get them better digs.

PCs' Allies: Sirius duVane

PCs' Enemies: Monsters, jungle life, rival treasure hunters.

What can happen? The PCs must travel for miles through dangerous jungle, brave monsters galore, and suffer through storms and high winds. They descend into the depths and face traps, trials, monsters, disease, and more. They're attacked by the undead deep inside the ruin.

Complications: **Lord Carden Watt** (NE male human fighter 6/noble 4) has heard of Sirius's expedition and he's set out after him—cue a rival treasure hunter and his well-armed minions coming to blows with the PCs' treasure hunting companion.

Further Adventures: This ruin isn't the only one on the island, and if Sirius survives, he offers more rewards if the PCs help him raid more locations. He even tells them a story about an unsinkable galleon called *The Devourer* (if the PCs haven't destroyed it already), and he reveals how they might control it!

The accommodation at the brothel is top class and the building sits at the back of expansive and patrolled grounds. Madame Kostra keeps tight security over her lair.

However, this isn't the full story, because Sara is also the head of a secretive guild of assassins known as the **Velvet Hand**. These assassins work directly for Cassandra Blackthorne, and they answer to her only. More on the assassins can be found in the **Secrets** section (page 23).

37. Bank of Blackrock: Corsairs and pirates are forward-thinking kinds of people; they invented banking systems which allow their folk and visitors to store valuables inside a veritable fortress with guards armed to the teeth.

The bank looks more like a keep than a bank, and the staff members are given a sword and pistol. They're trained and capable of defending the building should it come under attack. The bank allows people to store money, goods, and other valuables with a system of safes and numbered keys/receipt notes.

38. Insurer Koldistan: Matching the thin and hawklike appearance of its owner, **Guylian Koldistan** (LE male human rogue [knife master^{UC}] 4), the Insurer's office is a slim building which sits between the bank and the gambling den, perfectly placed to allow the skinny man to take custom from the folk who come to visit.

The bespectacled Koldistan allows people to insure their valuables for a modest price, and he promises to pay out if they ever get damaged. He also functions as a betting officer and a loan shark, and woe betide anyone who crosses him. He has several very nasty corsairs at his beck and call who owe him favors for past services rendered.

It's best to keep Guylian as happy as possible. His older sister, Purdey, runs the gambling den, and her customers get preferential treatment from Guy—as long as they pay their dues.

39. Purdey's Gamblin' Den: Purdey Koldistan (NE female human rogue 5/assassin 3) is a pretty older woman; she has dyed purple hair and wears an outlandish pirate-themed costume. She hides her face behind a small masquerade-style face mask and speaks in hushed conspiratorial tones, always treating a guest like they're the only one in the room.

Her den is a magnificent, old-looking building with a great glass-domed roof and numerous massive gambling rooms where all kinds of dice, card, and games of chance are played. The den serves food and drinks, and the prices are pretty expensive but well worth it. Purdey is also a member of the Velvet Hand, and she is Madame Sara Kostra's lover.

40. The Silver Galleon Inn: Sam Varras (N male human warrior 1/expert 3) took an old ship and painted it up beautifully, and had it moved and situated in the Financial Area of the town. Thus, the Silver Galleon Inn was born, and while it cannot cope with huge numbers of guests, it boasts enough sleeping accommodations for about 30 or so weary travellers.

Sam's serving staff are attentive and well dressed, and they have impeccable manners. Sam hands out tokens for Madame Kostra's Brothel (area 36) to the most affluent of his customers. This ensures that

Story Hook: Heist Heist Baby

Plot: This one is right inside the Bank of Blackrock. The player characters are given a task by Cassandra or one of their allies to store this important thing in the bank and return the receipt to them. The PCs get a nice payout if they do so—and the warm, comforting feeling that comes from helping out a friend or a powerful mover and shaker in the town.

What comes next? Well, the bank is attacked by a scurvy bunch of newly arrived pirates who want to steal a valuable item stored in the vaults. The PCs are probably not going to let them get away with it, and that's what we hope.

PCs' Allies: Bank staff, guards.

PCs' Enemies: Murderous **Gracie Black** (notorious pirate thief) (CE female human barbarian 3/rogue [pirate^{UC}] 6), Gracie's gang, and opportunistic corsairs and pirates galore.

What can happen? The gang robs the bank; the PCs try to stop them. The gang attempts to gain an upper hand by using firearms, magic, or some other contrivance. Someone is held to gunpoint by the gang. A big fight breaks out between the gang, the PCs, and the bank guards.

Complications: Some opportunistic corsairs decide to help the gang against the PCs, and things take a turn towards rip-roaring battles and brawls.

Further Adventures: The gang gets away with the valuable item, and the PCs are hired to chase them down. This could span across several islands and form the start of a long-running campaign, with the PCs discovering the stolen item is more important than anyone ever knew.

the inn has a strong, competitive edge in the town. The inn serves food, and its drink and the rooms are extremely well furnished.

Prices: expensive but fair.

41. Noble Row: This long street curves behind the major buildings of the area; there are numerous town houses, mansions, bungalows, and other high-quality buildings here. This is where the nobles of the area live, and they pay Cassandra a tidy sum to keep them safe and the riffraff out.

Of course, to ensure they pay up regularly, Cassandra often hires outsiders to shake up things, giving them a cut of the loot in exchange for their cooperation.

42. Blackthorne Mansion: This gorgeous, gothic-styled mansion once belonged to Cassandra's father, Jonathan Blackthorne, and it was given to her on the advent of his death years ago. She uses this expansive building to provide a modicum of retreat away from the docks, where she makes her home proper.

She has a live-in housekeeper and lover named **Julian Atanae** (N male human bard 3), a former nobleman whom Cassandra rescued from a pirate ship and took a liking to. The young, handsome Julian lives here with the rest of the staff and he keeps the mansion spotless. He personally warms Cassandra's bed when he knows she's returning to the mansion for some quiet time. With Cassandra's appetites, though things don't remain quiet for long. Julian enjoys his role as Cassandra's bed companion, and has no desire to return home—or to return to his career as a bard. In short, he is content.

43. Gold Square: A carefully prepared bonfire pit sits in the middle of the square. Gold Square is surrounded by smaller market stalls and painted wagons, where the best-quality goods can be displayed in niche-like environments.

It is a social commentary on the false-nature of many of the nobility in the town, those pirates who have elevated themselves by sheer wealth or personality to a position where they can choose to look down upon anyone they want.

Cassandra tolerates this because she gets a solid cut of their estates. There are no slave auction platforms here, nor are there any gallows or chopping blocks. A massive statue of Jonathan Blackthorne, which Cassandra had erected in the island's hardy black stone, dominates the square.

44. Land Gate: This is a fairly small, well-defended gate leading to the island.

EXPORT/IMPORT

Blackrock being established on a curiously treasure-laden island enjoys a thriving export trade and imports mostly materials and non-exotic goods.

Exports: Island goods, including exotic materials (green stone), animals (especially island birds), local woods, and fruits and coconuts. It also exports several of the island's own specialty drinks: Bokka, Blackshine, and Blackrock Mead. They also export ship materials from the shipyard

Imports: Luxury goods: soaps, silks, satins, and chocolates. Staple meats (cow, pig and so on). Blackrock also imports staple grains and other core vegetables/

Story Hook: BAD CARGO

Plot: What happens when you get some corsairs who are trouble right off the bow? That's right, chaos happens! This adventure is designed to put the town of Blackrock into troubled waters and focuses on a group of raiders called the Crimson Marauders. They are despicable by pirate standards, and have managed to kidnap three royal children, sinking the children's ship and killing their parents in the process.

The pirates now have the only three heirs to the Kingdom of Isyrian—remember those guys? They destroyed the *Vasha*. Now a group of Isyrian agents has come to find the children's kidnappers, and they'll turn Blackrock into a warzone if they have to. The kidnappers brought the children here to put as many freebooters between them and the agents as they can.

Bad move, since Cassandra Blackthorne isn't going to be happy when she discovers kidnappers are hiding in her town and have brought the attention of Isyrian agents. This plot comes to the PCs' attention when they spot a group of burly men dragging three finely dressed children out of sight aboard a scuzzy galleon called the *Earmar*.

They can also be approached by a couple of friendly allied NPCs if they've made such friends. The lighthouse keeper Abraham is a good foil for this, too.

PCs' Allies: Cassandra Blackthorne (once she knows) (area 5 or 42), Master Grayson (area 14), Abraham (area 6) and most of Blackrock, and Agent Myra Bolt (eventually; see below).

PCs' Enemies: The Crimson Marauders, **Quynt Devak** (CE male human rogue [pirate^{UC}] 7), a charming, but thoroughly ruthless ship captain.

Boatswain Thork (NE male human fighter [free hand fighter^{APG}] 5), a brute of a man who serves as Quynt's right hand aboard the *Earmar*.

What can happen? The PCs can have a run in with the crew of the *Earmar*. They can spy on the ship, and they can try to rescue the children. The PCs can also have altercation with **Agent Myra Bolt** (LN female human inquisitor^{APG} 6), one of the Isyrian agents.

Complications: Hey, look these PCs are kidnapping children, and here comes some helpful white-knight adventurers to sort the PC kidnappers out!

Further Adventures: A whole sea voyage to take the children home. Perhaps someone there doesn't want their return; they send mercenaries, a battle ensues.

seeds that the island cannot provide. Thanks to a high metal content on the island, there are enough resources for weapons and cannonballs, so those are made on the island itself and are not imported.

Town Life

The life of a person in Blackrock varies based on their status in the pirate community. It's possible to classify the social structure into four main groups, and each group occupies a particular rung on the social ladder. Some groups can flit between each other, and the higher tier often has strict social mores and graces involved.

Again, this isn't an exhaustive list of the kind of folk you'll find in Blackrock, but it can be used as a guideline to bring the town to life.

Riffraff: Spare a coin for an old dock hand, eh? These folks are most commonly found poking around the town's Dock Area. They are generally malnourished and they usually steal what they can't afford (that being most everything); these souls are the worst kind of scum the town offers, and many of them will sell your high-teeth to get a snort of pipe-weed or a sip of grog.

There is a story of Old Johnson who slept (for pay) with everything in sight to elevate his social status; however, this sad tale ends when he died from syphilis not long before he could move into his new house in the Explorer's Area.

Lower (Dock) Class: The average, run-of-the-mill kind of man or woman you'll find in Blackrock, usually around the Dock Area or the Explorer's Area. They have a harsh life of hard labor and rough living. Many of them do menial labor or brute work down in the Docks, or they sign on to belay travellers and sell them to ship captains for a small fee. It's a living, and as jobs go, it at least allows them to meet and knock-out interesting people. These folks wear simple garb and have no manners. They are generally gruff and impersonal.

Middle Class: These fairly well-dressed people are often found in the Explorer's Area, though some of them make it to the Financial Area. A few moonlight doing odd jobs around the Dock Area. These are the folks that fill society's needed roles—butcher, baker, munitions maker, quartermaster, boatswain, candlestick maker, and so on.

Many of them own their own shops, enjoy promising lives, and live in a comfortable dwelling

somewhere in the town. Some of them are on the cusp of becoming gentry and making their mark in the Financial Area among the well-to-do folk there.

Noble Class: When corsairs or pirates become affluent enough to buy their way into happiness, they become a noble in the town. They get to live with all the other false nobles and proudly look down upon everyone else, even if they have a wooden leg, a hook nose, and an eye-patch.

“Those what has, has the power,” a notable pirate would say. “Those what don’t has are food for the barnacles.” The nobles eat the finest food, live in the lap of pirate luxury, and dress like outlandish, foppish parrots. They shop at the best shops, and even have their own lackeys to fetch and carry for them.

Ironically, they’re looked down upon by Cassandra and her cronies, who feel that somewhere along the way these nobles sailed onto a very dangerous social reef.

CLOTHING AND STYLE

The folk of Blackrock (apart from the riffraff and the dock workers) are a stylish lot—pirates know how to dress! From gold accented eye patches to silver embroidered brocade long-coats, these people are the cutting edge of fashion. They sport wide-brimmed hats, leather tri-corners, and turn-top boots with the best of them. Weapons are openly allowed in the town, so even their pistols, swords, scabbards, and holsters are all designed to make a statement.

The men dress like women, the women dress like men, and the people who dress like both don’t have to worry about being called anything but fashionable.

CRIME AND PUNISHMENT

Crimes: What is “against the law” in Blackrock is anything that the pirates don’t like—which is pretty much flexible day by day—and, fortunately, most folks will tell a transgressor when they’re getting too far across a particular line. If they cross it, well, usually



TABLE 1: FOOD AND DRINK PRICES

Food	Cost
Meat pie	1s
Vegetable pie/slice	1c
Potato based dish	1c
Salad/greens	1s
Steak dish	3g
Fish dish	2c
Seafood dish	1-2c
Cheese and bread	1s
Banquet	10g per head
Spit-roast meat	3s
Fruit	1c
Meat platter	2-4s
Biscuits	2c (no weevils)
Hard tack	1c (may break your teeth)
Exotic dishes	3-8g
Drink*	Cost
Grog	1c
Grog (watered down)	free
Grog (flavored, experimental)	2c
Ale	2c
Beer	3s
Cider	2s
Wine (glass)	4g
Wine (bottle)	6-8s
Bokka**	2s
Milk (you're kidding, right?)	1s
Rum	2-4c
Rum (spiced)	3-6c
Sherry (imported)	4g
Blackrock Mead	2-4c
Blackshine Spirit (moonshine)	1-3s (by strength)
Water	free
* Most drinks are served in glasses, metal tankards or wooden mugs. Except for grog, which is always served in a ceramic vessel.	
**A local drink flavored with coconut that packs a heckuva kick.	

they'll get a beating or a couple of scars to remember the encounter by. If someone really goes to town and murders another person, the kin of that murdered party by right of the pirate's code (which is mutable) can enact any kind of vengeance deemed necessary.

This can get messy if a bunch of people take issue with each other and swathes of kinsmen and women come to blows over various insults or attacks. At this point, the acting lawmen (the Blackrock Corsairs)

step in and kill a few people until everyone else comes to their senses. It's a flexible law system, and as long as Cassandra or her close friends aren't harmed, they maintain a strict system of: Do what you want; a pirate is free.

Punishment: So if someone really ticks off Cassandra or her people, it becomes time for the transgressors to pay the piper and meet their maker. They might get keel-hauled, drawn and quartered, hung, or slung in some public stocks. They might even be stripped of any kind of rank and sold off as a slave.

Murderers are often locked in the jail prior to Cassandra's passing judgement; and as for thieves, they might be given a spot in the guild if they're good enough. Sometimes the criminals are forced to drink drugged grog and are then sent out to sea for a midnight swim to meet the sharks patrolling the bay—but that's really a waste of an otherwise good slave.

There are dozens of ways the pirates can think of killing you or punishing you, and not all of them involve being strapped to a cannon and sent to the deep—cannons cost money, mind you!

FOOD AND DRINK

Blackrock isn't exactly a hotbed of culture and refinement, yet it's possible to find some really nice dishes in the town spread across the various inns and taverns which serve food. This isn't an exhaustive list of the kinds of fare you might encounter in Blackrock, and you can add your own spin to these dishes if you want. The rough costs are a guideline only and there are no denominations given. **Rogue Genius Games' Waysides: Didjer's Crab House** would make an excellent addition to Blackrock's taverns.

GOVERNMENT

Pirate Queen Cassandra Blackthorne (CN female human rogue [pirate^{UC}] 11; see below) is Blackrock's ruler, though she designates some of the responsibility to certain friends and the semi-mayor, William Blake. Her word is law, though, and every man-jack of the lot of them knows it; no one crosses her unless they are truly confident of their success. When Cassandra isn't around Blackrock, she's often on her ship *The Raven*, plying the harsh seas in search of plunder, interesting cargo, and people she can recruit to her banner.

CASSANDRA BLACKTHORNE

Looks: Queen Blackthorne is a striking woman, though she is not pretty or gorgeous; instead, she has an interesting look about her that is best described as haughty and dangerous. Her dark-green eyes flirt with a core of ruthless determination; her hair is often piled up in a black coil atop her head (often under her tri-corner hat), with only a few curls hanging down in ringlets.

She wears a costume of black and red, with a long pirate's coat nearly down to her ankles. On her hips, she wears a pair of pistols and wields a sharp-looking sabre. She has a red and black corset over a tightly buttoned white shirt. Her hands are often gloved in fine leather, and she sports pirate style turn-top boots, often with a hidden dagger or two tucked into a special leather holster. Around her neck is a velvet choker with a shimmering crystal stone embedded in a circular pearl surround.

Personality, skills and demeanor: Smooth and cunning with a low, husky voice, this woman has a soft authoritative tone to her. She is highly capable in combat, and she knows ship tactics. She prefers to talk her way out of a fight, but if pushed, she ends the fight quickly.

When it comes to making laws and ruling Blackrock, it's her town, and she's damned if anyone else is going to rule it. She values loyalty highly, and once she gives her word, it is nearly cemented. Of course, if the person she gives her word to betrays her, all bets are off. She is also very religious when it comes to the gods, especially Fortune, whom she favors.

History: Cassandra is the daughter of the previous ruler of Blackrock, Jonathan Blackthorne. He was a notorious pirate and slaver, but he made good with his people and was loved by many of them. He met his demise at the hands of the villainous Captain Pike and his ship *The Devourer*, leaving Cassandra the sole heir to the town.

Having been trained by her father's best friends and fellow captains, Cassandra had already blossomed into a talented young woman who could easily keep up with the other men and women in his employ. She decided that to rule she needed a man like William Blake to aid her, so she fell into a kind of relationship

with him, more flirting than anything—well, apart from that one drunken night at the estates of her private retreat.

Cassandra then focused on building her power base in the town and made sure that all her rivals were either converted to her cause, or buried in the depths of the ocean. She has no idea who her mother was, but there are rumors the woman wasn't exactly human.



RELATIONSHIP WITH OTHERS

Blackrock is a notorious pirate haven; many corsairs come to the town to avoid retribution from numerous kingdoms seeking their heads. This gives the place a foul reputation in most law-abiding lands, so relationships are tenuous at most.

Blackrock is the enemy of the lawless pirate enclave known as Gibb's Town and is the ally of three other corsair ports: the Port of Javan, the Port of Clavis, and the Port of Ru Pardur. Blackrock has strong ties to the Isyrian Kingdoms due to the history between them and the Korte Islands, and King Rokubarra of Isyr has his eye set on Cassandra marrying his son. He quite fancies the idea of having a pirate queen in his family.

PIRATE QUEEN
CASSANDRA BLACKTHORNE

CR 10

XP 9,600

Female human rogue (pirate^{UC}) 11

CN Medium humanoid (human)

Init +4; **Senses** Perception +13

DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 64 (11d8+11)

Fort +5, **Ref** +13, **Will** +4; +3 vs. fear and mind-affecting

Defensive Abilities evasion, improved uncanny dodge, unflinching

OFFENSE

Speed 30 ft., swinging reposition

Melee +1 *agile rapier* +14/+9 (1d6+5/18-20) and silversheen dagger +13/+8 (1d4+1/19-20)

Ranged light crossbow +12 (1d8/19-20)

Special Attacks sneak attack +6d6

STATISTICS

Str 12, **Dex** 19, **Con** 10, **Int** 13, **Wis** 8, **Cha** 16

Base Atk +8; **CMB** +12 (+16 dirty trick); **CMD** 24 (26 vs. dirty trick)

Feats Agile Maneuvers, Combat Expertise, Dodge, Greater Dirty Trick, Improved Dirty Trick, Sea Legs, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +20, Appraise +6, Bluff +13, Climb +19, Diplomacy +14, Disable Device +12, Disguise +10, Escape Artist +18, Intimidate +12, Knowledge (local) +8, Linguistics +5, Perception +13, Profession (sailor) +6 (+8 to navigate at sea), Sense Motive +7, Sleight of Hand +12, Stealth +12, Swim +19, Use Magic Device +7

Languages Common, Dwarven, Elven

SQ rogue talents (fast tumble, offensive defense, rope master, sneaky maneuver)

Combat Gear *feather token* (anchor), *feather token* (fan), *pirate's eye patch*, *potion of cure light wounds* (3), tar bomb; **Other Gear** +2 *studded leather*, +1 *agile rapier*, crossbow bolts (20), light crossbow, silversheen dagger, *bag of holding I*, *cloak of resistance* +2, astrolabe (apg), nautical chart, pirate clothes, pirate clothes, fancy, silk rope, thieves' tools, masterwork

RUINS

There are many ruins on the island of Korte; most of them belonged to the ancient Vashan people. The ruins are laden with treasure, traps, and dangerous monsters. Some of them are linked to vast surface temples, and others are hidden behind a veil of secrecy and old magic. All of them present an incredible opportunity for adventure and loot, however; and there are regular expeditions from Blackrock into the jungles and forests to find these places and rob them blind.

HERE ARE SOME RUINS TO GET YOU STARTED

The Ruin of Mura: An old temple to a forgotten god, this site has several levels and uses mostly water-based traps to befuddle trespassers. It is said that a giant krakenlike beast dwells within.

The Ruin of Takka Bara: Takka Bara was once a Vashan central temple and was devoted to a fire deity. The traps here are explosive and fire-based in nature, and they often involve perilous drops into molten lava or gas-based explosions that decimate entire areas, rendering them impossible to explore.

The Ruined Temple of Souls: A dark soul-eater was rumoured to make her lair in this old temple. There are many undead and dangerous extraplanar beasts which dwell inside. The soul-eater Shavoth resides at the center of an impossibly dark cold chamber.

Zor Hobba Shrine: A fabulous treasure of renown waits for the brave explorer who dares plumb the depths of this old shrine. Beneath it is a subterranean passage complex of deadly mechanical traps, old sightless beasts, and living statues.

SECRETS

The Island of Korte has its fair share of secrets, as does the Town of Blackrock. These are just a few of the secrets that you can use to provide extra excitement to the already-interesting town.

The Devourer: Captain Pike and his ship are a famous legend which can provide hours of fun for a determined adventuring party. They are the bogey-men of the seas and a dangerous foe to face since there's no way known (until now) to destroy both ship and man.

The secret of *The Devourer* and the connection to Pike is in the massive painting which must be destroyed in a bonfire in the Town of Blackrock. The bonfire can be any one of Blackrock's three main evening bonfires.

Why the fires of Blackrock? They represent the spirit of the pirates who make their homes there, and the demon-bound ship will be undone once the painting is plunged into the flames.

As long as the painting of *The Devourer* remains, the ship, her captain, and her crew will always return each night to scourge the seas and hunt down those who got away.

The Velvet Hand: These are men and women of Madame Kostra's Brothel who reside beneath it and are trained in the various arts of assassination. The Master Assassin is Madame Kostra herself, and she has numerous handmaidens, whores, and servants who all know how to kill—and who do it very well.

The Velvet Hand makes a good foil for player characters who want to experience the darker side of their character, who like assassins, and who want somewhere to pick up those kinds of skills. These assassins are sent out if someone upsets Cassandra, so they can be used as enemies, as well, if the PCs are the law-abiding, goody-two-shoes types the Pirate Queen can't stand.



The Ragged Bones: These are all well-trained thieves who give a little of their take to Cassandra in return for allowing them to operate within the town. They can steal things from the PCs, train PC thieves, or provide a useful in-road to Cassandra herself, if the PCs are being subtle in the town.

The rogues are also a good source of adventures for a more thief-orientated campaign, and they are always on hand to borrow something from the nobles in the upper part of the town, if needed.

Cassandra's Mother: Cassandra's mother is a mystery. She was actually an extraplanar being who slept with Jonathan and left him with a hellion of a daughter to raise in her absence.

She imparted her gift to the girl and made her nigh-on immortal—the only way Cassandra can ever die is if the choker around her neck is thrown into a furnace or a forge and melted down. This breaks the spell residing in the choker and renders the woman completely mortal. Cassandra has no idea that there's magic on her at all, and she certainly doesn't think she's some kind of immortal goddess child—she does, however, think she's been blessed by Fortune and always tips her hat and coin to Lady Luck.

The rumor that Fortune is Cassandra's mother is neither confirmed nor denied by Lady Luck herself, and those who delve too deeply often find their luck turns sour.



APPENDIX

BASIC CORSAIR

CR 1/2

XP 200

Male or female human fighter (corsair*) 1

N Medium humanoid (human)

Init +3; **Senses** Perception +1

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 shield)

hp 13 (1d10+3)

Fort +4, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6+1/18-20) and dagger +2 (1d4/19-20)

Ranged light crossbow +4 (1d8/19-20)

STATISTICS

Str 13, **Dex** 16, **Con** 15, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 15

Feats Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Climb +5, Swim +5

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** leather armor, crossbow bolts (10), dagger, light crossbow, rapier, *elixir of swimming*, bottle, fishing net, grappling bolt, pirate clothes, rope (50 ft.), 13 gp, 9 sp

*The corsair archetype is available for free at d20PFSRD.com

CORSAIR CHIEF

CR 2

XP 600

Male or female human fighter (corsair) 3

N Medium humanoid (human)

Init +7; **Senses** Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 shield)

hp 30 (3d10+9)

Fort +5, **Ref** +4, **Will** +2

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee masterwork rapier +5 (1d6+1/18-20) and dagger +4 (1d4/19-20)

Ranged light crossbow +6 (1d8/19-20)

STATISTICS

Str 13, **Dex** 16, **Con** 15, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 17

Feats Cleave, Improved Initiative, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

Skills Climb +5, Intimidate +5, Swim +6

Languages Common

Combat Gear *feather token (anchor)*, *potion of cure moderate wounds*, *potion of protection from arrows*, *stunstone*, *tanglefoot bag*; **Other Gear** studded leather, crossbow bolts (10), dagger, light crossbow, masterwork rapier, *elixir of swimming*, bottle, fancy pirate clothes, fishing net, grappling bolt, rope (50 ft.), 29 gp

BASIC VELVET HAND ASSASSIN

CR 1/2

XP 200

Male or female human rogue (knife master^{UC}) 1

NE Medium humanoid (human)

Init +3; **Senses** Perception +4

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft.

Melee dagger +0 (1d4+2/19-20) and dagger +0 (1d4+2/19-20)

Special Attacks sneak attack +1d6

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 12, **Wis** 10, **Cha** 8

Base Atk +0; **CMB** +2; **CMD** 15

Feats Double Slice, Two-Weapon Fighting

Skills Acrobatics +7, Appraise +5, Climb +6, Disable Device +7, Escape Artist +7, Perception +4, Sense Motive +4, Sleight of Hand +7 (+7 to conceal a light blade, +9 to hide small objects on your person), Stealth +7, Swim +6

Languages Common, Undercommon

SQ hidden blade

Combat Gear *potion of invisibility*, acid, alchemist's fire, caltrops; **Other Gear** leather armor, dagger (5), dagger, pickpocket's outfit, thieves' tools, 2 gp

VELVET HAND ASSASSIN

CR 6

XP 2,400

Male or female human Assassin 2/Rogue 5

NE Medium humanoid (human)

Init +8; **Senses** Perception +10

DEFENSE

AC 19, touch 16, flat-footed 14 (+3 armor, +4 Dex, +1 deflection, +1 dodge)

hp 54 (7d8+19)

Fort +3, **Ref** +9 (+1 bonus vs. traps), **Will** +2; +1 vs. poison

Defensive Abilities evasion, improved uncanny dodge, trap sense +1

OFFENSE

Speed 30 ft.

Melee +1 *shortsword* +9 (1d6/19-20)

Ranged hand crossbow +8 (1d4/19-20) and hand crossbow +8 (1d4/19-20) and light crossbow +8 (1d8/19-20)

Special Attacks death attack (DC 14), sneak attack +4d6

STATISTICS

Str 8, **Dex** 18, **Con** 13, **Int** 14, **Wis** 10, **Cha** 12

Base Atk +4; **CMB** +3; **CMD** 19

Feats Dodge, Extra Rogue Talent, Improved Initiative, Point-Blank Shot, Toughness, Weapon Finesse

Skills Acrobatics +14, Bluff +10, Climb +4, Disable Device +18, Disguise +11, Escape Artist +12, Intimidate +9, Knowledge (local) +8, Perception +10 (+12 to locate traps), Sense Motive +7, Sleight of Hand +13 (+15 to hide small objects on your person), Stealth +14, Swim +5

Languages Common, Elven, Undercommon

SQ poison use, rogue talents (fast stealth, finesse rogue, powerful sneak), trapfinding +2

Combat Gear *potion of barkskin* +2, *potion of invisibility*, giant wasp poison, greenblood oil (3), smokestick; **Other Gear** masterwork studded leather, +1 *shortsword*, crossbow bolts (10), hand crossbow, hand crossbow, light crossbow, *ring of protection* +1, pickpocket's outfit, reversible cloak, thieves' tools, masterwork, 43 gp, 8 sp

WILLIAM BLAKE

CR 8

XP 4,800

Male human fighter (corsair) 9

N Medium humanoid (human)

Init +4; **Senses** Perception +10

DEFENSE

AC 20, touch 16, flat-footed 15 (+4 armor, +4 Dex, +1 deflection, +1 dodge)

hp 81 (9d10+27)

Fort +8, **Ref** +7, **Will** +4 (+2 vs. fear)

Defensive Abilities bravery +2

OFFENSE

Speed 30 ft.

Melee masterwork cutlass +12/+7 (1d6+2/18-20)

Ranged +1 *revolver* +15/+10 (1d8+2/×4)

Special Attacks weapon trainings (weapon training: pirate +2, firearms +1)

STATISTICS

Str 10, **Dex** 18, **Con** 14, **Int** 12, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +9; **CMD** 25

Feats Amateur Gunslinger, Cleave, Deadly Aim, Dodge, Exotic Weapon Proficiency (Firearms),

Great Cleave, Gunsmithing, Point-Blank Shot, Quick Draw, Rapid Reload, Rapid Shot

Skills Climb +10, Intimidate +9, Perception +10, Profession (sailor) +11, Swim +10

Languages Aquan, Common

Combat Gear *potion of haste*; **Other Gear** +1 studded leather, +1 revolver, firearm bullet (20), masterwork cutlass, metal cartridge (2), *ring of protection* +1, cards, gunsmith's kit, pirate clothes, fancy, 10 gp

CAPTAIN LLEWELLYN PIKE

CR 9

XP 6,400

Male human fighter (corsair) 10

CE Medium humanoid (human)

Init +0; **Senses** Perception +1

DEFENSE

AC 17, touch 10, flat-footed 17 (+6 armor, +1 natural)

hp 109 (10d10+50)

Fort +12, **Ref** +3, **Will** +4 (+3 vs. fear)

Defensive Abilities bravery +3

OFFENSE

Speed 20 ft.

Melee +1 *mighty cleaving cutlass* +18/+13 (1d6+9/15-20)

Ranged throwing axe +12 (1d6+4)

Special Attacks weapon trainings (weapon training: pirate +2, axes +1)

STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 8, **Wis** 12, **Cha** 14

Base Atk +10; **CMB** +13; **CMD** 23

Feats Cleave, Great Cleave, Great Fortitude, Greater Weapon Focus (cutlass), Improved Critical (cutlass), Power Attack, Pushing Assault, Sea Legs, Toughness, Weapon Focus (cutlass), Weapon Focus (throwing axe), Weapon Specialization (cutlass)

Skills Acrobatics +2 (-2 jump), Climb +9, Intimidate +10, Profession (sailor) +9, Survival +8 (+10 to avoid becoming lost when using this), Swim +13

Languages Common

Combat Gear *oil of magic vestment* +2, *potion of shield of faith* +4, tanglefoot bag; **Other Gear** masterwork agile breastplate, +1 *mighty cleaving cutlass*, throwing axe (4), *amulet of natural armor* +1, compass, eye patch, grappling hook, hat, pirate clothes, fancy, rope (50 ft.), 36 gp, 8 sp

GEORGINA SPRATT

CR 1

XP 400

Female human gunslinger^{UC} 2

N Medium humanoid (human)

Init +2; **Senses** Perception +7

DEFENSE

AC 14, touch 13, flat-footed 11 (+1 armor, +2 Dex, +1 dodge)

hp 18 (2d10+2)

Fort +4, **Ref** +5, **Will** +2

OFFENSE

Speed 30 ft.

Melee shortsword +1 (1d6-1/19-20)

Ranged musket +4 (1d12/×4)

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 15, **Wis** 14, **Cha** 10

Base Atk +2; **CMB** +1; **CMD** 14

Feats Gunsmithing, Point-Blank Shot, Precise Shot

Skills Acrobatics +7, Appraise +4, Climb +4, Knowledge (engineering) +7, Perception +7, Profession (engineer) +7, Sense Motive +4, Swim +4

Languages Aquan, Common, Orc

SQ deed (deadeye, gunslinger's dodge, quick clear), grit

Combat Gear *oil of magic weapon, greater* +1; **Other Gear** padded armor, firearm bullet (10), musket, shortsword, gunslinger's kit, traveler's outfit, 4 gp

THE PIRATE HAVEN OF BLACKROCK



CREDITS

Authors: Darren W. Pearce and Gillian M. Pearce

Stat Blocks: Carlos Ovalle and Mike Welham

Cover Illustration: Gillian M. Pearce
with coloration by Jacob E. Blackmon

Interior Illustrations: Gillian M. Pearce, Paul Slinger,
Jacob E. Blackmon, and Shaman Stockart

Cartography: Gillian M. Pearce
with coloration by Jacob E. Blackmon

Editor: Christina Stiles

Senior Developer: Christina Stiles

Publisher: Owen K. C. Stephens

Graphic Design and Typesetting: Lj Stephens

Produced by: Rogue Genius Games

Project Manager: Lj Stephens

Consigliere: Stan!

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