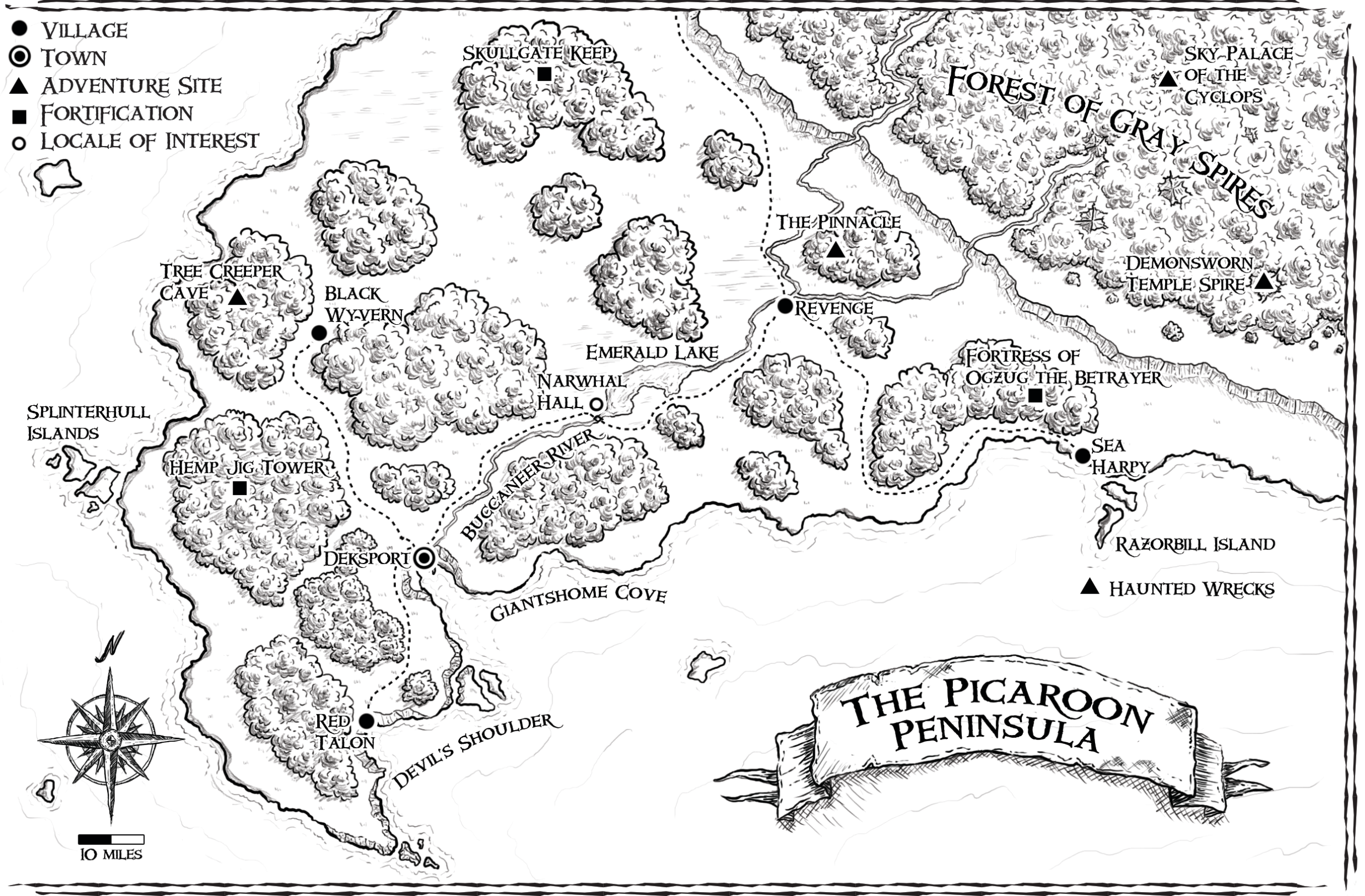


DEKSPORT

Huddled behind an ancient breakwater of unknown provenance and hemmed in by dense woodlands, the pirate stronghold of Deksport is an isolated, violent place. Orcs and goblins openly walk the streets among the human inhabitants and serve on the many predatory vessels sailing from the port. Built upon the ruins of an old logging town swept away long ago in a tide of blood and slaughter great quantities of loot, treasure and slaves flows through the dilapidated, ruined port.

Ruled by a loose coalition of three powerful, vicious and depraved co-rulers, Deksport is a nest of suffering, self-interest and barely restrained racial violence. Each of the three co-rulers plots ceaselessly against their peers, working to become the undisputed lord of the pirates and thus the town perpetually teeters on the edge of bloodshed and chaos.

With nearby kingdoms growing increasingly angry with the pirates' depredations, the call has gone out for brave adventurers to crush the pirate threat once and for all.



REVENGE

One of the largest, oldest, and—until recently—most peaceful villages near the pirate town of Deksport, Revenge has grown from humble beginnings into a thriving inland farming community straddling both banks of the Buccaneer River.

Founded over 20 years ago by the colourful pirate captain Tarvin Brinshadow and his shipmates, and named after their vessel, Revenge has prospered ever since. The surrounding land is fertile, if prone to occasional flooding, and few of the folk living there these days have ever served on a pirate ship. Life has been quiet and a little dull.

RED TALON

Huddled in a sheltered cove at the base of lofty cliffs, the tiny village of Red Talon is inaccessible by land for all but the best climbers. Its folk are insular and vague rumours lay cannibalism and devil-worship at their door. Founded by the vicious pirate captain Hagruk Stormrider Red Talon is a dangerous place. Adventurers often come to Red Talon for the pirate booty said to lie in the waters just off the coast. Twenty years ago, Hagruk and his entire crew went down with his ship and now rumours of glittering treasure yet lying among the wreck of his galleon bring many to the village. Few leave...

SEA HARPY

Perched hard against steep cliffs and protected on the landward side by an earth ditch and berm, the small fishing village of Sea Harpy is a windy place. Founded fifteen years ago by the all-female crew of the eponymous pirate vessel, its inhabitants are famed for the trained eagles they use to hunt the seabirds nestling in the nearby cliffs.

Sea Harpy is known as a place of shelter for women of all races fleeing from brutish, bullying husbands. But now the village is under threat—a warlike tribe of orcs have taken up residence in an ancient fortress in the nearby woods and rumours of lost orcish treasure have started attracting fearless adventurers to Sea Harpy.

BLACK WYVERN

The village of Black Wyvern has prospered from the surrounding woodland, producing high quality lumber for shipbuilding and the finest sea chests for a hundred miles. Founded by a retired pirate captain and his crew, who drove the Bone Snapper orcs from the site, the new villagers soon found something much worse lurking among the trees. Now, nearly 20 years later, the captain and most of his crew are long dead and the surviving inhabitants must pay a dark price for their wealth, forced into a twisted pact that allows them to harvest the forest's bounty.