

ALL FOR ONE

Régime Diabolique

RICHELIEU'S GUIDE TO

The Barbary Coast

❧ Introduction ❧

Although the start of the Golden Age of Piracy in the Caribbean is still two decades away, the Mediterranean has been a battleground between ferocious Muslim pirates and Christians for centuries. While the Europeans are slowly adapting to nautical warfare, the early 17th century is the Golden Age of the Barbary corsairs. This supplement introduces the Western Mediterranean coast as a new source of intrigue and adventure to the swash-buckling-horror world of *All for One*.

Where is the Barbary Coast?

The Barbary Coast extends from the Atlantic seaboard of Morocco westward along the North African Mediterranean coast as far as Egypt's western border. Contained within this region are the four Barbary States—Morocco, Algiers (modern Algeria), Tunis (Tunisia), and Tripolitania (usually referred to by its shortened name of Tripoli, and today known as Libya).

Of the Barbary States, only Morocco is a truly independent nation, ruled over by a Sultan. The others are, on paper, subject to the laws and whims of the Ottoman Empire and its Great Sultan, though in practice he rarely interferes in their affairs so long as the annual taxes are paid on time.

Except along the coast, the entire region is hot and arid. What little agricultural land exists lies at the coast and along the scant rivers. The interior of all four States is dominated by the mighty Sahara, a seemingly endless expanse of dunes, rocks, and mountains. Only the desert nomads know how to navigate the barren wastes, and they guard their routes with their lives, for it is this secret that enables them to dominate land trade in the region.

A Brief Barbary History

Barbary derives from Berber, the name of the native peoples, which in turn comes from the Greek for "barbarian."

In the 7th century, the old cultures and faiths of the North African coast were swept aside and replaced with a unified creed—Islam. Almost immediately, the new rulers set out to spread the teachings of Mohammed, the great prophet, to the infidels of Europe. But the history of the Barbary corsairs begins centuries later.

After centuries of warfare, the Spanish finally drove the Muslims from the Iberian

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Peninsula in 1492. Faced with the choices of conversion to Christianity, execution, or exile, countless Moors (a generic name applied to all Muslims from western North Africa) fled back across the Mediterranean. Retaliations soon followed; the Moors pillaging the Spanish coast.

Spain reacted with equal aggression, its armies conquering coastal town after coastal town in a bid to prevent the raiders from having a safe harbor. After the death of their leader, the Moors appealed to the Ottoman Sultan for support against the Christian invaders. By 1529, the Spanish had been largely expelled, and the region (excluding Morocco) fell under the partial control of the Ottoman Empire.

Until 1587, Algiers served as the regional center of government, with power lying in the hands of local military governors appointed by the Sultan. These governors, known as *beylerbeys*, were nautical men, admirals in charge of mighty fleets, and they quickly made their presence felt across the Western Mediterranean. In 1587, the Sultan imposed direct rule, replacing the *beylerbeys* with *pashas* (a high-ranking political office) sent directly from Constantinople. Initially they served a three-year term, but over the decades this has been greatly extended. Whereas the *beylerbeys* waged war for political purposes, their successors quested only after wealth. So began the rise of the true Barbary corsairs.

Unlike later European pirates, the Corsairs were very much organized bands, operating as legitimate businesses. Captains (*reises*, sing. *reis*) actively sought investors, using the money to purchase ships and crews. In return, the investors received a share of any plunder. By law, 10% of any prizes, whether ships, cargoes, or slaves, was paid to the pasha. This payment legitimized the *reises'* activities.

Although a *reis* could make a decent living attacking ships, his greatest wealth lay in taking slaves. In 1544, 9,000 people, almost the entire population of Lipari, an island off the north coast of Sicily, were enslaved in a single raid. Less than a decade later, the Maltese island of Gozo was raided, and another 6,000 Christians fell into Muslim hands. It was a pattern that would be repeated time after time. Financial gain was the major reason for the enslavement, but it was not the only reason—the Catholic monarchs of Spain's forced conversion of Muslims had yet to be fully punished, and the raids served as reprisals for Portuguese enslavement and massacre of Muslims in distant India.

Europe did not take the aggression lying down. The Knights of Malta turned their attentions to combating the growing threat of the corsairs, while European shipbuilders devised a new breed of fast, maneuverable galleys capable of giving chase to the larger Moorish galleys. Coastal churches became fortified redoubts, a chain of new forts was constructed, lookouts were placed to watch for approaching galleys, and local militia units were raised. Despite sizeable investment, the measures proved of only limited success—Europe had a long Mediterranean coastline, militia were of little use if caught by surprise, and the corsairs were master planners.

The early part of the 17th century saw a dramatic rise in corsair activities. Dutch pirates migrated to the region, keen to take their war against the Spanish to the very shores of Spain. Not only did the Dutch make alliances with the Barbary corsairs, they also introduced them to European tactics, ships, and cannons.

Strengthened by their new allies, the corsairs extended their reach beyond the Pillars of Hercules (Straits of Gibraltar). Barbary Corsair vessels struck at the Atlantic coast of Spain in 1617. Iceland was raided in 1627, and Ireland in 1631.

The year is now 1636 and the ugly world of politics has entered the Mediterranean theater. France, now at war with Spain, actively pays the pirates to raid Spanish ports and shipping, while England and the Netherlands offer incentives for the corsairs to strike at France.

Slavery in the Mediterranean

As noted elsewhere, slaves are the primary source of income for the corsairs. While some are abandoned by kith and kin, others are ransomed back for exorbitant sums. The fate of a slave is varied, but always miserable.

Many end up as galley slaves, for the corsairs need great numbers of oarsmen, and slaves do not require payment. Lashed to the oars until a ransom is paid or they perish from exhaustion, malnutrition, mistreatment, or disease, the slaves are forbidden from leaving the ship. Here they will eat, sleep, and defecate, all the while reminded of their lowly status by a kiss of the lash. Since Islam forbids the ownership of Muslim slaves, those poor wretches who power the galleys to war against the European nations are Christians.

For all the suffering and misery a galley slave must endure, his life is comparatively easy compared to the poor wretches sold in the slave markets. Most of these end up toiling in the mines. Here slaves are seen as expendable assets, easily replaced when the corsair fleets next dock in port. The work is backbreaking, with long hours spent under the gaze of the scorching sun.

Europe is not faultless when it comes to slavery—Spain and Portugal already export great quantities of Africans to their holdings in the New World and Far East. Ironically, many European galleys are actually powered by captured Barbary corsairs. The Knights of Malta are the biggest Christian slavers in the Mediterranean. Aside from capturing pirates themselves, their agents actively trawl Mediterranean ports in search of fresh slaves.

Corsair Ships

The corsair ship of choice is the galley, a vessel ideally suited to the Mediterranean. Although Dutch corsairs favor typical European vessels, the French, Spanish, and Knights of Malta all employ galleys in the theater. Rules for nautical combat, as well as other types of vessel, are presented in *Richelieu's Guide to Nautical Adventures*.

Fusta: A narrow, fast galley with a single mast. Like

most galleys, the sail is used when cruising, and the oars when maneuvering in harbor or in combat. Its shallow draft makes it perfect for raiding small harbors and sailing up rivers. Cannons: 2 to 3.

Galiot: A galiot is a galley with 20 oars and one or two masts, with both rowing and sail used for propulsion, when the wind allows. In the French Oceanic fleet the term describes a one- or two-masted sailing ship. On two-masted vessels, the rear mast is always shorter than the main mast. Cannons: 2 to 10.

Galleass: A larger version of the galiot, boasting three masts, 32 oars, and the addition of both a forecastle and aftcastle. Heavily armed, their design makes them unsuitable for the rougher waters outside of the Mediterranean. Cannons: 50.

Ship Reference Chart

Vehicle	Size	Def	Strc	Spd	Han	Crew
Fusta	8	6	12	12	0	25-40
Galiot	8	8	24	8	-2	50-150
Galleass	16	10	30	6	-2	500-800

The Barbary Coast

This supplement introduces an entire new realm to the *All for One* setting. In many ways the Mediterranean coast is the true cradle of western civilization, for on its shores rose the great nations of the Phoenicians, Greeks, Carthaginians, and Romans, all of whom had a guiding hand in the settlement of coastal cities still occupied millennia later. As well as the Barbary States, key European islands and cities receive some attention.

With a history dating back into antiquity, and relationships with and between the European powers a tangled and convoluted mess of feuds, marriages, wars, and treaties, not to mention rule by powers outside the western Mediterranean, the text is intended as a primer to the complex history of the region, not a complete and in depth study. Dates of rulers, when listed, are their reign dates.

Algiers

Ruler: Yusuf II Pasha (1634-1645)

Although Algiers has been occupied for countless millennia, the country's modern history begins with the arrival of the Phoenicians, one of the greatest trading nations ever to sail the Mediterranean. Although Carthage (in Tripoli) was their primary base in the region, they founded several satellite ports along the Algerian coast. Over two millennia have passed, yet the city of Algiers, after which the country is named, holds true to its early purpose, remaining one of the most important North African ports.

As Phoenician influence waned, so Carthage rose to fill the power vacuum, its hand extending along the coast to claim Algiers' prosperous ports. Rome's total destruction of Carthage in the Third Punic War did not lead to immediate settlement, and the land was occupied by Berber tribes keen to enact revenge for centuries of oppression. Only when Augustus sat on the throne as emperor did Rome again cast her eyes to North Africa.

As Rome became Christian, so the new creed was carried to its North African territories by eager missionaries. Rome eventually went the way of Carthage, but Christianity flourished among resurgent Berbers until the 8th century, when it was replaced by Islam. Dynasties came and went, some by natural attrition and others by brute force, but Algiers remained firmly in Berber hands.

Its armies finally freed after the *Reconquista*, Spain continued its war against the Moors, taking the conflict to the Algerian coast. Over the course of four years the Spanish succeeded in capturing several key ports, but their victories were short-lived. Aside from a few enclaves, most notably Oran, the invaders were forced back to the European side of the Mediterranean by 1554.

Algiers' victory came at a price—independence. Unable to loosen the Spanish grip with his own forces, the ruler was forced to seek help from the Great Sultan of the Ottoman Empire. Algiers became an imperial province in 1517. Although it remains under imperial rule under the watchful gaze of the pasha, Algiers is largely left to its own devices.

Algiers, City of

According to myth, the city of Algiers was founded by 20 of Hercules' companions. Its Roman name, Icosium, is said to derive from the Greek word for twenty, though it is more likely transcribed into Latin from the Phoenician name, Ikosim.

Founded by the Phoenicians to serve Carthage, Algiers slid in to obscurity during Roman rule, its bustling trading port reduced to a mere fishing harbor. Following the collapse of the empire, it was conquered by the Vandals. Despite being attributed destructive tendencies by Renaissance writers, the Vandals were no more rapacious than other tribes of the time, and successfully ran a kingdom that dominated a large part of the western Algerian coast and the northern tip of Tunis, as well as Corsica and Sardinia.

The modern city was founded in 955, by the founder of the Berber Zirid-Sanhaka dynasty. It passed into the hands of the Berber Almohades, and then onto the Abd al-Wadid sultans of Tlemcen (a town in northwest Algiers). Because Oran was the main port of the Abd-el-Wadid dynasty, it being closer to their center of power, Algiers was largely governed as an independent city-state.

Although heavily engaged in the *Reconquista*, Spain found the resources to capture the islet of Peñón, which occupied a prime position in front of the city's harbor. Quick to realize that the Spanish might try to sack Algiers, the governor quickly entered into a trade agreement with

Islamic Dynasties

Several Islamic dynasties are mentioned throughout the text. Although inconsequential to modern affairs, they played an important role in the development of the Barbary States. Brief notes are given below, along with the territories they ruled at their greatest extent.

Rashidun Caliphate (632–661): First Arab Caliphate, created after Mohammed's death. Spread east across Tripoli. Tunis was a vassal state.

Umayyad Caliphate (661–750): Arab dynasty whose territory stretched from Morocco to Persia, and extended deep into the Iberian Peninsula.

Abbasid Caliphate (750–1513): Arab successors to the Umayyads. By the late 10th century they had lost control of Iberia and Morocco.

Caliphate of Córdoba (929–1031): Arab rulers of the Iberian Peninsula.

Fatamid Caliphate (909–1171): Arab dynasty. Their territory covered the entirety of the North African coast from central Morocco across to the Holy Land. They had no European territories.

Almoravid (1040–1147): Berber dynasty whose territories along the Barbary Coast included Morocco, Western Algiers, Southern Portugal, and Spain.

Almohad (1121–1269): Berber dynasty. While they lost much of the Almoravids' southern territories, they extended eastward to conquer all of Algiers and Tunis, and half the coastal territory of Tripoli.

Ayyubid (1171–1341): Dynasty founded by Saladin. Their Barbary Coast territory included Tripoli and Tunis.

Marinid (1215–1465): Berber successors to the Almohads. Their territory covered Northern Morocco, Algiers, and Tunis.

Hafsid (1229–1574): Berber dynasty who split from the Almohads. Governed Eastern Algiers, Tunis, and Western Tripoli.

Ziyyanid (1235–1556): Berber dynasty. Their territory extended only over Western Algiers.

Ottoman Empire (1299–1923): Rulers of the Eastern Mediterranean, Black Sea, southern Eastern Europe, and the North African coast as far as Morocco.

Saadi (1554–1659): Current ruling dynasty of Morocco.

the conquerors. In an act of irony not uncommon in war, Spain crushed the Moorish occupiers of the Iberian Peninsula with one hand, and traded with their cousins with the other, using the vast wealth the agreement generated to fund its ongoing struggle for liberation.

Although Spain profited greatly, Algiers remained a secondary port to Oran. The winds of changes were beginning to blow, however. Eventually freed from the war after its victory in 1492, Spain turned its full attention to

North Africa, quickly seizing several key ports, including Algiers in 1510. Spain barely had time to celebrate her victory before the Algerians, aided by Barbary corsairs, recaptured the main city in 1516. Unfortunately, Ottoman support faded with the death of Sultan Selim in 1520, and the city fell to Berber Kabyles in 1524.

Selim's successor, Suleiman the Magnificent declared war on the Holy Roman Empire in 1529, the same year in which he sought to extend Ottoman power in the Mediterranean. Dispatching an army and much needed cash, he ordered the Barbary Corsair chief Khair ad-Din Barbarossa to retake the city and secure its harbor for Ottoman use. Bribery won him the main city, allowing him to concentrate his might against the last Spanish bastion in the city of Algiers, the now heavily-fortified Peñón. After suffering 22 days of constant artillery barrage and with just 25 men left under his command, the Spanish governor surrendered the fortress.

Celebrated as saviors, and seeking a safe harbor close to Spain from which to conduct future raids, the corsairs made Algiers their primary port. The population swollen by refugees fleeing from Iberia, the corsairs found no shortage of volunteers eager for revenge. The corsairs exploded out of Algiers and into the western Mediterranean, raiding the Spanish coastline with ever-increasing frequency and barbarity.

Seeking to rid the world of the Barbary corsairs, Charles V, King of Spain and Holy Roman Emperor, sent an army of some 30,000 men against Algiers in 1541. The invasion was ended by nature's wrath, in the form of a terrible storm, and corsair aggression.

Technically part of the Ottoman Empire but with a large degree of independence, the city's inhabitants increased their piratical activities while simultaneously constructing impressive fortifications. Algiers now sits behind a wall on all sides, including the seaward face.

The city is a bustling hive of natives and corsairs, for Algiers remains the corsairs' most important stronghold, boasting an impressive 8,000 pirates. Algiers also boasts two harbors, both artificial, constructed by the corsairs to suit their needs.

Casbah: Built on the ruins of Icosium in 1556, the Casbah, a city within a city, has been home to the ruling pasha for 80 years. Within its walls are found homes and workshops, souks and mosques, palaces and courts. The upper part of the Casbah (al-Gabal, "the mountain") is home not just to native Algerians, but Andalusian, Jewish, Moorish and Berber Kabyle communities. The smaller lower section (al-Wata, "the plains") is the administrative, commercial, and military hub, as well as home to the social elite.

Slave Market: Unsurprisingly, Algiers boasts the largest slave market on the Barbary Coast. Most Europeans captured by the corsairs end up here, bound in chains until sold or sentenced to the galleys.

El Peñón de Argel: The word "peñón" means rock in Spanish, and is applied to any fort built on a small island. Construction began in 1510, following Spain's invasion of Algiers. Following its capture by the Turks, a

lighthouse was erected on the site of the battered fortifications in 1544. The islet is connected to the mainland by a thin mole.

Corsica

Located in the central Western Mediterranean, Corsica's strategic position made it an ideal location for the early civilizations. Originally settled by the Greeks, history saw it settled successively by the Etruscans, Carthaginians, Romans, Vandals, Byzantine Empire, Lombards, and the Holy Roman Empire.

It's value as a staging posts for invasions of Western Europe led to 150 years of intermittent raids by the Moors, though by the time of the First Crusade that threat had diminished considerably.

Freed from external threats, the feudal lords turned their attentions inward. While the nobles fought political and military battles for supremacy, the common people beseeched the Pope to act. In 1090, he assigned administrative control of the island to the Italian city-state of Pisa. Peace was short-lived, though. Determined to dominate trade in the Western Mediterranean, Genoa went to war with its rival, and Corsica was a valuable prize. Corsica eventually fell to the Genoese in 1282.

Genoese rule was far from absolute, and often far from competent. Whenever the Doges of Genoa became distracted, rival families clashed for dominance of the island. Tired of the constant conflict, the citizens again took matters into their own hands, this time requesting protection from the Bank of St. George, Genoa's major creditor. In return for protection, the bank became the island's *de facto* ruler. Not wishing to alienate its moneylender, Genoa's government agreed to the takeover. Driven by profit, the bank invested heavily in its new property, securing the ports, expanding the defenses, and importing Genoese colonists.

Although the people of Corsica had requested the bank's protection, the deal proved less than satisfactory. Key posts were assigned to Genoese newcomers, who were largely kept segregated from the natives inside purpose-built walled cities, and taxes were raised.

In a bid to weaken the Hapsburg hold over Southern Europe and strengthen French domination, Henry II of France declared war against Charles V of Spain, the Holy Roman Emperor, in 1551. The battleground was to be Italy and the Western Mediterranean.

Behind Henry's back Marshal de Termes, prompted by Corsican exiles, ordered an invasion of Corsica in 1553. Invoking the terms of a Franco-Ottoman alliance negotiated in 1536 (a scandalous act referred to as the "impious alliance"), the French army was transported to Corsica by Barbary corsairs under Dragut (Turget Reis), the most famous corsair of his age.

The initial stage of the invasion went well, but barely two weeks into the endeavor the Ottomans withdrew, leaving the French to fight alone. Stripped of manpower, the French resorted to political machinations, turning

the feudal lords against each other in a bid to prevent them putting up a unified defense.

On learning of his general's act, Henry made immediate representation to Genoa, but his attempts to secure peace came too late. Angered, the Genoese dispatched their most renowned admiral to clear out the French, an act he had largely achieved by the spring of 1555. Corsican rebels bravely fought in the island's rugged interior, but thoughts of victory were crushed when an Ottoman reinforcement fleet sailed home, its crew sickened by plague yet all the richer for the Genoese gold they had accepted in bribes. In 1559, France handed over all rights to Corsica to the Genoese.

Bastia: Originally a fishing port for the city of Cardo, the Genoese rulers transformed the small harbor into their capital. Named for its *bastiglia* (citadel), the city is now the island's capital, main port, and home to its Genoese governor.

Malta

Ruler: Antoine de Paule (1623-1636), Jean Baptiste de Lascaris de Castellar (1636-1657)

Malta holds the distinction of having possessed an advanced Stone Age culture. These early colonists erected massive stone temples and cairns, many of which are still visible in the 17th century (though their purpose is little understood). Obviously organized, and capable of trading with the mainland, the culture nevertheless vanished, the island becoming largely depopulated.

Greek colonists arrived in 8th century BC, though it was the Phoenicians, who arrived a century later, who brought the island into the ancient world. Located almost exactly in the center of the Mediterranean, it became a valuable trading hub. Carthage inherited the island next. Rebelling against Carthaginian rule during the First Punic War, the Maltese openly allied themselves with the emerging superpower of Rome during the Second Punic War, earning exemption from taxation and Roman law as reward. After enjoying the benefits of the later Roman Empire, Malta became part of the Byzantine Empire in 395, remaining in the hands of the eastern empire until 870, when it became a Moorish territory.

Unlike many other major islands, Malta was back in Christian hands by 1091, conquered by the Normans during their campaign against Sicily. Subsequent rulers included the Holy Roman Empire (who ruined its trade, expelled the Muslims, and imported new Christian settlers), the House of Anjou (who placed crippling tax burdens on the population), and the Aragonese.

Charles V gifted Malta to the Knights Hospitaller, who had recently been expelled from their previous headquarters on Rhodes by the Ottoman Empire. But the Ottomans were not content to let the knights rule peacefully.

In 1551, the entire population of the neighboring island of Gozo was enslaved by Barbary corsairs, a stark warning to Malta that it was next. Sure enough, in 1565

the Ottoman Empire launched a massive invasion. The story of the siege is described on page 14.

The Knights of Malta, as the order is now known, still govern Malta, its Grand Master also being the head of state. Rebuilt and heavily fortified, it is a lone bastion against the power and aggression of the Barbary corsairs, a beacon of hope in a region sliding into darkness.

Valletta: Named after Jean Parisot de la Valette, the Grand Master who led the defense of the island in 1565, Valletta is less a city and more a massive fortification. The city's official name, given it by the Knights of Malta, is *Humilissima Civitas Valletta* ("the Most Humble City of Valletta").

Freed from the restriction of having to adapt an existing city, Valletta was purpose built to be spacious and heavily defended. Although Malta is largely considered a cultural backwater, Valletta's palaces, public squares, churches, and cathedral rival any of the great cities of mainland Europe. Built at great expense and employing all the latest innovations in defensive warfare, it is both a testament to the wealth of the holy order and the threat posed by the Barbary corsairs.

Valletta sits upon a peninsula. To the north is Marsamxett Harbor, home to Malta's mercantile and fishing fleet, while to the south is the Grand Harbor, which is home to the knights' galleys.

Auberges: Following the construction of Valletta, the Knights of Malta built two "inns," one for the *langue* of Castille, and another for Italy. The word "inn" is misleading, for the structures are more akin to fortified palaces in size and majesty. They serve primarily as the quarters for visiting knights, but are also open to important dignitaries who require hospitality while in Malta. Hospitality comes at a price, though. Should the city be attacked, those enjoying the knights' protection are honor-bound to join its defenders on the ramparts.

Fort Saint Elmo: Originally a watchtower overlooking the entrance to both harbors, the defensive works were massively expanded in the early 16th century. At the time of the Great Siege, the solitary watchtower had evolved into a star fort. The scene of intense fighting during the Ottoman invasion, the fort was little more than a pile of rubble, its garrison of 800 reduced to just nine, when the siege was lifted. The fort has since been rebuilt, its imposing structure now part of the city's seaward bastion.

Fort St Angelo: A fortification has stood on the site of this castle for centuries, although who erected the first one is no longer remembered. The castle served as the original seat of the Grand Master of the Knights of Malta, and was, until the years following the Great Siege, their strongest fortification. Valletta was built on the other side of the harbor, prompting the Grand Master to move his headquarters. Badly damaged in the siege, the castle has yet to be repaired.

Treasury Library: The brainchild of Claude de la Sengle, Grand Master of the Knights, the Treasury Library houses all books bequeathed in wills by Knights of Malta. Access is restricted to members of the order and honored guests.

The Grand Master's Palace: One of the first buildings constructed in Valletta, the palace is the home of the Grand Master. It also houses the council chamber of the Sovereign Council, thus making it the seat of Malta's government.

Sacra Infermia: The Sacred Infirmary is the center of the knight's Hospitaller activities. Constructed adjacent to Fort Saint Elmo, it is currently undergoing work to enlarge it. Capable of housing over 800 patients, it is attributed to be the best hospital in the whole of Europe.

St. James Cavalier: Constructed during the building of Valletta, St. James is a gun platform built facing the landward approach to the city. Whereas Fort Saint Elmo is a masterpiece of defensive technology, St. James is a no-nonsense, functional bastion.

Marseilles

France's major Mediterranean port, Marseilles, the oldest city in France and the first settlement to be granted city status, was founded by the Greeks in 600 BC. Faced with Etruscan, Carthaginian, and Celtic aggression, the city allied itself to the fledgling Roman Republic, a move which also gave Marseilles access to Rome's trading network. With Italy cut off from the rest of Europe by the Alps, Rome hungry for slaves, and the Gauls keen to procure Roman wine and goods, Marseilles boomed. The city remained independent of Roman rule until 49 BC, when it picked the wrong side in the civil war between Caesar and Pompey.

After a brief period under Visigoth rule, Marseilles was consumed into the Frankish empire. After a temporary lull, the city's fortunes were revitalized in the 11th century. A constant stream of foreign traders brought new wealth and new ideas, but also something unwanted—plague.

The first outbreak occurred in 1348, the city suffering frequent outbreaks until 1361. Its population reduced by more than half, the city had barely begun the arduous climb back to prosperity when the Aragonese sacked it in 1423. Yet despite these seemingly crippling setbacks, Marseilles bounced back.

Following its acquisition by the Count of Provence, later King of Sicily and Duke of Anjou, Marseilles was fortified and transformed into a naval base. By the 1440s, Marseilles had overcome the disaster of previous decades and regained its prominence for trade. Used to the relaxed governance of its feudal overlords, the city developed a reputation for birthing rebellion after being incorporated into France in 1481.

Following a siege by the Holy Roman Empire in the late 15th century, the French entered a treaty with the Ottoman Empire. For the first time in history, a mainland European port served as home to a fleet of Barbary Corsair ships. Although spared the privations of the Ottoman pirates, Marseilles could not escape the return of the plague as the 16th century waned.

Château d'If: Built to deter seaborne invasion, the

castle sits on a small rocky island a mile off the coast. Thanks to strong currents and steep cliffs, it is regarded as being escape proof. Inmates are religious and political prisoners rather than common criminals. Considered traitors to God and King, their life is a living hell. Bribery is useless, as wealth buys nothing here, save contempt and aggravated beatings from the cruel jailors.

The Port: With France busily constructing a new Mediterranean fleet, the existing harbor is undergoing major renovation work. Like most ports, Marseilles is multi-cultural, catering to merchants from as far away as the Holy Land.

Morocco

Ruler: Sultan Al Walid ben Zidan (1631-February 1636), Mohammed esh Sheikh es Seghir (1636-1655)

As elsewhere along the central and western North African coast, the early foreign colonizers occupied only a thin strip along the coast and the fertile banks of the rivers, leaving the harsh desert interior to the native Berber tribes. Already trading with distant Britain, the Phoenicians founded a number of colonies beyond the Pillars of Hercules.

Whereas the Phoenicians ignored the Berbers, their successors, the Carthaginians, negotiated dialogue, paying the natives an annual tribute both for protection and to secure them as a workforce. Despite Carthaginian dominance of the coast, scattered Berber kingdoms began to develop inland.

The shadow of Rome's eagle fell over the region in the early 1st century. Whereas the Carthaginians ruled through diplomacy, Rome enforced rule through the might of its legions. Although she claimed the entire region, Rome extended rule only over the economically viable lands.

With Rome's wings well and truly clipped, control passed to the Vandals, Visigoths, and Byzantine Empire. And yet the Berber tribes, safe in the mountainous interior, remained unbowed, even after the arrival of Islam in the late 7th century. Unified by a common faith, the Berbers nevertheless retained their own laws and cultural identity. Indeed, relations between the Arabs and Berbers were less than cordial.

Openly rebelling, the Berbers threw off Arab rule in 742. As a result, Morocco devolved into a series of minor kingdoms. Anarchy continued throughout the 10th century, with foreign invaders coming and going, yet none establishing a firm grip over the independently-minded Berbers. Throughout the 11th and 12th centuries Morocco was ruled by a succession of Berber dynasties. Even then, disparate cultural identity prevented true unification.

In 1554, the southern Moroccan Saadi dynasty struck north, seizing control they have yet to relinquish despite Ottoman aggression. Between 1631 and February 1636, Morocco is ruled by Sultan Al Walid ben Zidan. His rule ends by the blades of French renegades.

Franco-Ottoman Alliance

Signed by Francis I of France and the Great Sultan Suleiman the Magnificent in 1536, the Franco-Ottoman Alliance was regarded as a scandalous act in Europe, marking as it did a union between Christians and Muslims. Although ideological enemies, France and the Ottomans share a common enemy—the Hapsburgs, rulers of Spain.

Despite a few mishaps, the pact has served both nations militarily and financially, and it continues to do so. Under terms negotiated in 1604, for example, all nations save England and Venice who wish to trade with Istanbul must fly the French flag and submit to their protection, which naturally comes at a cost.

The accord only affects Barbary corsairs from Algiers, Tunis, and Tripoli, three nations under Ottoman control. The pirates of Morocco have no such union with France, and are thus free to plunder French interests as they see fit. Despite sharing a common enemy, the Moroccan corsairs have no wish to become French lackeys.

Tetuan

Located on the other side of the peninsula from Tangier and opposite Gibraltar, the earliest ruins date from Carthaginian times. The current city, though, dates only from the 14th century. A major corsair port, the activities of its inhabitants angered the Spanish enough that in 1400 they leveled the city.

As Spanish dominance over the Iberian Peninsula neared completion, refugees fleeing the fighting settled here, creating a new city behind fortified walls. Although Morocco is not allied to the Ottoman Empire, Tetuan continues to serve as a minor corsair base.

Republic of Bou Regreg

In 1610, Muslims who had converted to Christianity (*moriscos*) were finally expelled from Spain by royal decree. Initially settling in the Moroccan city of Salé, they were quickly forced to move on again. Heading south across the Bou Regreg river, they settled in Rabat, at the time an almost completely abandoned settlement home to barely 400 souls.

Soon after, Salé became home to a corsair fleet commanded by a Dutchman, Jan Janszoon van Haarlem, who went by the name Murat Reis the Younger. Captured by Barbary corsairs in 1618, Janszoon converted to Islam and joined on with a corsair captain, another Dutch convert and, coincidentally, an old friend. Assuming command after his friend and captain was killed in action soon after, Janszoon sailed the small fleet to Salé.

Ottoman Currency

The main coins of the Ottoman Empire are the guruh and akche, though Venetian ducats are used for trading with foreign nations. Both native coins are silver, though the actual silver content of the akche has fallen by an astounding 90% in recent decades. Within a few years of 1636, the Ottoman mints cease producing the akche, which is no longer considered legal currency. As a result, the economy spirals into chaos, and the political strife caused by having to use foreign coins only adds to the empire's growing problems.

Morocco uses the Ottoman coinage, but Spanish coins are accepted in Tangiers and Oran.

Ottoman Empire: One guruh = 120 akches

Exchange rate: 1 livre = 0.5 guruhes

Arriving in 1619, he declared the city an independent republic, to be governed by 14 pirate chiefs, one of whom would hold the title President and Grand Admiral. Janszoon was elected as the first Grand Admiral. So began the privations of the much feared "Salé Rovers."

The Sultan of Morocco, in a bid to save face, acknowledged the Dutchman as his governor in 1524, though the role was purely ceremonial. In return for keeping his nose out of their business, the sultan was to be handsomely paid. Salé thrived under his leadership, rapidly growing rich on the plunder brought back by the corsairs. Indeed, Janszoon was so successful that he was forced to take on a vice-admiral to help share the workload. As tensions between Salé and Rabat worsened, Janszoon returned to Algiers with his entire fleet.

In 1627, Salé and Rabat united to form the Republic of Bou Regreg (also known as the Republic of the Two Shores and the Republic of Rabat-Salé). Although the young republic still engages in piracy, it is already weakening thanks to government greed and a lack of skilled captains.

Spanish Territories

The following entries are all properties of Spain, and ruled, ultimately, by Philip III. As Spanish territories, they are at war with France in 1636.

Cadiz

Nestled between high walls, as it has been since antiquity, Cadiz is not situated on the Spanish mainland. Rather, it occupies the end of a narrow spit of land that juts into the Bay of Cadiz.

As with many maritime cities in the Western Mediterranean, Cadiz began life as a Phoenician trading post. According to ancient records, the maritime merchants

sought to trade with the inhabitants of Tartessos, a city whose location has been lost in the mists of time. Under the Phoenicians, the city was known as Gadir ("walled city"). According to the Greeks, who called it Gadira, the city was founded by Hercules, who came here to rest after his epic battle against the triple-torso, triple-headed giant Geryon. According to one legend, a large tumulus on the nearby mainland marks Geryon's grave.

Half a millennium before Christ, Cadiz's streets echoed to the footsteps of Hannibal and his Carthaginian horde. From here the great general launched his conquest of southern and eastern Iberia, a campaign which would open the way for his legendary march toward Rome. Having successfully halted Hannibal's rampage through their homeland, the Romans set about destroying Carthaginian interests in Iberia. Cadiz fell to Rome's mighty legions in 206 BC. Renamed Gades, it served Rome as a major naval base. Such was the city's prestige that by the reign of Augustus it boasted more upper class citizens than any cities save Rome and Padua.

As the Empire slid into terminal decline, so too did the city's importance wane. The death knell rang out in 410 AD, when the city was razed to the ground by the rampaging Visigoths. The specter of Rome returned briefly in 550, when Emperor Justinian added the city to the Byzantine Empire, but his reach was overextended, and the city was back under Visigoth control within a generation.

From 711, Cadiz was under Moorish rule. Known as Qadis, from where the modern name derives, it was liberated by Alphonso X of Castille in 1262. Cadiz prospered again in the 15th century, for it was from here Columbus embarked on his second and fourth voyages to the New World. Later, it became home to the Spanish treasure fleet. The prospect of capturing the treasure ships proved too much for the Barbary corsairs to resist. Throughout the early part of the 16th century they repeatedly tried and failed to take the city. What steel could not achieve, the elements could—much of the old town was razed by fire in 1569.

Then England, seemingly perpetually at war with Spain, turned her attentions to the city. Two decades after the disastrous fire (1587), the English privateer Sir Francis Drake launched an audacious assault, successfully occupying the harbor for three days, during which time his fleet sank 31 Spanish ships and captured six others. His assault proved more fortuitous than he could ever imagine, for the destruction he wrought delayed the launch of the Spanish Armada by a year. A mere nine years later the English returned, this time in the form of the Earl of Essex and Sir Charles Howard. During another successful assault, the English sank 32 ships and occupied the city for the best part of a month. With their occupancy untenable in the long term and the Spanish having refused to pay a ransom to have the city returned to them, the English put Cadiz to the torch, hoisted their sails, and returned home.

The last English raid occurred in 1625. Whereas the previous expeditions had been outstanding successes,

this attempt ended in failure, the English having missed the prize they so keenly sought—the treasure ships from the New World.

Puerta Real: The city of Port Royal sits on the Spanish mainland, directly across from Cadiz. Keen to play an active role in the lucrative trade Spain had developed with the Barbary States, and with the other major Spanish trading ports already firmly held by noble families, the Spanish monarchs Ferdinand and Isabella founded the settlement in 1483.

Santa Catalina Castle: Santa Catalina was erected in 1598 in direct response to the English invasion two years previous. It sits on the southern side of the city, its guns trained on the Atlantic approach.

Casablanca

Situated west along the coast from Tangier, Casablanca's early history mirrors that of many other Barbary Coast cities. After the Romans it remained an independent city, albeit an Islamic one, until 1068, when it was conquered by the Almoravid dynasty. Ideally suited as a harbor from which to attack the Iberian Peninsula's Atlantic coast, it became a haven for corsairs.

In response to the growing number of raids, Portugal destroyed the city in 1468. The Portuguese then became settlers, using the rubble to construct an impressive fortress. Due to the Iberian Union, which merged Portugal and Spain (1580-1640), Casablanca is currently a Spanish territory. The city, such as it is, comprises the fortress and a small village.

Gibraltar

Often referred to as an island, but actually connected to mainland Spain, Gibraltar was yet another Phoenician trading center. Following what by now had become something of a tradition, the Greeks later identified the Rock, the mountain that dominates the area, with Hercules, insisting it was one of his two Pillars.

Carthaginians, Romans, and Vandals continued the age old tradition of taking the settlement from their predecessors, before it ended up a part of the Visigothic Kingdom of Hispania. Visigoth rule ended in 711, replaced by the Moors. Named Jabal Tariq (from where the modern name derives), Gibraltar would remain in the hands of successive Moorish dynasties until 1309.

Following a month long siege, the Spanish finally wrested control from the Moors. Isolated on the southern tip of Spain, few colonists were attracted to the rugged site. King Ferdinand IV endeavored to make the area attractive by promising settlers who remained there for a year and a day exemption from justice, but the move proved largely unsuccessful. In 1333, it was once again back under Moorish dominion, and would remain that way until 1462.

Previously considered undesirable, Gibraltar's strategic position prompted King Henry IV to assume the title King of Gibraltar, though he ceded control a mere six

years later, handing control to the 2nd Duke of Medina Sidonia (a rising family of Andalusian nobles), who took the title Marquis of Gibraltar. The marquis sold Gibraltar to converted Jews in 1474, on the condition that his troops maintain the garrison for a period of two years. When the time expired, the nobleman seized control again, expelling over 4,000 Jews in the process. Passing back to crown control in 1501, Gibraltar, which lies a mere 14 miles from North Africa, has become a strategic port, and a prime target for corsair raids.

In a bid to thwart the latter and protect the harbor, the Spanish are hastily erecting new fortifications.

Ibiza

In keeping with the other islands and major cities, Ibiza's early past followed the time-honored route through history of Phoenician, Carthaginian, and Roman rule. The Vandals and Byzantines both laid brief claims to the island, but it fell to the expansionist Moors in the 8th century. The next to invade were not the nearby Spanish, but the Norwegians, who arrived in 1110 while en route to crusade in the Holy Land. The Vikings did little more than plunder, and it would be another century before European rule was re-established.

An important and powerful center of trade throughout much of its history, it was a prize valued by the Spanish. Having all ready conquered Majorca and Minorca, James I of Aragon turned his ambitions toward Ibiza. Ibiza's impressive walls were not breeched by Spanish military might. Having argued over a woman, the brother of the Moorish ruler betrayed his countrymen, revealing to the Spanish a secret tunnel that led into the town. After five centuries of Moorish rule, Ibiza was returned to European control in 1235.

Ibiza passed to the control of the Kingdom of Majorca in 1286, though it remained a largely independent island. Its people enjoyed many privileges, such as sharing in the profits from the lucrative salt pans, and, for a brief time, life was good. Plague struck in 1348, leaving the once bustling island with a population of less than 3,000 souls. The island suffered again in 1518, this time at the hands of Spanish troops stationed here while awaiting the repair of ships intended to take them to Algiers. Unpaid, the troops mutinied, laying waste to much of the island before peace was restored.

Although Ibiza has new walls and a regenerated population, it is subject to frequent Barbary corsair raids.

Majorca

Also known as Mallorca, Majorca follows the typical pattern already detailed above. It grew prosperous under Roman rule, its olive groves, vineyards, and salt pans proving major sources of income. Even its soldiers were prized assets, being widely regarded as among the best slingers in the ancient world.

Sacked by the Vandals in 426 and annexed to their kingdom in 465, it enjoyed a brief cultural resurgence

in 534, when it became part of the Byzantine Empire. Still considered wealthy, it was preyed upon by Barbary corsairs from the early 8th century, before falling to the Caliphate of Cordoba (a Moorish province in Spain) in 902. Although widely feared as rapacious savages, the Moors were at the height of their civilization. Investment in agriculture and industry opened new trade routes, and the economy boomed.

The Caliphate perished in the early 11th century, and with it Ibiza's fortunes worsened. Palma, the main city, was besieged and sacked by a joint Pisan-Catalonian force in 1114, but they made no attempt to govern. Instead, the Moorish Almoravid dynasty stepped in to fill the void, only to be replaced by the Almohads in 1176. Moorish rule continued until 1229, when King James I of Aragon conquered the island. Following a brief spell as part of the Kingdom of Aragon, Majorca was granted the status of a separate kingdom in 1276. That rule ended in 1344, when Aragon again invaded.

Frequently attacked by corsairs, the island was fortified and a series of watchtowers erected. And yet this did little to halt the plundering. Indeed, by 1570 the situation was so bad that the Spanish king seriously considered total removal of the inhabitants to spare them the corsairs' wrath. Majorca remains settled, and its population is still subject to frequent raids.

Minorca

With the destruction of Carthage, the great maritime superpower of its age, piracy became rampant in the Western Mediterranean. Minorca's strategic location made it an ideal base, and the pirates were quick to take advantage. Rome quickly developed the skills necessary to dominate the sea, and by 121 BC the island was firmly under Senate control.

Vandals conquered the island as Rome weakened, though its successor, the Byzantine Empire, made amends for its loss. By the early 10th century its fate was the same as the other major Mediterranean islands—Moorish rule. Following the loss of Majorca to the Christians in 1231, Minorca survived as an independent Islamic state, lasting a mere six years before falling to Aragonese forces.

After a century as part of the Kingdom of Majorca, Minorca was eventually absorbed into the newly unified Spanish kingdom. Although small, Minorca was not spared the privations of the Barbary Corsairs. As Spanish rule over parts of Algiers ended in bitter defeat, so the corsairs, freed from the fighting, sailed north. In 1535, a fleet of pirates sacked the main city, dragging 6,000 unfortunate souls back to Algiers to endure a life of slavery. A second raid, this time in 1558, saw another 3,500 Minorcans enslaved.

Mão: Minorca's location is not the only reason it has been highly prized as a territory—it boasts the second deepest natural harbor in the world. Despite the harbor being in Mão, Ciutadella de Menorca is actually the capital of Minorca, an honor it has held since antiquity.

St. Philip's Castle: In response to the corsair raid

two decades earlier, the Spanish began the construction of a new castle in 1554. Although it lacks the refinement of the Maltese fortifications, which date from a similar era, it has served to deter the corsairs.

Oran

Ruler: Governor Antonio de Zúñiga y de la Cueva, Marquis de Flores Dávila (1632-1639)

Founded in 903 by Moorish traders from Andalusia (Islamic Iberia), Oran's location placed it at the junction between competing dynasties. Over the course of six centuries it was successively ruled by the Umayyad, Fatimids, Almoravid, Almohad, Ziyyanid, and Marinid dynasties. Although it briefly flourished for a time under the Abd-el-Wadid sultans of Tlemcen, its status as a major and prosperous trading center came in 1250, when the ruler negotiated a 40-year trade deal with Genoa and Venice, Italy's greater maritime republics.

Oran's newfound wealth and prestige came at a price, for it proved an irresistible lure to the Portuguese, who tried and failed to capture the city in 1501, and the Spanish, who succeeded in 1509.

The Ottomans, having rid the rest of the country of the Spanish, finally turned their attentions toward Oran in 1554. In a shrewd move, the city's governor, Count d'Alcaudete, forged an alliance with the neighboring Moroccan sultan, stymieing the Ottoman advance. Oran remains in Spanish hands (and will do until 1792).

Forts: To protect their valuable prize, the Spanish spared no expense in erecting three mighty forts. The Fort Santa Cruz (completed in 1604 and boasting 15 cannons), which also serves as the governor's residence sits 1,300 feet above the city. Fort de la Moune (12 guns) protects the western end of the harbor, and Fort St. Philippe (6 cannons) dominates the city center. A network of tunnels runs beneath the hills and streets, connecting the three forts.

Naples, City of

Ruler: Viceroy Manuel de Acevedo y Zúñiga (1631-37), Ramiro Núñez de Guzmán (1637-1644).

Capital of the Kingdom of Naples, the earliest city is actually of Greek origin. Still in Greek hands during the Punic Wars, the Greeks wisely allied themselves with the Roman Republic. After falling to the Samnites, who inhabited Southern Italy, it was captured by Rome and brought into the growing republic. Although pillaged by the Ostrogoths, Greek influence returned through the Byzantine Empire.

Naples became a duchy in the 7th century, after rebelling against imperial rule, and fully changed allegiance from the empire to the Papacy in the 9th century. Between 840 and 1137, when the Norman warlord Roger II of Sicily conquered it, the city was ruled as an independent state. Control briefly switched to the Germanic Hohenstaufens in the 13th century, before passing to the House of Anjou after the Germans failed war against the

Papacy. Naples enjoyed a short period as part of the Kingdom of Sicily before the union was sundered (1284) and Naples became the seat of a separate Angevin kingdom.

Angevin rule lasted until 1442, when the city fell to the Aragonese. Now under new management, Naples flourished thanks to trade with Spain and cultural patronage. France, whose kings had never given up their claim to the city, seized control in 1495, but within a few years Spanish suzerainty had been restored. Although still technically a kingdom, its king would now be the Spanish monarch, not a separate client king. Since the king could rule effectively from Iberia, he instigated rule through a viceroy. Early Spanish rule proved a boom time. Although taxation was high, the city underwent massive urban renewal and fortification. Cultural patronage continued, the city attracting many of the great painters, writers, and philosophers of the day. Today, the city is overcrowded and subject to a more oppressive regime. The embers of rebellion have been ignited.

Castel dell'Ovo: Formerly the city's main defensive structure, the Castle of the Egg, which sits on a small island, was replaced in importance by Castel Nuovo. Its name comes from a legend that a magical egg was placed in the foundations of the earliest structure, a Roman watchtower, to strengthen its defenses.

Castel Nuovo: Built in 1279 as both a fort and royal residence, the New Castle has been continually upgraded to match developments in artillery. In the current age it serves purely in a military capacity.

Sant'Elmo: Another Angevin construction, the castle was been fortified and reshaped into the distinctive star pattern favored by architects of the age in the 16th century. Since 1604 it has served as a prison for political dissidents opposed to the viceroys.

Underground: Sprawling beneath the city's bustling streets are miles of tunnels hewn out by generations of miners. Other levels include the city's ancient cisterns and a network of catacombs.

Sardinia, Kingdom of

Skipping through the list of Phoenicians, Carthaginians, Romans, Vandals, and Byzantines, Sardinia began to suffer Moorish privations from the 8th century. Although never conquered by the Moors, their assaults made foreign rule impossible, and after the fall of Sicily, the emperors left the island to its own devices.

Divided among a new hereditary ruling class known as *giudicati*, or judges, Sardinia, now effectively five states in one, trotted quietly through history until the 13th century, by which time four of the five judges' territories either annexed internally or in the hands of the Pisans. Following much political maneuvering, which saw the island used as a pawn in the war between the Angevin and Aragonese dynasties, finally became part of a united Spain in 1479 (having been under Aragon's rule since 1323). Spanish rule has not been entirely successful.

The final loss of independence coupled with European feudalism, Spanish heavy-handedness, and the

Sample Barbary Names

Male: Ahmed, Aziz, Badr, Butrus, Dawud, Faisal, Faris, Fudail, Ghassan, Hadi, Hanif, Hisham, Husam, Imad, Ismail, Jabbar, Jibril, Jubair, Kadir, Kalik, Karim, Khalid, Kutaiba, Lahab, Mahmoud, Malik, Masruq, Munir, Muti, Nadhir, Najjar, Nasser, Nur, Omar, Qadir, Radi, Rashid, Riyad, Salah, Samir, Sayyid, Shakir, Suhail, Sulaiman, Tariq, Thabit, Umar, Utbah, Wahid, Wakil, Yasser, Youssef, Yushua.

Female: Aabidah, Afeerah, Aliyah, Amal, Asma, Bareea, Emna, Faitma, Hafeza, Hana, Jasmina, Meriem, Nadine, Nawel, Nesrine, Rania, Salima, Shas, Soraya, Yalda, Yasmine.

Surnames are uncommon. Most citizens use the name of their father prefixed by "ibn" or "bin." Both mean "son of." A nobleman may list multiple names to denote his ancestry. Females use "bint" (daughter of) and then the name of paternal relatives. One might also use "min" followed by one's place of origin. Slaves and servants use "abd" followed by the name of their master after their given name. "Abu" means "father of." Largely used as an honorific, so noting the father's siring of an heir, it is also used by fathers whose offspring have risen beyond them in reputation. "Umm" means "mother of." "Beni" means "children or descendants of," and is always followed by the name of a famous ancestor. Rather than listing the male line, a family may adopt this as a sort of familial name.

discovery of the New World prompted many Sardinians to leave their island. Constant attacks by the Barbary corsairs, despite the creation of fortifications after the failed 1541 attempt to capture Algiers, and plague in 1582 only exacerbated matters.

In 1637, a French fleet, aided by corsairs, attacks and sacks the Sardinian city of Oristano as part of the war between France and Spain.

Sicily

Following the conquest of North Africa, Arab traders began stretching their trading routes into the Mediterranean. Whereas their armies conquered many islands, their interaction with Sicily, then part of the Byzantine Empire, was purely mercantile. Tired of Byzantine rule, the inhabitants rebelled in 827, actively courting Moorish support for their cause. Although they met with strong resistance, Arab persistence led to total dominion over Sicily in 965.

Far from being cruel tyrants, the Arab influence over what became an independent emirate led to land reforms and increased agricultural productivity. Inhabitants loyal to the Byzantines frequently rebelled, and Arab dominance over portions of the island ebbed and waned.

Moorish suzerainty lasted until 1091, when Norman mercenaries conquered the island in a bid to stamp out the pirates using Sicily as a base. Rather than stamping out the Islamic influence, the new rulers adopted certain elements into their culture. So successful was the cultural union, Sicily became renowned far and wide as a center for poets and artists, scholars and scientists. By 1130 Sicily had risen from an insignificant island to a rich and vibrant kingdom rivaling many large nations.

Following the death of the last Norman king, rulership passed to the Hohenstaufens through marital succession. German rule was short, and in 1266 the Pope handed Sicily to the French. Unlike the Normans, the French were intensely disliked by the native, multicultural population.

Pushed to breaking point, the islanders rose up against their new masters in 1282, putting most of the French population to the sword. Rebuked by the Pope when they sought his support, the people turned to Peter III of Aragon, son-in-law of the last Hohenstaufen king, to govern the island. War raged on and off until 1302, when a peace treaty ceded the island to Peter's son, making it an independent kingdom. A century later, it was made a part of the Kingdom of Aragon.

Today part of the unified Spanish kingdom, Sicily remains a key player in European trade. Formerly a major producer of wheat, it is now a major exporter of silk.

Tangier

Ruler: Governor Count de la Torre (1628-1637), Count de Sarzeda (1637-1643)

Located on the northern tip of Morocco, Tangier was a Carthaginian port before coming under Roman rule. Successive rulers saw the repeating pattern of Rome, Vandals, and Byzantines rule found elsewhere in the region, before the city became part of the expanding Arab world in the early years of the 8th century.

The city is currently a Spanish territory thanks to the Iberian Union (1580-1640). After an abortive attempt in 1415, the Portuguese captured the city in 1471.

Tripolitania

Ruler: Pasha Mehmed Saqizli Pasha (1633-1649)

Better known as Tripoli, Tripolitania's history is largely centered on its capital city, also known as Tripoli. As such, this entry relates to the city.

Attracted to the area by its natural harbor, the Phoenicians established the first city. They were supplanted by the Greek, who in turn gave way to the Carthaginians. Roman rule came next, then that of the Vandals, and after them the Byzantines. In the early 8th century it became an Arab territory, ruled over by the caliphs of Cairo. In a turn of fortune, the Tunisian Fatamid dynasty conquered the city, eventually expanding their rule as far east as Syria. Under their guidance, the port became a thriving center of corsair activity.

Spanish troops gained control of the city in 1510, but by 1523 they had handed control to the Knights of St. John, a branch of the Hospitallers of old who would go on to become the Knights of Malta. Surrounded by hostile forces, the knights quickly began fortifying their holding. In 1551, the knights were finally forced to capitulate to the army of the renowned admiral Turgut Reis, withdrawing to the island of Malta. Ironically, Turgut Reis would end his days on Malta, killed during the Great Siege of 1565.

Now in Ottoman hands, Tripoli has once again become a haven for corsairs.

Tunis

Ruler: Yusuf Dey (1610-1637)

Founded by Berbers in the 2nd millennium BC, Tunis eventually fell under the influence of nearby Carthage. At the end of the Third Punic War both Carthage and the largely inconsequential Tunis were put to the torch by the victorious Romans. While the ruins of Carthage were left as a reminder of Rome's might, Tunis was rebuilt under Roman occupation. After the Arab invasion, Tunis' fortunes were reprieved as a naval base for operations against Christian interests in the Mediterranean.

The city changed hands many times as dynasties came and went, but it remained an Islamic center until 1270, when Louis IX of France conquered both it and Carthage. Unfortunately, Louis' army succumbed to dysentery, and, after Louis' death shortly after, the French abandoned their claim.

Ottoman rule began in 1534. Ironically, the last sultan of the ruling Hafsid dynasty fled to the court of the Spanish king and Holy Roman emperor, Charles V. As a corsair port, Tunis had been responsible for many attacks against Spanish interests. The sultan was offered a deal—the Spanish would put him back in power, but only as a puppet ruler under Spanish control. Charles led the invasion personally, his forces capturing Tunis in 1535. It fell to the Ottomans in 1569, and then moved back to Spanish suzerainty in 1471, before passing back to the Ottomans again in 1574.

The pashas have already lost much of their power. In 1591, the Janissaries' (Turkish troops) junior officers revolted. After overthrowing the senior officers, they forced the pasha to grant one of their own the title of military commander (Dey).

The Dey, elected by the deys, became the de facto ruler of Tunis, taking under his control military matters and law and order in the capital. The pasha's council was abolished, and the pasha reduced to a puppet, kept in place only to prevent the Ottoman sultan from making direct intervention.

Tunis is currently embroiled in political machinations equal to those plaguing France. The pasha's right hand man, the bey, has turned native Tunisian opinion against the Dey, increasing his own power at the expense of the usurpers.

Barbary Characters

This section briefly looks at creating characters native to the Barbary States, and Knights of Malta.

As well as corsairs, notes on which can be found below, players can take the role of nobles, scholars, scientists, healers, magicians (see the sidebar on page 15), courtiers, poets, entertainers, thieves, diplomats, bureaucrats, and soldiers, just as with French characters. The character generation guidelines found in the various *Richelieu's Guides* apply equally to Barbary characters.

The same rules on female characters apply as in *All for One*—use common sense. Nothing prevents a corsair from being female, but it is very unlikely a woman will be found serving in the army or as a bureaucrat.

Because of the Franco-Ottoman Alliance, under which Marseilles and neighboring Toulon continue to serve as a joint French and Barbary corsair port, Barbary Coast characters (except Moroccans, who are not part of the treaty) can be added to an existing campaign with minimal difficulties. Unless a Muslim has renounced his faith and adopted Catholicism (a very rare voluntary act), he cannot enlist in the King's Musketeers.

However, Cardinal Richelieu has recently negotiated a pact with the Ottoman pashas that allows French and Ottoman soldiers to train with each other. Ostensibly this is to help the soldiers of both nations better understand each other's ways, thus increasing efficiency in joint operations. In reality, it is intended to create religious strife in France, further adding to the turmoil already wracking the beleaguered nation. Barbary characters assigned to the Musketeers are permitted to guard the king, but must be unarmed when doing so—Richelieu isn't quite ready for the uproar allowing an armed Moor so close to the king would create.

Language: Whereas all French characters are assumed to speak French as their native tongue, characters hailing from the Barbary Coast speak Arabic. In order to communicate, at least one character in a culturally mixed group is going to have to take Linguistics at zero-level or have sufficient raw Intelligence to learn another tongue.

Barbary Nobility

Unlike in Europe, the nobility of the Barbary States is more political than feudal. Titles indicate social position and favor, not ancestry or wealth. In the Barbary States, a peasant can, in theory, rise from the gutters to become a general or governor (though it remains an unlikely prospect). Except for sultan, titles are rarely hereditary.

Corsair State pirate captains, military officers, courtiers, and diplomats need to invest in Status rather than Rank. Increasing Status leads to higher accolades, even if it does not bring with it any financial gain.

The highest rank in the region is sultan, but this is used only in Morocco, which remains independent of Ottoman control. The title stems from the word *masdar*,

Aren't Corsairs Evil?

Historically, corsairs were branded as evil men, prone to plunder, slavery, and barbaric acts. This, of course, is the European viewpoint, and one written about an enemy people. However, in the same way that Blackbeard would later taint the name of all pirates as bloodthirsty curs, so the actions of a small number of corsairs brand the entire occupation. Unless a character takes an appropriate Flaw, such as Callous or Sadism, then he needn't follow the stereotypical image of a corsair anymore than a Musketeer has to be brave and heroic.

Although mankind is entering a new age of scientific and philosophical advancement, the specter of the Crusades still lurks in the hearts of men. This is still an age where Muslim is pitted against Christian. While some corsairs do fight a holy war, most are in the game to get rich, and their faith plays no part in their actions. We strongly suggest that religious intolerance be kept out of the game. In the same way that a player can take the role of a Catholic Musketeer without advocating the Catholic Church or having to know much about the faith, so he can play a Muslim corsair without being a follower of Islam or stereotyping worshippers of the faith.

which means "strength" or "authority." The sultan's position places him on par with the monarchs to France and Spain socially. No character can hope to attain this position simply through expending Experience points.

The highest achievable noble title is that of *pasha*, a title bestowed on ambassadors, generals, admirals, and governors. It has no direct equivalent feudal rank in English. In the Barbary States, the pashas are technically answerable to the Great Sultan of the Ottoman Empire, but in practise are independent overlords.

Bey traditionally applies to the ruler of a tribal group, making it a true feudal rank. However, it is also used militarily and politically. In the former, it represents a high-ranking officer (roughly equivalent to a colonel), whereas in the latter it is given to district governors. Titleholders are roughly equivalent to dukes in European terms. The territory ruled over by a bey is a *beylik*. The sons of a bey are permitted to use the title *beyzade*, an honorific.

Miralai is both a rank and social position. It is held by members of the military, and equates to an army captain or naval commander. As in European armies and navies, titles and military experience do not always go hand in hand. As such, the title can be awarded to anyone as a mark of distinction. Titleholders may actually never command any troops in battle.

Dey is a title awarded to military officers (roughly that of an army captain or lieutenant), and junior bureaucratic functionaries. It is also the title wielded by the effective ruler of Tunis.

Languages

Characters wishing to explore the Mediterranean now have a choice of three more languages.

Arabic: The native language of the Barbary corsairs. Arabic is spoken from Morocco to Persia, and is the lingua franca of the Ottoman Empire. Arabic, like French, is not a unified language; almost every country has its own variant. However, aside from sounding like a yokel in a different Arabic nation, this has little effect on game play.

Berber: While Arabic is the language of government, Berber is spoken by the common people. As with Arabic, there are numerous dialects, but these are ignored for game purposes.

Corsican: A Romance language spoken on Corsica. It is closer to Italian than French, but follows a unique syntax and pronunciation.

Maltese: The language spoken by the inhabitants of Malta. Maltese is a Semitic language derived from Arabic but uses the standard Latin alphabet in its written form.

Agha means “master” or “lord.” The title is given to administrators, court officials, low ranking military officers (lieutenant), and corsair *reis*. An agha governing territory for his superior is in charge of an *agaluk*.

Efendi is a generic title used to show respect to an honored person, such as a notable scholar, diplomat, or even a corsair officer. It grants no political power or wealth. It is also used generally by the lower classes when speaking to those of higher social standing. In this circumstance it is equivalent to calling someone “sir.”

Barbary Coast Status Table

Unlike in Western Europe, these honorifics go after the holder’s given name, not before.

Rank	Example
0	Efendi
1	Agha
2	Dey
3	Miralai
4	Bey
5	Pasha

Playing a Barbary Pirate

All Musketeers receive four zero-level Skills and two zero-level Resources. Barbary corsairs receive the same general benefits, but with a few key differences.

A corsair must take Seamanship, and one Skill from

Fencing, Firearms, Gunnery, and Melee at zero-level. His remaining two Skills are his choice, but should be used to indicate background and upbringing.

Corsairs have virtually no ranks, though they use positions aboard ship to denote special duties. As such, neither Rank nor Status is required to play a corsair. Status 0, however, indicates a senior position, such as the captain’s right-hand man. A *reis* needs Status 1. Fame actually best represents regular corsair crewmen—it can also be used to indicate notoriety among one’s enemies.

Most other Resources have their value. Contacts might indicate fellow corsairs, traders willing to purchase your plunder or slaves, or perhaps even traitors in foreign lands who provide information in return for coin (or perhaps are serving you to try and secure the return of a loved one from the galleys). Patron is perfectly suited to corsairs. As businessmen with investors, a patron can represent the moneyman funding your expeditions. Since powerful *reises* often commanded multiple ships, it may also indicate a captain you serve indirectly.

Ally might represent a fellow corsair, a government official, or even a military officer. As with Contacts, it could even be a foreign national you bribe or coerce into serving you from time to time. Every corsair needs somewhere to hide, relax, conduct business, store his wealth, or repair his ship. Thus, Refuge covers a variety of uses. Wealth is a no-brainer in terms of an acceptable Resource—it simply represents income earned from minor raids during downtime.

Knights of Malta

While the European states wage brutal war over matters of faith and hungrily turn their gaze toward the rich territories overseas, the defense of the Mediterranean has fallen largely to the last remaining bastion of Catholic crusader militancy, the Knights of Malta.

History

The earliest incarnation of the Knights of Malta was formed shortly after the First Crusade as the Knights Hospitaller, an order of monastic-knights. Initially they operated hospices and infirmaries catering for the physical and spiritual needs of pilgrims traveling to Jerusalem, but they quickly expanded into armed escort services.

As a religious order, the Hospitallers answered solely to the Pope, allowing them to ignore the dictates and demands not only of the nobility, but also of local bishops. Exemption from taxation and tithes enabled them to construct huge fortifications alongside hospitals. Its fame and influence spread far and wide—The Holy Roman Emperor, Frederick Barbarossa, swore to protect the Hospitallers, and the King of England and Duke of Normandy welcomed their presence in their lands.

Yet despite the best intentions and will of the Crusaders, the Holy Land was fated to belong to the Muslims. The city of Jerusalem fell in 1187, less than a century after

the Hospitaller's foundation. Fate played its final hand in 1291, when Acre, one of the last remaining outposts of Christian might, fell to the Saracen armies.

With the Holy Land overrun, the knights retreated to Cyprus. Embroiled in local politics against their will, the Grand Master turned to a new goal—the creation of a temporal domain. After two years of bloody conflict, the island of Rhodes fell to the Hospitallers in 1309. God, it seemed, was smiling benevolently on the order, for three years later their bitter rivals, the Knights Templar, were dissolved. The great majority of their estates became the property of the Hospitallers, vastly increasing their wealth overnight.

The knights meteoric rise and continued crusading fervor had not gone unnoticed by the emerging powers of the Middle East. Although small in number, the knights defeated an invasion by the Sultan of Egypt in 1444, and by Ottoman Sultan Mehmed II in 1480. The latter was especially poignant, for Mehmed, conqueror of Constantinople, had made the eradication of the Christian knights a top priority.

Although the Ottoman's nose had been bloodied, they were far from defeated. Having secured new territory in Eastern Europe, the sultan again turned his attentions to the small island and its belligerent defenders. Seeking total victory, Suleiman the Magnificent dispatched an army of 200,000 men aboard a fleet of 400 ships. The defenders of Rhodes, a few hundred knights and 7,000 men-at-arms, withstood the assault for six months before capitulating. Magnanimous in victory, Suleiman allowed the surviving knights to depart the island unmolested.

For seven years the order traveled around Europe, homeless but not broken. In 1530, Charles V of Spain, Holy Roman Emperor, and King of Sicily bequeathed the knights the islands of Malta and Gozo (part of the same archipelago) and the port of Tripoli (control of which was lost in 1551) in perpetuity. In return, the knights were to send the king a single Maltese falcon each year.

Keen to continue their crusade against the Barbary pirates, and eager for revenge for their defeat at the hands of the Ottomans, the knights adapted their military force to nautical warfare. Although small, the fleet quickly became a thorn in the side of Suleiman, who still ruled as Sultan. Hoping to rectify his early mistake of allowing clemency, and keen to capture a new stronghold from which to assault Europe, Suleiman sent a 40,000 strong army against Malta. Arrayed against them were 700 knights and 8,000 men-at-arms.

The Ottomans swiftly gained the upper hand. Unable to stem the invasion, the knights retreated, ceding territory, losing cities, and suffering terrible losses. The knights turned to the Viceroy of Sicily, King Philip II of Spain's governor, for aid, but their pleas went unanswered. Unsure whether victory was assured, the Viceroy dithered, and kept his men in their garrisons lest Malta fall and the Ottomans seek to strike against his domain.

Vastly outnumbered, short of supplies, suffering the ravages of hunger and disease, the defenders of Malta somehow clung on. While the Ottomans pounded the

Islamic Magick

Magick in the Barbary States is as much a blasphemous act as it is in France. The sole exception to this is Alchemy, the roots of which stem from Islamic culture. In the Barbary States, Alchemy is very much a science, and one valued by those in or seeking power. However, alchemists must tread carefully, for those accused of misusing their craft are subject to cruel punishments.

Whereas Western European magicians enforce their will on spirits and elementals in order to work magick, the sorcerers of the Barbary Coast haggle, con, trick, and intimidate genies and other spirits. As such, except for Alchemy, the Magick Skill is based on Charisma for these characters, not Willpower.

Aside from these small changes, the rules for magick remain unaltered.

walls of the last fortification by day, the knights repaired them by night. As much as the knights suffered, the Ottomans were faring worse. Disease had taken hold, supplies were slow in coming, and the army's inability to crush the pitiful Christian force sapped morale.

The Ottomans could have won, were it not for one act. In June, a lone cannon ball sailed over the harbor and into the massed fleet, killing Dragut, admiral of the Ottoman fleet, a corsair, and a talented commander. His replacements lacked both his strategic mind and leadership abilities. The Ottoman fleet remained at anchor, they made no attempt to acquire reinforcements from their North African holdings, and they failed to keep an eye on Sicily.

On September 8, the Viceroy of Sicily's reinforcements finally arrived. Although the force was more a token gesture than a true army, their presence finally broke Ottoman morale. Of the defenders, fewer than 600 were capable of wielding arms. The Ottoman army, once 40,000 strong, had been reduced by two-thirds.

Aside from the fortifications, the last standing city on Malta was a ruin. A new city, named Valletta in honor of the Grand Master who oversaw the defense of the island, was constructed from the rubble. In addition to new buildings and streets, the knights constructed a vast fortification, insurance against future attacks.

The future of the Knights of Malta seems uncertain. Many of their northern European holdings have been confiscated by Protestant rulers seeking to rob the Catholic Church of power.

Unable to fulfill their original mandate of protecting pilgrims, and with the Europeans crowns unwilling to support fresh Crusades to liberate the Holy Land, the knights turned their attention to policing the Mediterranean against the growing threat of the Barbary corsairs. Bolstered by their victory and boosted by the Christian victory over the Ottoman fleet at Lepanto in 1571, the knights switched from protecting pilgrims to protecting

merchant shipping and liberating Christian slaves taken by Ottoman pirates.

Despite breathing new life into a fading order, the knights struggled financially. Changes in religious views robbed them of many of their northern European holdings; fluctuations in exchange rates ate at their trading income; the cost of building and maintaining a large fleet devoured their reserves; their tiny island had few resources and was little suited for agriculture; and the great nations of Europe have lost interest in supporting an order they assume is making a fortune from its nautical activities.

As Europe fragments because of religious differences, so the knights are losing their faith and moral way. Slowly, the knights have turned away from their holy purpose. Enemy ships are plundered, the cargoes sold to fund the knights' lifestyles, which grow more extravagant by the year; the old vows of chastity are being cast aside with increasing regularity as more and more knights take wives; and its members can now be found serving as gold-hungry mercenaries in the expanding navies of Spain, France (the most popular choice), and even Russia. Ironically, France has signed a peace treaty with the Ottoman Empire, and thus the Barbary corsairs, technically making it an enemy of the knights.

Organization

Although Malta is the order's spiritual and temporal home, it recruits from lands across Western Europe. In 1301, the knights created *langues*, a word derived from "language." Although the *langues* refer to distinct geographic regions, they are not political divisions. Rather, they represent the native language or dialect. Each *langue* contains a number of provinces, known as priories, governed by a prior. Within each priory are the individual buildings owned by the order. These are known as commanderies and governed by a commander.

Although politics and religion have changed the face of Europe and stripped the order of its power and income in Protestant areas, the *langues* of 1636 are still those used when the system was last altered (1492)—Provence, Auvergne, France, Castile (includes Leon and Portugal), Aragon, Italy, England (includes Scotland and Ireland), and Germany (listed in order of precedent).

The head of the holy order and supreme commander of its impressive military might is the Grand Master. He is elected to office for life by the Sovereign Council of the Knights of Malta. Unusually, the Grand Master cannot be forced from office, though he may abdicate. As of 1630, the Grand Master is styled *His Most Eminent Highness*, having been granted the same ecclesiastical status as a cardinal. He is also a *Reichfürst* (Prince of the Holy Roman Empire), though the order has no holdings of any note in Germany at present.

Beneath the Grand Master are the High Officers. Each is the head of a *langue*, which in turn determines their title. In addition to these titles, each holds the office of Grand Prior of their *langue*. Together, the High Officers

form the Sovereign Council. Even the *langues* currently not part of the order have a figurehead Grand Prior.

High Office Table

Langue	Office Held	Governance
Provence	Grand Commander	Chief religious officer
Auvergne	Grand Treasurer	Finances
France	Grand Hospitaller	Hospitals and charity
Castile	Grand Chancellor	Diplomacy
Aragon	Grand Admiral	Navy
Italy	Grand Drapier	Supplies and stores
England	Grand Turcopolier	Recruitment
Germany	Grand Castellan	Fortifications

Members

Knights, who must be of noble birth, are divided into Knights of Justice and Knights of Devotion. Knights of Justice are chaste, whereas Knights of Devotion are married (usually for reasons of furthering the dynastic line). Knights of Devotion may never become High Officers, but are otherwise treated the same as their chaste kin.

Non-nobles, married or otherwise, serve the order as sergeants. Through distinguished service they may be appointed a Knight of Grace. Although honored, they may never become Knight Captains or higher (regardless of marital status), and cannot command companies or ships. In modern terms, they serve as non-commissioned officers.

Because the order recruits from across Europe, it uses Latin as its common tongue.

Rank Table

Knights add "of Justice" or "of Devotion" after their rank, as appropriate. Knights of Devotion are limited to Rank 4. Non-nobles may only hold Rank 0 unless they are appointed a Knight of Grace, in which case they are limited to Rank 1.

Rank	Example
0	Sergeant or Knight
1	Grand Knight
2	Knight Captain
3	Knight Commander
4	Grand Knight Commander
5	High Officer

Playing a Knight

All Musketeers receive four zero-level Skills and two zero-level Resources. Knights of Malta receive the same general benefits, but with a few key differences.

With the order devoted to maritime activities, all Knights must have Seamanship. As warriors, they must also take Fencing or Melee. While any other Skill can be

useful, those most ideally suited are Athletics, Diplomacy, Firearms, Gunnery, Intimidation, and Warfare. One of the above Skills must be taken at zero-level, representing rudimentary training.

Unless the character has Intelligence 3, he must devote his fourth Skill to Linguistics—all Knights are required to speak Latin, the order's common tongue. Otherwise, his fourth Skill is his choice. Ideally it should represent his background and upbringing, but this is not a strict requirement.

A Knight has no choice when it comes to his zero-level Resources. First, he must be of noble birth, which requires Status 0. Second, he must hold a title within the Knights of Malta, and thus requires Rank 0.

Sergeants must have Seamanship and Fencing or Melee, but are free to pick their remaining two zero-level Skills. Unlike Knights, they do not need to speak Latin—except in dire emergencies, Sergeants are assigned to Knights who speak their native tongue. For Resources, Sergeants need only take Rank 0 due to their common birth. Their second Resource is open.

As nobles, Knights are expected to provide their own equipment. Typically, a character begins play with a melee weapon of his choice and a wheellock pistol for his armaments. Armor comprises a metal helmet (treat as a metal cap) and a plate cuirass.

❧ New Academies ❧

This section introduces two new fencing academies open to native Barbary Coast characters and one specializing in a weapon now regarded as primitive—the sling.

La Escuela Balear

Fencing Style: None

Prerequisites: Archery: Slings 4

Fencing Style Bonuses: Since the school focuses purely on slings, it grants no fencing bonuses.

The most skilled slingers of the ancient world were those from the Balearic Islands. They served with the Carthaginians and later the Romans to great effect. While islands still employ slings, they are primarily used for hunting. However, the Balearic School teaches how to use them to deadly effect in battle.

The only school can be found on Majorca, the main islands of the Balearic archipelago. Membership is open to anyone, but the instructors only speak Spanish.

Suggested Talents

With the school's sole focus being on wielding a sling to maximum effect, characters should consider Accuracy and Long Shot essential Talents.

Students can learn Knockout Blow, Lethal Blow, and Staggering Blow for use with the sling. Archery: Slings replaces the listed prerequisite. To avoid confusion, add

"Sling" before "Blow." Ricochet Shot can be learned using similar notes.

Double Load

Prerequisites: Archery: Slings 4

The character has learned to launch two stones simultaneously at the same target.

Benefit: Your character may make a Flurry Total Attack using his sling.

Normal: Your character may only make one attack per turn with a sling.

Advanced: You may purchase this Talent three times. Your character ignores two points of penalties when making a Total Attack with his sling at second level, and four points at third level.

The School of Nejej

Fencing Style: Dervish

Prerequisites: Acrobatics 4

Fencing Style Bonuses: Disarm: -1, Feint: +1, Parry: 0, Thrust: -1, Slash: +1

The school takes its name from the Moroccan word for a desert whirlwind. The style's name, which is one given it by Europeans, stems from the mistaken belief the school's whirling style of combat originated with the movement of the aesthetic whirling dervishes. Unlike L'École de Danse, to which this style bears superficial resemblance to the untrained eye, Dervish also incorporates acrobatic flips, tumbles, and somersaults.

Founded in Morocco during the 12th century, it has since spread throughout the Barbary States. Unfortunately, its reliance on mobility makes it a poor choice for the corsairs fighting on crowded galley decks. It has, however, caught on with courtiers, who find it most useful in the sprawling palaces and courtyards that adorn Barbary cities.

As the style name implies, movement is key to the style. It relies on graceful, fluid motions that carry the character over, around, and beneath his opponents combined with furious, lightning-fast slashes. Students begin not by mastering the sword, but with a gymnastics regime intended to make them strong and supple. In order to ensure they learn quickly, students are attacked with wooden staves as they move around the floor.

The next stage involves training with short staves—somersaulting or tumbling while simultaneously making an aggressive slash with a sharp sword has cost more than one ill-prepared student a slice of flesh. Only then, after years of training, is he entrusted to wield a blade.

Suggested Talents

The style relies on agility rather than strength to defeat foes. Finesse Attack allows the character to switch his Fencing to Dexterity, an attribute that also affects Defense. For added emphasis, consider investing in Agile

during character generation. Combat Skill and Skill Aptitude for Acrobatics increase the character's gymnastic prowess.

Given its reliance on rapid attacks, both Florentine and Flurry are invaluable. Vigorous Defense perfectly reflects the constant movement and awareness of the swordsman. Riposte works well with the style, though it is only truly effective when combined with Parry. Savvy Fighter and Swift both fit the style's focus on awareness and movement, though the latter is less useful once melee commences. The style's reliance on acrobatics makes Rising Handspring an ideal choice for swordsmen, and Jump has its uses in and out of combat.

Acrobatic Defense

Prerequisites: Fencing: Dervish 4

The character has learned to avoid attacks by leaping, somersaulting, and tumbling out of harm's way.

Benefit: The character substitutes his Acrobatic rating for his Active Defense in his Defense roll when using either the Block, Dodge, or Parry maneuvers (pick one when this Talent is taken).

If your character loses his Active Defense for any reason, he may not make this substitution.

Normal: Your character substitutes his Athletics, Brawl, Fencing or Melee rating for his Active Defense in his Defense roll, depending on whether he is dodging, blocking, or parrying.

Advanced: This Talent may be purchased three times. Your character picks a second defensive maneuver at second level. Your character uses Acrobatics in place of his Active Defense with all three maneuvers at third level.

Acrobatic Strike

Prerequisites: Fencing: Dervish 4

By somersaulting over or tumbling under his opponent, the swordsman can inflict a slash attack that runs from his opponent's head to groin or vice versa.

Benefit: Your character can exert (taking one point of nonlethal damage) to use Acrobatics as a Skill Synergy with Fencing: Dervish. This bonus may only be used to make attacks—never to block, dodge, or parry.

Normal: Your character cannot use Skill Synergy with Acrobatics to boost his Fencing: Dervish Skill.

Advanced: You may purchase this Talent three times. Your character gains a +4 Skill Synergy bonus at second level and a +8 Skill Synergy bonus at third level.

Backflip Kick

Prerequisites: Fencing: Dervish 4

Students are taught how to follow up stunning blows with a kick while performing an athletic backflip.

Benefit: If your character makes a Fencing: Dervish attack and stuns an opponent, he may make an immediate kick to deliver a 0N strike (using Fencing) against the same target as a free action. The free attack suffers a

–4 penalty and must be a straight attack—no maneuvers (such as Called Shot or Total Attack) can be used in conjunction with it.

Normal: Your character cannot follow up an attack with a free action attack.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 bonus to his Fencing roll to deliver the kick at second level and a +4 bonus at third level.

Special: If your character has the Florentine or Flurry Talents, he may perform a kick after each attack that leaves his opponent stunned. The Flurry penalty applies only to the initial attacks, not the follow-up blows.

Deceptive Strike

Prerequisites: Fencing: Dervish 4

The swordsman has learned to lead with a false weak attack, opening his opponent's defense in preparation for a second, more powerful strike.

Benefit: When making a Fencing: Dervish Florentine or Flurry Total Attack, your character rolls the first attack as normal. However, the attack does no damage. Instead, any damage applies as a bonus to his second attack.

Normal: Your character deals damage with both attacks separately when using Florentine or Flurry.

Advanced: You may purchase this Talent three times. Your character ignores two points of penalties when making a Deceptive Strike at second level, and four points of penalties at third level.

The School of Quwah

Fencing Style: Quwah

Prerequisites: Strength 3

Fencing Style Bonuses: Disarm: +1, Feint: –1, Parry: 0, Thrust: –1, Slash: +1

When Europeans first heard of this school during the latter days of the Spanish *Reconquista* they assumed “quwah” was the name of the founder, and thus named the style accordingly out of respect. In fact, quwah means strength in Arabic, and relates to the school's single-minded philosophy to combat.

Supposedly founded in Cairo by one of Saladin's generals, the school teaches that victory comes through strength of arm, not subtlety. While some schools favor thought and tactics to expose a weakness, Quwah relies on smashing through an opponent's defenses. Although now a general style open to anyone, it was originally designed for Muslim warriors in heavy armor. With fatigue and heat stroke an ever-present danger in the arid Holy Land, soldiers were taught to end combat as quickly as possible.

Since the style focuses on physical strength, students undergo regular and tiring exercise as well as swordsmanship training. Although armor has fallen out of favor on the battlefield, practitioners of the style often train in armor as part of their exercise regime. Those who cannot

afford armor have been known to strap stones to their torso and limbs.

Following the forging of the Franco-Ottoman Alliance, students of Quwah and Tarrasque, both of which follow the same basic principals, have begun trading secret techniques, improving both styles. Watching swordsmen of the two styles fight is a fascinating if short-lived spectacle—two irresistible forces clashing in a tremendous exchange of raw power.

Suggested Talents

With its focus on brute strength over finesse, both Strong and Strong Defense play to the student's advantage. A high Initiative greatly benefits one of the school's special talents, so Quick Reflexes is a must.

Students can take Knockout Blow and Staggering Blow with regard their fencing style. Fencing: Quwah replaces the Brawl prerequisite. To differentiate the Talents, add "Quwah" before "Blow" in each case.

In addition, the Beat Talent (see Tarrasque in *Richelieu's Guide to Fencing School 2*) is available to students.

Gathering the Storm

Unique

Prerequisites: Fencing: Quwah 4

Your character has learned to focus his energy into a powerful blow, but at the expense of striking first.

Benefit: At the start of the turn, before any combatants act, your character can voluntarily lower his current initiative score to gain bonus dice to his attack.

For each two points your character lowers his current initiative score, he adds +1 to a Fencing: Quwah attack made in the same turn. Your character's initiative score cannot be reduced below zero, and the attack must be a single strike (i.e., it cannot be used with Florentine or Flurry). Your character's initiative remains at its reduced score until increased by normal means (i.e., by holding his action and then interrupting an opponent's action later in the combat encounter).

Normal: Your character cannot lower his Initiative score to gain bonus attack dice.

Supreme Focus

Unique

Prerequisites: Fencing: Quwah 4

As well as focusing his physical strength, the character has learned to harness his mental strength, adding even more power to his strikes.

Benefit: Your character can exert (taking one point of nonlethal damage) to add his Willpower rating to one Fencing: Quwah attack. This bonus may only be used to make attacks—never to block, dodge, or parry—and cannot be combined with Florentine or Flurry.

Normal: Your character cannot add Willpower to his Fencing: Quwah attacks.

Wounding Disarm

Prerequisites: Fencing: Quwah 4

The character has learned to disarm an opponent by striking his opponent's weapon, employing such force that the blow can break bones.

This Talent is open to students of the Tarrasque style.

Benefit: When you make a successful Disarm attack, each extra success above your opponent's Passive Defense rating inflicts a nonlethal wound.

Normal: Your character inflicts no damage when performing a Disarm maneuver.

Advanced: This Talent may be purchased three times. Your character gains a +2 bonus to Disarm a foe at second level and a +4 bonus at third level.

Special: Fencing style bonuses apply as normal.

Friends & Foes

Although France is beset by numerous secretive organizations working for and against its best interests, the Barbary Coast has not been spared such machinations, either. Described below are two of the more notable societies found in North Africa and one minor organization with parallels in France.

The Brethren of Solomon

Evil spirits have plagued mankind since Adam was molded from clay. But since the 10th century BC mankind has not stood alone. Watching over him from the shadows is an order dedicated to the destruction of demons and those who traffic with them.

History

The Brethren date back to the age of King Solomon, a figure who appears in the sacred texts of the Christians, Jews, and Muslims. During his reign, mankind was sorely plagued by devils. Possessed of many gifts, Solomon warred with the spirits who would not accept God's rule, arraying before them a mighty army of animals, genies, and men. Victorious on the battlefield, Solomon gave the renegade spirits a choice—bow down before God or face imprisonment until judgment day. True to his word, Solomon cast unrepentant spirits to the ends of the earth, imprisoning them in glass bottles and copper jars, or chaining them up in the most desolate wastes.

For all Solomon's wisdom and might, he could not bring every spirit to justice. A mortal man of finite years, as laid down by God, Solomon foresaw a time in which the evil spirits would once again rise up to tempt mankind. In ensure that God's will be done, Solomon laid down the foundations for a society that would follow after him and continue the struggle against evil. Thus was born the Brethren of Solomon.

Throughout history the Brethren have kept to their

sacred path, facing down evil in all its forms. During the Crusades they waged war against the Christians, not because of their faith, but because they brought with them many devils. Despite differences of ideology, the Brethren and their Christian counterparts, the Knights Templars, frequently cooperated, exchanging cultural ideas and spilling blood as brothers in arms, united by higher common purpose rather than divided by faith.

In recent years they have detected an increase in demonic activity in France. Although largely unwelcome in Christian lands, the Brethren have made inroads thanks to the Franco-Ottoman Alliance.

Organization

The head of the Brethren is the Keeper of the Seal. His title comes from the belief that he guards the Seal of Solomon, a magical ring which gave the king power over demons. According to tradition, the ring was given to the first Keeper, to be protected, but never used, until the rightful heir of Solomon was sent by God. The Keeper is based in Jerusalem, Solomon's seat of power.

Each Islamic country is watched over by a vizier, appointed personally by the Keeper. In order to protect the Keeper's identity, and prevent the unworthy taking control of the ring, only the Viziers ever meet with their superior, whom they are also responsible for electing.

Each vizier commands a number of subordinates known as Knights of the Grand Seal, each of whom is responsible for a single geographic region within his superior's larger territory.

Further divisions exist at a local level, these being commanded by a knight. Knights are graded by experience, with those of the Greater Seal ranking above those of the Lesser Seal. Each knight in turn commands a number of brothers, the rank-and-file of the Brethren.

Social status means nothing among the Brethren. Promotion is based on experience, understanding of the order's foes, and loyalty. The only requirement is that members must be worshippers of God. Non-Muslims are permitted to join, but may never rise above the rank of Brother. A brother who converts to Islam is allowed to achieve any rank.

Brethren Rank Table

The ranks below are the English version. As devout Muslims, the order speaks Arabic as its native tongue.

Rank	Example
0	Aspirant Brother
1	Brother
2	Knight of the Lesser Seal
3	Knight of the Greater Seal
4	Knight of the Grand Seal
5	Vizier

Members

Brethren can fill a number of roles. While the order needs soldiers to carry out the dirty work, it also needs tools and information. As such, it recruits armorers, alchemists, scholars, and spies.

The order permits sorcerers within its ranks, but only those who practice Theurgy, and only if they are devout Muslims. However, there always remains a degree of mistrust, and those who traffic with demons, even to command them into servitude, are prohibited from rising beyond the rank of Brother.

While the brethren do have full-time operatives, most of their members hold other occupations, answering the call-to-arms only when summoned, but ever vigilant for signs of devilry in their homeland.

Jubal Dey

A diplomat in the service of the Pasha of Algiers, Jubal's true loyalty lies with the Brethren of Solomon. His ancestors have served the great cause for generations, never faltering in the face of evil, and Jubal was groomed to take his place from a young age. Although not the most physical specimen, he has a sharp mind and winning personality, both vital assets in the endless war against the forces of Iblis.

Despite his protestations, Jubal was recently sent to France as part of a minor embassy to the French court (neither nation has a permanent embassy on the other's soil). As the land was supposedly Christian, he believed France would be a God-fearing country. Alas, instead of men of faith he has found a nest of vipers. Noblemen cavorted with devils; priests recited hollow words, their faith a meaningless title; and the peasants made unholy pacts with the forces of damnation, forfeiting their immortal souls in return for prosperity in the short lived, earthly domain.

With no vizier governing France, and with little chance of receiving extended support from his comrades in the Ottoman Empire, Jubal has taken upon himself to recruit locally. Of course, such hirelings cannot be made aware of their true purpose and, as much as he dislikes dishonesty, he has little choice but to manipulate outsiders into serving the Brethren. Those who survive are well rewarded, and Jubal is convinced God will reward them in the next life.

Patron 2

Archetype *Noble*

Motivation *Duty*

Style: 2

Health: 5

Primary Attributes

Body: 2

Charisma: 4

Dexterity: 2

Intelligence: 4

Strength: 3

Willpower: 3

Secondary Attributes

Richelieu's Guide to the Barbary Coast

Size: 0			Initiative: 6	
Move: 5			Defense: 4	
Perception: 7			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Academics:	4	2	6	(3)
Occult				
Art: Writing	4	2	6	(3)
Bureaucracy	4	2	6	(3)
Diplomacy	4	3	7	(3+)
Empathy	4	2	6	(3)
Investigation	4	3	7	(3+)
Linguistics	4	2	6	(3)
Melee	3	4	7	(3+)
Talents				
None				
Resources				
Rank 1 (Brother; +2 Social bonus)				
Status 2 (Dey; +2 Social bonus; bonus Resource)				
Flaw				
Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Long sword	3L	0	10L	(5)L

Typical Members

The foot soldiers of the order are required not only to bear arms against their infernal foes, but also to root out and understand the many guises of their enemies. As such, they must be men of learning and guile as well as warriors.

While the soldiers are pragmatic enough to use any weapons available, they favor daggers and swords, the traditional weapons of their order. The blades of these weapons are inscribed with passages from the Qur'an, as well as the Seal of Solomon.

Ally 1

Archetype <i>Soldier</i>		Motivation <i>Duty</i>	
Style: 0		Health: 4	
Primary Attributes			
Body: 2		Charisma: 2	
Dexterity: 2		Intelligence: 2	
Strength: 2		Willpower: 2	
Secondary Attributes			
Size: 0		Initiative: 4	

Move: 4			Defense: 4	
Perception: 4			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Academics:	2	2	4	(2)
Occult				
Athletics	2	2	4	(2)
Investigation	2	2	4	(2)
Melee	2	2	4	(2)
Stealth	2	2	4	(2)
Talents				
None				
Resources				
Rank 1 (Brother; +2 Social bonus)				
Flaw				
Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Dagger	1L	0	5L	(2+)L
Long sword	3L	0	7L	(3+)L

The Sisters of Roxelana

Among the many other organizations not detailed here are ones which bear close resemblance to one's already detailed in *All for One*. One such example is the Sisters of Roxelana, known more generally simply as the Sisterhood.

Named after the wife of Grand Sultan Suleiman the Magnificent, a harem girl renowned for her intrigues, they fill a role vaguely similar to the Daughters of Medea. Unlike the murderous Daughters, the Sisters are social climbers first and foremost, using feminine wiles and poisoned words, and occasionally a blade, to secure positions of status, and then protect them.

The Whisperers

Damnation begins not with a fell deed, but with the thought behind the deed. But who is it that plants the seed of that thought in the mind of God-fearing men and turns them from righteous behavior toward the infernal pit? Since time immemorial, that vile role has been played, at least in part, by a mysterious organization known as the Whisperers.

History

As written in the Qur'an (sometimes spelled Koran),

God made Iblis (Satan) and the genies from smokeless fire. A former servant of God, Iblis' fall from grace came when he refused to prostrate himself before Adam, a creature molded from the earth, and thus, in Iblis' eyes, his inferior. Cast out from Heaven for his arrogance but spared eternity in Hell until the Day of Judgment, Iblis vowed that he would spend his allotted days leading men astray, guiding them down the road to Hell, where he would greet them when the time came for him to take up residence.

Iblis' only power over mortals is to speak wickedness into their ears in the hope of deceiving and corrupting them. Indeed, Iblis and his minions are sometimes referred to as "whisperers" in Islamic tradition, and it is from this belief the organization takes its name.

The Whisperers have always existed in one form or another, though few know of the name beyond vague stories. Secretive and sly, they operate from the shadows, gently nudging men into Iblis' clutches, hiding their lengthy plots and evil intent between soothing words and subtle insinuation. Hidden by shadows, they have created and sundered dynasties, caused wars and religious strife, and condemned countless souls.

It was they who led Solomon (who appears in Islamic tradition) to turn to idolatry (a fact not recorded in the Qur'an). It was they who caused the king of the Arabian Nights stories to marry virgins, deflower them, and then execute them the next day. More recently, it was the Whisperers who turned the deys of Tunis against the pasha.

Organization

A shadowy individual who goes only by the name the Great Shaytan leads the Whisperers. Although there are parallels with the name Satan, shaytan can be used to describe any devil, not just their chief. As a noun, it means "mischief," while its adjective form means "adversarial." Thus, the title can be translated very loosely as the Great Mischief-Maker or Great Adversary.

His role is more one of advisor than direct ruler. While he occasionally orders members to corrupt a specific person, most times Whisperers are left to their own devices, free to corrupt whomever they wish by whatever means they think will work on their chosen victim.

Although some members are just plain evil, on the road to damnation but eager for company when they fall, most are misguided fools who, having been corrupted by a fellow Whisperer on the path, believe that they will be given special treatment when they die.

Members

There is no such thing as a typical Whisperer. None are immune to their machinations, and their ranks are filled with peasants and nobles alike. What they all share is a penchant for being able to deduce or wheedle out a man's deepest wants and base desires, and the sly tongue necessary to make a man turn from God's grace into utter darkness.

Mundane Threats

Below are some of the mundane opponents heroes may face while adventuring on the Barbary Coast.

Barbary Corsair

Whether an Ottoman ally, or an independent Moroccan raider, the corsairs dominate the Mediterranean.

Ally 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Firearms 4, Gunnery 4, Intimidation 4, Melee 4, Seamanship 4

Talents: None

Resources: Rank 1 (Corsair; +2 Social bonus)

Flaws: Callous (+1 Style point when he does something particularly selfish)

Weapons: Punch 0N, Saber 6L, Pistol 7L

Beggar

Ally 0

Primary Attributes: Body 2, Dexterity 1, Strength 1, Charisma 2, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 2, Defense 3, Stun 2, Health 4

Skills: Con 4, Melee 2, Streetwise 3, Survival 2

Talents/Resources: None

Flaws: (Choose a physical flaw; +1 Style point when this flaw causes an inconvenience beyond any penalties that the flaw already grants)

Weapons: Punch 0N, Concealed Dagger 2L

Janissary

Janissaries are the professional soldiers of the Ottoman Empire, and as such can be found in Algiers, Tunis, and Tripoli, where they nominally serve the pashas. Taken as Christian youths, they are taught the way of Islam. Although supposedly loyal to the sultan, like the Praetorian Guard before them, they have become a force unto themselves, and have dethroned or appointed a growing number of sultans in recent years.

Ally 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4

Skills: Athletics 4, Firearms 4, Intimidation 4, Melee 4, Survival 4

Talents: None

Resources: Rank 1 (Janissary; +2 Social bonus)

Flaws: Loyal (+1 Style point when his loyalty causes problems for him or his allies)

Weapons: Punch 0N, Hand axe/saber 6L, Musket 7L

Ex-Galley Slave

Archetype: Soldier

Motivation: Revenge

Style: 3

Health: 8*

Primary	
Body: 3	Charisma: 2
Dexterity: 2	Intelligence: 2
Strength: 3	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 4
Move: 5	Defense: 5
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	3	3	6	(3)
Brawl	3	1	4	(2)
Firearms	2	2	4	(2)
Gunnery	2	3	5	(2+)
Intimidation	2	2	4	(2)
Linguistics	2	1	3	(1+)
Melee	3	3	6	(3)
Seamanship	2	2	4	(2)

Talents
Combat Skill (+2 Defense when using Athletics)
* Robust (+2 Health rating)

Resources
Followers 0 (Ship's carpenter)
Rank 0 (Certified mate; +1 Social bonus)

Flaw
Envious (+1 Style point whenever his envy causes trouble for him or his companions)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	4N	(2)N
Small sword	2L	0	8L	(4)L
Wheellock pistol	3L	0	7L	(3+)L

"I'm not at war with the Turks; just the swines who chained me to an oar."

Character Background

When I hear the priests speak of Hell in their sermons I cannot but raise a wry smile. You see, I have been to Hell, and I have emerged stronger. Another lifetime ago I was a humble clerk in a merchant's company, filled with aspirations of foreign travel and promotion. I convinced my master to let me sail to the Levant, for I hoped to see the holy places of our Lord.

Driven south toward the Barbary lands by a sudden squall, we were attacked by corsairs. My captain surrendered quickly, hoping that our attackers were Ottomans who had somehow failed to see our flag, but it was not to be—our attackers were Moroccan pirates, and they held no loyalty to the union between Frenchman and Turk.

Young and fit, I was sent to the galleys. Chained to an oar, I spent four years in Hell. Constantly exhausted, whipped by my cruel masters until my back was a bleeding sore, forced to urinate where I sat, I helped power the galleys to war against my countrymen. Death of the body was of little concern, for that would, at least, be a release from the torment. No, death of the soul was my biggest fear. While others succumbed and perished, I kept my faith, and maintained the belief that I would one day return home at the forefront of my mind. To say I prospered for doing that would be a lie, but I grew stronger.

Eventually a ransom was paid and I was set free, at least in body. During my captivity, all thoughts of returning to my family and work had been stripped from my soul, replaced with a burning desire to punish those who had enslaved me with such cruelty. On reaching France I at once headed to the naval docks in Marseilles. Strange though it might seem, I volunteered for the French galleys, a free man willing to work alongside convicted prisoners. The officer at first thought me mad, but once I explained my enforced servitude and desire for revenge he welcomed me aboard. Although I would take my turn at the oars, my knowledge of corsair tactics would ensure I was treated as a true son of France, not one of its undesirables. I have killed many corsairs since, but it is never enough. The fires of Hell rage strong, and they desire more fuel; fuel I am happy to provide.

Roleplaying

Your desire for vengeance has robbed you of a normal life. While others have wives, children, and aspirations, you seek only to punish your captors. That you cannot have what others possess is yet another reason to hate those who made you what you are.

Islamic Doctor

Archetype: Doctor

Motivation: Glory

Style: 3

Health: 5

Primary

Body: 2	Charisma: 3
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 4
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Philosophy	3	1	4	(2)
Craft: Medicines	3	3	6	(3)
Diplomacy	3	2	5	(2+)
Linguistics	3	1	4	(2)
Magick: Alchemy	3	3	6	(3)
Medicine	3	4	7	(3+)
Natural Philosophy: Chymistry	3	3	6	(3)

Talents

Herb Lore (Always considered to have supplies when making Medicine rolls)
Magickal Aptitude (Alchemy)

Resources

Followers 0 (Scribe)
Status 0 (Doctor; +1 Social bonus)

Flaw

Intolerant (Western European medicine; +1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N

"Are those leeches? In the name of Allah, are you trying to kill him or cure him?"

Character Background

I was born and raised in Algiers, the son of a minor functionary. Although a Berber by ancestry, my father wanted me to advance within Ottoman society and to have a position of social importance. Thus it was I was sent to Istanbul to study as a doctor. I studied not only the texts of the Greeks and Romans, in whose languages I became proficient, but also the Arabs and even the recent advances made by Europeans such as Paracelsus. Taking to the latter's arguments of scientific methodology, I also studied the art of alchemy and the crafting of chemical medicines. Once my education ended, I returned home to set up a practice and begin my career. I had barely settled when the pasha announced our corsairs were to set sail against the Spanish with our French allies, and the fleet was short of doctors. I volunteered at once, seeking not only to put my skills to the test, but also to make my skills known, for it was widely known the pasha was a generous patron.

Our fleet was victorious, though there were many casualties. Considered a junior doctor by dint of my age and lack of experience, I was assigned to a French physician. One of our patients had received a vicious gash to the leg, caused I believe by a wooden splinter sent flying by a cannon ball. I agreed with my counterpart that the only way to save the man's life was immediate amputation. I stood back to make room for my colleague to begin the grisly but necessary work, but he looked at me as if I had gone mad. Instead, he summoned another to perform the amputation, a man who I was to discover later was a barber. A man who cuts hair, and with no medical knowledge, performing surgery? Allah be merciful! These people were still living in the distant past. Alas, the man died a week later from an infection.

So it is I have made the best of our alliance with the French and come to their cold, wet country, a place not conducive to good health. I am not here to study, you understand, but to educate the unenlightened physicians who proscribe herbs and the surgeons who practice arts closer to butchery.

Roleplaying

You want your name to be remembered forever. Not for being an explorer or a great hero, but for devising treatments and medicines that benefit all of mankind. Unfortunately, your work is being hampered by an influx of European texts, many written by so-called doctors who espouse treatments your people considered barbaric centuries ago.

Janissary

Archetype: Soldier

Motivation: Duty

Style: 3

Health: 5

Primary	
Body: 3	Charisma: 2
Dexterity: 3	Intelligence: 2
Strength: 3	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 5
Move: 6	Defense: 6
Perception: 4	Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	3	2	5	(2+)
Diplomacy	2	2	4	(2)
Firearms	3	3	6	(3)
Gunnery	2	2	4	(2)
Linguistics	2	1	3	(1+)
Melee	3	3	6	(3)
Survival	2	2	4	(2)
Warfare	2	2	4	(2)

Talents
Long Shot (Double weapon ranges)
Musketeer (Reload weapon in half the usual time)

Resources
Fame 0 (Parisian celebrity; +1 Social bonus)
Status 0 (Janissary; +1 Social bonus)

Flaw
Culturally Condescending (+1 Style point whenever he proves someone else's culture inferior or establishes his own as superior)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Axe, hand	2L	0	8L	(4)L
Matchlock musket	3L	0	9L	(4+)L

"Try doing it our way; you will find it is much more efficient, my French friend."

Character Background

Although I am a devoted servant of the Great Sultan and a follower of the prophet, I was born a Christian. Like all my brothers, I was taken into the service of the Great Sultan at a young age, taught the ways of Islam, and trained to serve as a brave and honorable soldier.

Several years ago my unit was transferred to Algiers to protect the sultan's interests. I was in the pasha's palace when a French emissary arrived, a tall, bearded man in robes of brilliant red. Word soon spread that he was a prince of the Catholic Church, second in power only to the French king. He spoke with the pasha at length, in fluent Arabic I noticed, suggesting that our military forces learn from each other, so as to improve our efficiency when engaged in joint campaigns. The pasha, in his wisdom as a servant of the Great Sultan, agreed. I was selected to join forces with soldiers called the King's Musketeers. At first I found the Musketeers resentful of my presence, and for my part I had little interest in cooperating with them more than I had to—despite the union between our nations, there has been bad blood between Christian and Muslim for many centuries, and old habits are hard to break. Worse, they frequently whored and drank, all unbecoming for a man of my faith.

That was until the night of foul smoke. We had been ordered to investigate the disappearance of monks from a small, rural monastery. Leaving aside the investigations we conducted, we eventually discovered that one of the monk's had made a pact with Iblis, whom Christians call Satan or the Devil, and had brought forth a terrible genie, a creature of stone skin wreathed in choking sulfur.

We battled hard and caused the creature to take flight. As it fled into the night sky, I took aim, calling on Allah to guide my hand against Iblis' fell spawn. My comrades urged me to save my ammunition, for the creature had made much headway on its great wings, yet I would not be deterred. My ball struck the creature in the shoulder, shattered one of its wings and causing it to fall. On hitting the ground it shattered into a thousand pieces, its infernal soul condemned back to the pit of damnation. Since then, the Musketeers have treated me as a brother. Their ways are still strange, but I shall change them.

Roleplaying

The ways of the French are strange and more than a little backward. Although you must obey the wishes of the pasha and treat your French counterparts cordially, you see it as part of your duty to introduce them to more enlightened ways.

Lapsed Knight of Malta

Archetype: Noble

Motivation: Greed

Style: 3

Health: 5

Primary

Body: 3

Charisma: 2

Dexterity: 2

Intelligence: 2

Strength: 4

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 4

Move: 6

Defense: 5 (9)*

Perception: 4

Stun: 3

Skill	Base	Levels	Rating	Average
Athletics	4	2	6	(3)
Fencing: German	4	3	7	(3+)
Firearms	2	2	4	(2)
Intimidation	2	2	4	(2)
Linguistics	2	1	3	(1+)
Seamanship	2	4	6	(3)
Warfare	2	3	5	(2+)

Talents

Sweep (Ignores up to a -2 penalty for sweeping)

Resources

Follower 0 (Street urchin)

Rank 1 (Grand Knight of Devotion; +2 Social bonus)

Status 0 (Chevalier; +1 Social bonus)

Flaw

Lustful (+1 Style point whenever his overactive libido gets him or his companions into serious trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Great sword	5L	0	12L	(6)L
Wheellock pistol	3L	0	7L	(3+)L

* +4 Passive Defense from plate cuirass

"I'll take a seat at God's table later. For now, I'll take your gold and be happy."

Character Background

What's a German nobleman doing joining a Catholic holy military order but serving as a French mercenary? Ha, buy me a drink and I'll tell you my story.

My family is indeed from the Holy Roman Empire. From Trier, to be precise. A good Catholic family, but with only a minor title and few prospects for advancement. I left home two years before the current war began, driven by a youthful desire, now faded, to seek a life of adventure and glory. My first port of call was to see the Pope and receive a blessing—no point in dying for some earthly cause without a place at God's right hand, right? I never got as far as Rome.

While staying at an inn in northern Italy I got talking to a fellow traveler, a man bearing the Maltese cross on his cloak. I knew a little of the Knights of Malta from their reputation and we got talking, fellow noblemen on the road and all that. Now there was a life I could understand! A devout cause, a position of leadership befitting a knight, and a chance to actually see battle, albeit at sea. Without further ado I set sail for Malta to take my vows.

Although I was granted the title of knight on swearing fealty, it was a year before I took to the seas, for first I had to learn the skills necessary to command a galley. I quickly made a name for myself as a fearless commander and foe of all corsairs. It was a hard life, and certainly a dangerous one, but a worthy one. At least... it was.

Apathy set in, not just with myself, but many of my comrades. It's not surprising really. Here we were fighting and dying for God against the heathens, yet receiving nothing in this life besides orders and strict codes of conduct. So it was that three years ago I joined the French navy as a mercenary. Oh, I know they have a truce with the Ottomans, the great enemy of my order, but there are still plenty of other pirates to fight, and French gold is as good as any. Yes, I could have joined the Spanish, but the Hapsburgs are arrogant dogs, and the way I see things, Spain's star is fading while France's is on the rise. That the French pay better may have swayed me slightly, I admit. Anyway, drink up lad! Our ship sets sail before dusk and I have a little money I need to spend on some female company, lest it be my last opportunity.

Roleplaying

Although a knight in a holy order, like many of your brethren you are serving as a mercenary with the French navy. You firmly believe your occupation will earn you a seat in Heaven when the time comes, but for now you intend to enjoy the material pleasures in life.

Sample Lackeys

Barbary Corsair

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 3, Stun 2, Health 2

Skills: Firearms 3, Gunnery 3, Melee 4, Seamanship 3

Talents/Resources: None

Flaws: Callous (+1 Style point when he does something particularly selfish)

Weapons: Punch 0N, Saber 6L, Pistol 6L

Barbary Diplomat

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Bureaucracy 4, Diplomacy 4, Linguistics 3,

Talents/Resources: None

Flaws: Stubborn (+1 Style point whenever his inflexibility causes him trouble, or he forces others to go along with his idea)

Weapons: Punch 0N

Former Galley Slave

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 2, Defense 3, Stun 2, Health 4

Skills: Athletics 4, Brawl 4, Seamanship 2

Talents/Resources: None

Flaws: Sickly (+1 Style point whenever he suffers from his illness)

Weapons: Punch 4N

Harem Girl

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Con 4 (*Seduction* 5), Performance 4 (*Dancing* 5)

Talents/Resources: None

Flaws: Gossip (+1 Style point whenever she spreads gossip that inadvertently causes trouble for herself or her friends)

Weapons: Punch 0N

Imam/Religious Scholar

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Academics: Religion 5, Diplomacy 4

Talents/Resources: None

Flaws: Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N

Islamic Poet

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Academics: Literature 3, Art: Poetry 4, Performance 4

Talents/Resources: None

Flaws: Vain (+1 Style point whenever he steals the spotlight or is forced to confront his shortcomings)

Weapons: Punch 0N

Knight of Malta

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4 (8)*, Stun 2, Health 4

Skills: Linguistics 4, Gunnery 4, Melee 4, Seamanship 4, Warfare 4

Talents: None

Resources: Rank 0 (Knight of Malta; +1 Social bonus); Status 0 (Chevalier; +1 Social bonus)

Flaws: Condescending (+1 Style point whenever he proves someone else wrong or establishes his own superiority)

Weapons: Punch 0N, Long sword 7L

* +4 *Passive Defense* from plate cuirass

Ship's Gunner

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Firearms 4, Gunnery 5

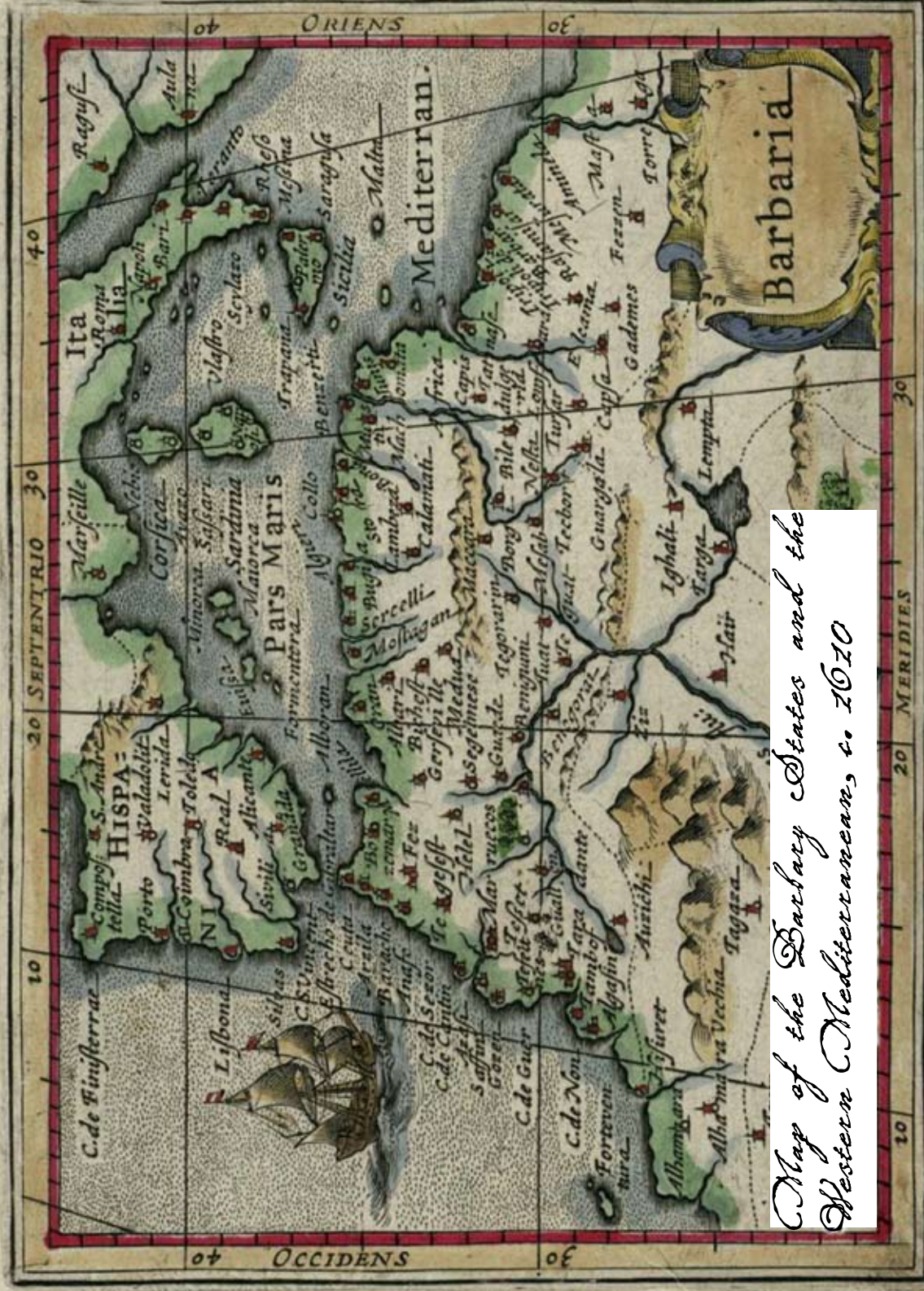
Talents/Resources: None

Flaws: Hard of Hearing (+1 Style point whenever his poor hearing gets him into trouble or causes a critical misunderstanding)

Weapons: Punch 0N

DESCRIPTION DE LA BARBARIE D'AFRIQUE.

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Map of the Barbary States and the Western Mediterranean, c. 1620