

SARTOSA THE PIRATE ISLE

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DOUBLES

DOUBLES

(1 1) Hard Day's Work

At the dark and shadier piers, there's always a need for able hands... provided they don't ask too many questions. Good Warbands may work and receive 1D6gc. Any Neutral, Pirates or Evil warbands may choose instead to steal a crate. Choose a Hero and take an Initiative test: if they pass, you gain 1 Cargo. Otherwise, the hero misses next game.

(2 2) Flotsam

Several pieces of broken hull have washed up on the sands, the final remainder of a lost ship. After a thorough search the wreckage find loot worth D6 gc. If you roll a 1 you will also find Rabbit's Foot.

(3 3) Dropped Satchel

A leather satchel is 'accidentally' left behind. You quickly 'rescue' it before some sinister soul can steal it. To see what you find when you search the bag, roll a D6:

D6 Result

1-2 D6 gc

3 Dagger

4 Axe

5 Sword

6 Toughened Leathers

(4 4) Cast Away

During a slow day amidst the waves, you discover a merely slightly crazed cast away on a small desert island.

Your Warband may add one Swabbie to your warband. Skaven or Araby Warbands may sell him for 2D6 gold, and Chaos Warbands may sacrifice him for +1 Experience.

(5 5) Capsized Rowboat

A pirate lord's silly sot-of-a-page of capsizes his small boat close to the shore. In traditional Sartosan fashion, citizens dive into the briny water to grab the sunken personal items before anyone else can get them.

D6 Result

1-2 Treasure Map

3-4 A purse with 2D6 gc

5-6 *Jeweled sword and dagger.* These can be kept or sold at twice the value of a normal sword and dagger, but note that the normal selling price is half the actual cost (see the Trading section for rules on selling items), so the jeweled sword will sell for 10gc, for instance.

(6 6) Loose Lips

For a penny grog, you're able to glean a little precious information about a poorly-guarded cargo ship.

Thankfully for you, loose lips sink ships...

Next time you roll on the Exploration chart, roll one dice more than is usually allowed, and discard any one dice. (For example, if you have three Heroes, roll four dice and pick any three)

TRIPLES

(111) Grog!

While scouting a small island, your band stumbles upon a hidden stash of rum. Back in port, you can make a pretty penny selling. Assuming it makes it back to port...

The Leader must make a Leadership test. If successful they receive 4D6 gc for selling it. If the test is failed, all henchmen count as having drunk Grog for the next battle. Elves, Navy, Witch Hunters, and Sisters automatically pass the leadership test.

222 Smithy

You thoroughly beat a Smithy in a game of bluffer's dice. When he renegs on his bet, you show up to his shop and grab your money's worth of merchandise.

Roll a D6

- 1 *Sword*
- 2 *Double-Handed Weapon*
- 3 *Flail*
- 4 *D3 Halberds*
- 5 *Rapier*
- 6 *2D6 gc worth of metal.*

333 Prison Break

While rescuing one of your crew from a rotten prison hulk, you take the opportunity to free a few more wretched souls, and take them into your custody.

Any warband may immediately add 1 henchmen worth up to 35gc to their warband. This may create a new henchmen group, or if you can afford to equip the new recruit with weapons and armor, you may add a new henchmen to any of your henchmen group, with the same stats as the rest of the group (provided the henchmen's default cost was not higher than 35gc.)

Alternatively, any Pirate Warband may gain 1D3 Swabbies. OR any warband may sell them into slavery (or back into custody) for 3D6gc total. Chaos and Dark Elf warbands may sacrifice the unsuspecting convicts for D3 Experience, which may be distributed amongst the Heroes as you see fit.

444 Port Shop

Someone on your crew's sister's ex-lover used to sail with an old sea dog, who runs a local shop in Sartosa. You decide to pester him until he gives you something. It doesn't take you long.

Roll 1D6

- 1 *1D3 Norlander Nets*
- 2 *1D6 Rope & Hooks* (may be given to Henchmen, provided you have enough for everyone in the group)
- 3 *1D6 Boot Hooks*
- 4 *1D6 Toughened Leathers*
- 5 *Parrot*
- 6 *Compass*

555 Pearl Diver

As a side project, you weasel protection money out of a small group of pearl divers. It's that time of week, so you drop by for a visit.

The divers gives you a small number of black pearls, which you can sell for 2D6gc. If you roll double 1s, the pearls are small in number, but you force them into lending you own of their boats. For one use only, you may gain a free rowboat in any game. After the game, roll 1D6, on a 6 you may keep the boat.

666 Returning a Favor

You call in the favour of a fellow soldier of fortune, reminding him for the hundredth time how you helped him with that thing, that one time, back in the countryside of somewhere. Remember that?

You gain the services of any one Hired Sword (choose from those available to your warband) for the duration of the next battle, free of charge. After the battle he will depart, or you may continue to pay for his upkeep as normal. In addition, if you pick the *Slayer Pirate* (Mytokk), *Swashbuckler* (by Daniel Logee) or any Hired Sword introduced in the *Sartosa* campaign, the Hired Sword also forsakes his first upkeep cost.

My family and I live by the grace of Mannaan. We are fishermen, and have always been fishermen. While not wealthy by the standards of those on the mainland, we have never been without food in winter. There are no distractions to cloud our minds, no squabbles between neighbors. There are only the tides, the winds and the fish.

Only the black-sailed ships of Sartosa change the lives of fishermen. The pirates come and ships are taken. The men on the ships are killed or clapped in irons and taken away. They are never seen or heard from again. And now the black fleet returns. Sartosa grows fat and greedy. She wants our homes for her own, but we will fight again. We cried out as our ancestors did, and our allies have been beaten back again. Perhaps the Fleet of Salvation will come out of the north to rescue Fool's Point again, but for now we must fight. We have armed the fishing vessels and the citizens of the archipelagos. We have set traps in the reefs and currents that feed our people. Now we must sacrifice ourselves to save our wives and children.

*Fishermen! Tonight I die to preserve my home! DIE WITH ME!
- Jason Papadogonas, Fool's Point Fisherman*

QUADRUPLES

1111 Gunsmith

After a full evening of testing doorknobs, you hit paydirt, stealing yourself into a Gunsmith's shop.

Roll 1D6

- 1 Blunderbuss
- 2 Brace of Pistols
- 3 Brace of Dueling Pistols
- 4 1D3 handguns
- 5 1D3 superior black powder.
- 6 1 Any Pistol worth 35gc or less.

2222 Estalian Mission

Overgrown with vines and ferns, you find an abandoned Estalian Mission. The monks must have left in a hurry, as they left several small items of gold and silver behind.

Gain 3D6 gc. The warband also finds enough blessed metal to make D3 sets of Silver Bullets.

3333 Houseboat

Off the Bretonnian shore, you find a small peddler and his houseboat. It's not loaded down with cargo, but has enough trinkets that you make a profit for your efforts.

Gain 2D6 gc and one cargo. You may choose to open it immediately if you desire.

4444 Araby Merchant

Just when two thugs were about to slit the throat of an Araby Merchant, you heroically step in and save his life. In his gratitude, he offers you access to his best wares, both here and back home. Good thing he never guessed that the two thugs worked for you...

During this Exploration Phase, you may roll three times on the Araby Merchant market lists of your choice, and may purchase any of the rolled items. Just like the Arabian Merchant, any item you buy fails on a roll of 1.

5555 Dead Sea Monster

You find the washed up remains of a mighty sea monster. Not only do you sell it the apothecary for a pretty penny, but rumors abound that your captain slew the massive beast single-handed. For a small time, they look at your captain with eyes of wonder. Gain D6x10 gc, In addition, your Leader causes Fear next game.

6666 Cartographer

With a minimal amount of coercion, you convince a Luccinian Cartographer to give you a detailed map of the local area.

At the start of next game, 3 fighters may be placed anywhere on the battlefield at ground level.

QUINTUPLES

11111 Paymaster's Ship

You hijack the ship of a Dogs of War Paymaster. Not only is the money a treat, but some Soldiers of Fortune will be hard pressed without their pension coming.

Gain D6x10 gc. Also, all opponents you faced this game must pay an additional 5gc upkeep for each Hired Sword.

22222 Captain's Quarters

You raid the flag ship of a hardened sea dog. He doesn't have much money, but you grab his Captain's Log, giving non-pirates a glimpse of the wonders and terrors of the sea.

Gain 3D6 gc & Captain's Log, allowing a warrior to learn an additional skill from Pirate Skill List as a Skill Advancement.

33333 Jewelsmith

During a routine raid of a passenger ship, you notice one passenger who is particularly nervous. After a thorough search of his person, you find a valuable jewel. Shame on him for holding back!

Roll 1D6

- 1-2 Quartz worth D6x5 gc
- 3-4 Amethyst worth 20 gc
- 5 Necklace worth 50 gc

6 Ruby worth D6x15 gc

May decide not to sell the jewels and gain +1 when locating rare items.

44444 Privateer Contract

You receive a fancy letter from your native land; they provide you with a privatizing marque. Not only does it give you a little extra income, but your homeland sees you as a hero! Ha!

Gain 2D6x5 gold. Plus, gains +1 on Rolls to convince Swabbies into becoming Crew.

55555 Fruitful Isle

You find a small untouched island, with the native animals so tame that you can catch them in your bare hands. You help yourself to the bounty, glad that you didn't, for once, have to fight for it..

Gain 1D3 Cargo. You may also gain a 1D3 Parrots.

66666 Fence

You have gained some level of infamy as a plunderer, and a shady man offers to help you unload a few hot items, as well as helping you appraise the goods you have.

Pick one Hero: after any game where that Hero was not taken out of action, you may open an extra Cargo box in the Exploration phase.

SEXTUPLES

111111 Cursed Cove

You stumble upon a dark cove, the resting place of a great Pirate Lord. Did he leave his treasure behind, or just a slow, soul-eating curse?

Choose a Hero, who takes a Leadership test: if he passes, he discovers D6 Cargo, any of which may be opened immediately. If he fails, roll a D6 after each game: on a natural roll of 1, the Hero drops dead. Before you roll, you may choose to not enter the cave and leave with nothing.

222222 Buried Treasure

Some pirates don't leave a handy map behind leading to their treasure; but a few sliced ears and water tortures later, you convince a wealthy rival to reveal the location of his stash.

Treasure Chest: roll a D6 for each of the following.

- Auto - 5D6x5 gc*
- 4+ - D3 crates of Cargo*
- 5+ Whalebone Charm*
- 5+ Suit of Ithilmar Armour*
- 4+ D3 gems worth 10 gc each*
- 5+ Elven Cloak*
- 5+ Tome of Magic*
- 5+ Magical Artifact*

333333 Arms Smuggler

You head off a Sartosa-bound weapons merchant from the Empire, getting a 'discount' of some of his finest wares. Way to cut out the middleman!

Roll 1D6:

- 1 - Your Pick of any Pistol (or brace of pistols) worth up to 80gc. Cannot mix and match.*
- 2 - 1 Swivel Gun (still only one per warband!) (may buy Swivel Gun shot as normal)*
- 3 - 1 Hochland Rifle*
- 4 - Brace of Double-Barreled Pistols*
- 5 - Double-Barreled Hunting Rifle*
- 6 - Double-Barreled Blunderbuss*

444444 Naval Shipwreck

You sail up to a Naval Shipwreck, laughing with demonic glee as you watch your bitter enemies flail and flop in the waves. When you've had your fill of the show, you send down a long-boat to scoop up the free plunder.

Roll 1D6 for each of the following:

- Auto 3D6x5 gc*
- Auto 1D3 Swabbies (with 1 dagger each)*
- Auto 1D6 Toughened Leathers*
- 4+ - Suit of Ithilmar Armour*
- 5+ Treasure Map*
- 4+ - D3 Swords*
- 5+ - D3 Cat o' Nine Tails*
- 3+ - D3 Bucklers*
- 4+ - D3 Pistols*
- 3+ - Captains Hat*

555555 Tilean Backer

A rich Tilean merchant pays you a hefty fine to prey upon his rivals. You could care less who you rob, but his money is added to your coffers each week.

Immediately gain 75gc. Also, from now on you may re-roll one dice when you roll on the exploration chart.

666666 Noble's Yacht

You find yourself stern-to-stern with a Nobleman's pleasure yacht, some lazy morning. You tear out everything of value, and then scuttle the ship for your own twisted amusement.

Roll 1D6

- 1-2 D6x10 gc*
- 3-4 D6 vials of Crimson Shade*
- 5-6 Magical Artifact*

MAGICAL ARTIFACTS

ROLL 1D6

1 - Pistols of the Devil King.

The fabled pistols of the Jeremiah Bane, Devil King. Thought lost when his lifeless body was thrown into the dark sea, they seem to make their way to any pirate lord who is destined for great things ... or destined for an eternity in hell.

The Devil King's pistols count as a Brace of Dueling Pistols, that never need to be reloaded, always have Superior black powder, and never Misfire. All attacks count as magical.

2- Rapier of Maximillios

The Prince of Trantio awarded this Rapier to Maximillios Medici, the Admiral of the Royal Navy. Immediately after receiving this great boon, Maximillios set the palace ablaze, stole the fastest ship in the fleet, and began his life of piracy on the high seas.

A rapier that automatically parries once per round of combat. Also, the attacks from the Rapier count as Magical.

3- The Legendary Compass of Wen Zhou:

Built hundreds of years ago in the far off land of Cathay, the thin needle most always points South. On some occasions, however, it spins like a top, landing on a single point. Does it point towards the holder's fortune, or his doom?

Determine which hero holds the Legendary Compass. If that hero survives a game without getting taken out of action, he rolls 2D6 for Exploration Table instead of 1D6. Also, the compass provides a 5+ ward save against all attacks.

4 - Black Ink Tharwolf's Infernal Infamous Intelligent Device of Doom:

Tharwolf was a Dwarf Engineer from Barak Varr, taken captive aboard a Sartosan frigate. The prey quickly became the predator, however, as Tharwolf quickly fashioned a deadly weapon from various scraps he found in the brig. Tharwolf made his daring escape, but left behind his makeshift weapon; an invention no human has been able to fully comprehend.

The Device of Doom is a handgun, that may make two special shots each game: you may make one shot like a swivel gun (ball shot, grape shot, or chain shot), and one special shot like a blunderbuss. Also, if the black powder misfire 'BOOM' is rolled, the weapon is not destroyed, and may be used next game as normal. All attacks count as magical.

5 - Sir Olivier Draco's Felt Hat

The humble felt hat of Sir Olivier Draco, a nobleman turned privateer. Draco, in his lifetime, sailed around the Horn of Araby, to far off Ind, even to the coasts of Lustria. So great was his heart and spirit, that his crew would follow his lead to the world's edge.

Can only be worn by the Leader. The Wearer passes all Leadership tests he is required to take, and extends his Leadership bonus +6". Also, as long as the Leader is alive, you count as having Leadership 10 when taking Rout Checks.

6 - Leviathan's Tooth

A simple bone dagger, the dagger carries with it the spectres of it's past wielders. Barely corporeal, this sea dogs of years past reluctantly chip in during the battles.

A dagger that deals magical attacks (and ignores the +1 to enemy Armor Saves). If the wielder of the blade survived the battle without getting taken out of action, you may instantly gain 1D6 Swabbies (up to your max of 5), armed with a dagger (you may choose to equip them with equipment that you purchase). The normal warband size limit still stands. If your warband is Araby Smugglers, Swabbies/Slave generated as such cannot be sold.



"'She meant nothing to me?!'" Balthazar heard a feisty soprano voice say. Even upside down, he recognized the girlish face of Estella's younger sister, stepping around the corner. "You lying sack of shite!"

"Fleur! Darling! Did I say that? What I meant to mean was--"

He quickly found a second pistol pressed against his head, this time on the other temple. Well, at least it was symmetrical now.

"Save it, weasel," Estella said, hauling him off the ground. "We're here for the **Magpye**."

"The Magpye? That's my boat! You'll have it over my dead bod--"

"Okay," the sisters said in unison, cocking their pistols.

"It docked on the west side."

The two sisters, followed by a hang-dog crew of rough and ready pirates, led Balthazar back to the piers. His shoulder still stung where they'd shot him, but considering buckets of blood were not leaking out of him, he had surmised that they had hit him with a round of rock salt. For the moment, they wanted him alive. Moments, as Balthazar knew, were often fleeting.

"Why do you need to take my ship? What's wrong with the **Celeste**?" he asked.

"See for yourself," Estella said as they rounded the corner. The majestic Celeste, the middle-sized schooner, was hoisted on land, careened on its side. The hull was breached in half a dozen places, and it was missing a mast... it was a miracle that the sisters had been able to bring it into the port, considering it looked less like a boat and more like a sieve. Those weren't any ol' holes, either... as much as he avoided fighting, Balthazar knew the signature of a nine-pound cannonball.

"Sweet Manaan! If that's happened to you, I'd hate to see the other guy!"

"You've seen the other guy," Fleur chirped, "And trust me, he was a feekin' ugly gob BEFORE we caught up with him." Despite being the 'cute' sister, she swore like a sailor.

The hidden subtext in her voice set the gears in Balthazar's head turning. "Wait a minute... you mean Kendel, don't you? You took out Captain 'Stewface' Kendel?"

"And Voltari," Fleur said with pride and a spit. "You know how those two are always together. Thick as feekin' thieves."

Balthazar was speechless. Two of the Ex-Queen's top captains, taken out; possibly simultaneously. "That's very impress--"

"And we met up with Ibn, too," Estella said calmly, without a discernable drop of pride or regret. Unlike her expressive sister, Estella's moods were often hard to read.

That's THREE of the Queen Bonny's Captains. Balthazar felt his throat seize up on him. If the trend continued, he'd be next to get the chop. The train of people began getting painfully close to the **Magpye**, and Balthazar wondered if his time was running out.

The Queen Bonny Mab had owned a strong and versatile fleet of seven ships (formerly eight, until Estella and Fleur stole the **Celeste**). Mab had spent most of her time in her mansion, so she had hand-picked seven "captains pro tempore" to sail her fleet for her. True to her domineering nature, Bonny insisted that she was the real captain of each vessel, and would often spend a month or so on each boat every year. The boat she had always used to transverse from one craft or another had been the **Magpye**, a teeny sloop that was faster than the North Wind itself. While a poor contender in a fight, the **Magpye** was the Queen's personal favorite, and she entrusted it to no one but Balthazar. Balthazar liked to think that the Queen liked him and trusted him like a friend. Of course, everyone knew (including Balthazar), that the Queen trusted him with the boat because he was a doormat and too spineless to ever mutiny against her.

"What are you going to do with me?" Balthazar asked. They shoved him up the gangplank, and into the captain's quarters.

"Nothing, if you comply," Estella said coldly.

"Your terms?"

Estella shut and locked the door behind her, trapping Balthazar in. Estella barred the door, whilst Fleur flickered about the room.

"Complete control of the ship, and my mother's log."

"Your mother's log? Why the hell do you need that? Feeling sentimental?"

"Our reasons are our own. Now where the hell is it?!" Estella growled. The one emotion she couldn't hide was her anger. Balthazar was getting her Estalian blood going, and he quickly realized a very important tidbit: the log was more important to her than the **Magpye**.

"I refuse," he said, straightening his spine.

"Then we'll kill you," Estella said, gripping her cutlass.

"Allow me," Balthazar said. He twisted his wrist, and a tiny pocket pistol leapt into his hand. Estella cutlass flickered open, and she was prepared to dodge the shot when it rang out. What she did NOT expect, however, was Balthazar to raise the gun... and point it underneath his own jaw. "If I kill myself, you'll never find your mother's precious log."

Estella's jaw was wide open. She was surprised to say the least, perhaps even a little impressed with his gamble.

"I've hidden it quite well," Balthazar said with a sneer, "And if you ever hope of-

"No you haven't," Fleur said idly, from the other side of the chamber. "You've used it to prop up the short end of your bed."

"Oh, bullocks," Balthazar said. Estella pointed her cutlass at him, and he instantly dropped the tiny gun. He'd used up all his courage for the day.

"We're the new captains of the **Magpye**," she said forcefully. Estella looked at him long and hard, sizing him up with a squint. "And you're our new navigator."

"Coo," Fleur said casually, scratching her nose. "Who's left?"

"Vanderbelt, Avencourt, and Hawthorne."