



CHAPTER VII: SARTOSA, CITY OF PIRATES

By Eric Cagle

The Free City of Sartosa is a notorious place, known for harbouring pirates, brigands, and anyone wanting to avoid the various legitimate powers of the Old World. It is a tremendously dangerous place, where drunken pirates pressing unsuspecting individuals, brawls and duels are an hourly occurrence, and thieves ply the dirty, crowded docks looking for easy marks. Despite the risks, however, it is a place where

someone with the toughness and willpower to survive can not only live but thrive, far from the yoke of unfair taxes, overbearing noblemen, and stringent laws. From Sartosa to Araby in the south, the Border Princes to the East, and the mainland past the Great Ocean, exotic lands await.

In short, Sartosa is a perfect place for finding adventure.

— THE POWERS THAT BE —

No king, count, or mayor rules the city of Sartosa. Priests and wizards do not hold council to provide wisdom. There is no nobility worth speaking. Sartosa is a city ruled by only one force—pirates.

In theory, each person within Sartosa enjoys the same freedoms as everyone else. But this is the freedom that comes from anarchy, with little to nothing in the way of rights, except for strength and the willingness to use it. In practice, all the people of Sartosa owe their allegiances and favours to people higher up in the social ladder. At the top are the Pirate Lords, “retired” captains of pirate vessels who have taken up the mantle of nobles and the idle rich.

A FREE CITY IN MORE THAN NAME

For better or worse, Sartosa is almost completely free of much of the politics dominating the other city-states of Tilea. Not only is it a “free city”, implying independence from other political bodies, but individuals have tremendous free reign. Although the town is anarchic and mostly lawless, the “pirate’s code” still holds sway over Sartosa’s inhabitants. All the pirates of the seas consider Sartosa neutral ground. A captain can dock at its piers without fear of being arrested or shot on the spot by any officials, but may have to face his rivals if they happen to be docked at the same time.

THE PIRATE'S CODE

The only law worth noting in Sartosa is the so-called "Pirate's Code." It stresses both personal freedom and loyalty to your captain, crew, and ship (in that order). Not everyone in Sartosa adheres to this code, but its pervasiveness means all its inhabitants know how the code works, if only to keep safe their own hide.

A man is considered in his right to kill another if his honour is violated in some way, and in most cases "might equals right." However, in a city ruled by pirates, killing a man in the streets usually brings retribution from his fellow shipmates and most people know that there are serious consequences for doing so. Described here are some of the unwritten rules of the Pirate's Code. However, there are endless variations and interpretations, which can be twisted as needed (and as long as you can convince others that you are correct).

- Everyone shall obey orders from the Captain and his officers.
- A crewman has the right to defend himself and his honour.
- A man can challenge another to a fair duel, but the challenged gets choice of weapons. No other person can interfere in this duel until one man is dead or relents.
- Booty will be shared out as follows: 1 share to every ordinary seaman; 3 shares to the captain; 2 shares to the master carpenter, boatswain, and gunner.
- Anyone caught attempting to desert will be marooned. He may take only a weapon and a bottle of water.
- Anyone being lazy or failing to clean his weapons will lose his share of the booty.
- The punishment for hitting a crewman is 40 lashes on the bare back.
- Everyone may vote on every important decision.
- Everyone may have a share of captured drink and fresh food.
- Anyone found stealing from another member of the crew will have his ears and nose slit open and be set ashore.
- The penalty for bringing a woman aboard in disguise is death.
- No one may leave the crew until each man has made 500 *gc*.
- No crewmember may fraternize with Wizards or other dealers of the Dark Arts.

THE PIRATE LORDS

Almost all pirates dream of hitting the big score and retiring in Sartosa, where they can live like gilded noblemen. The most successful captains buy or build massive villas inside Sartosa proper or among the rocky hills along Mount Ertinia. Some

LORD FERDINAND RACKHAM

The self-stylized Lord Ferdinand Rackham is typical of the Pirate Lords of Sartosa. After nearly thirty years at sea, he retired from the life to live in his opulent villa in the middle of the city. Although he never sets foot on any of his ships, Lord Rackham is still very active in their affairs and is constantly on the lookout for information on easy scores for his three pirate vessels, the Vigilant, the Tritonus, and the Black Mary. Like most of the Pirate Lords, Lord Rackham styles himself a noble, although years at sea have left him coarse and rather crude.

Lord Ferdinand Rackham

Career: Noble Lord (Ex-Sea Captain, Ex-Mate, Ex-Seaman)

Race: Human

Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
56%	51%	51%	50%	51%	56%	64%	65%

Secondary Profile

A	W	SB	TB	M	Mag	IP	FP
3	19	5	5	4	0	2	0

Skills: Academic Knowledge (Genealogy/Heraldry), Academic Knowledge (Strategy/Tactics) +10%, Animal Training, Charm, Command +10%, Common Knowledge (Border Princes, Norsca, the Empire, the Wasteland), Common Knowledge (Tilea) +10%, Consume Alcohol, Dodge Blow +10%, Evaluate, Gamble, Gossip +10%, Intimidate, Perception, Read/Write, Row, Sail +10%, Scale Sheer Surface, Speak Language (Breton, Norse, Reikspiel, Tilean), Swim, Trade (Cartographer, Shipwright)

Talents: Acute Hearing, Disarm, Hardy, Lightning Parry, Master Orator, Public Speaking, Resistance to Disease, Seasoned Traveller, Sixth Sense, Specialist Weapon Group (Fencing), Street Fighting, Strike Mighty Blow, Swashbuckler

Armour: Light Armour (Leather Jack)

Armour Points: Head 0, Arms 1, Body 1, Legs 0

Weapons: Best Craftsmanship Rapier

Trappings: Bottle of Spirits, Telescope, Several Ships, Best Craftsmanship Noble's Garb, Jewellery worth 500 *gc*, pouch with 800 *gc*.

give up the life entirely and sell off their ships, whilst others retain control, running their operations like a legitimate business. Either way, the Pirate Lords live as the idle rich do anywhere.

As the richest and most influential people on Sartosa, the Pirate Lords often act as the de facto leadership there, settling disputes and making "suggestions" that would be akin to law in other lands. Most of the time, the Pirate Lords are content in letting the inhabitants of Sartosa deal with their own affairs. Competition and rivalry among the Pirate Lords are fierce and some hold tremendous grudges towards their peers. However, in the effort of keeping things stable, overt actions against