

Blacktide Bay

A 1-page Tabletop Role-Playing Game

You are the crew of the pirate ship Stormhawk. Your mission is to explore uncharted isles, deal with ships both friend and foe, and revel in the pirate city "Port Haven" at Blacktide Bay.

Captain Theodore Drake has fallen ill and is on death's door, leaving you to fend for yourselves while he recovers in sick bay.

Players

CREATE YOUR CHARACTER

Choose a style for your character:

Foreign, Lucky, Cutthroat, Dashing, Swashbuckling, Fearless, or Cunning

Choose a role for your character:

Sailor, Quartermaster, Carpenter, Scout, Helmsman, Navigator

Choose your number, from 2 to 5.

A high number means you're better at **FORCE** (fighting; shooting; action).

A low number means you're better at **WIT** (intuition; diplomacy; humor).

Give your character a cool pirate name.

You have:

- Cool pirate clothes
- a cutlass
- a pistol with 20 bullets
- 30 silver coins

Player goal: Get your character involved in crazy pirate adventures.

CREATE THE SHIP

As a group, **pick two strengths** for the pirate ship Stormhawk:

Fast, Shallow Draft, Silent, Iron-Sided, Well-armed, Hidden Compartments, Legendary Name, Lucky, Expert Lookout

Also **choose a problem** for your ship:

Barnacle-Crusted - Slow, **Rot-Hulled** - Leaky, **Fragile** - sails rip, masts snap under stress, **Fire-Trap** - covered in tar, pitch, and gunpowder, **Thunderous Hull** - everyone hears you coming, **Cursed** - supernaturally, **Foul Reputation** - Ports refuse entry

Name: _____

Role: _____

Style: _____

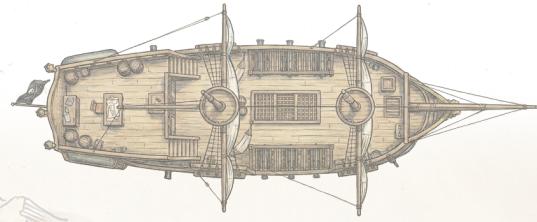
Stat: 5 more **FORCE**

4

3

2 more **WIT**

3-6 Players Ages 10+ 1-3 hours



Game Master

CREATE AN ADVENTURE

Roll or choose on the tables below.

A THREAT...

1. Ghost Pirate, Captain Flameblade
2. The Crimson Clipper (rival ship)
3. The Imperial Navy
4. The Drowned Court
5. Sea Imps and Devils
6. Octopus Army

WANTS TO...

1. Destroy / Corrupt
2. Steal / Capture
3. Replace / Impersonate
4. Protect / Empower
5. Build / Synthesize
6. Pacify / Occupy

TO THE...

1. Pirate Lord
2. The Sargasso Graveyard
3. Leviathan
4. Floating Market
5. Imperial Flagship
6. Docks at Port Haven

WHICH WILL...

1. Cause a Volcanic Eruption
2. Start a War
3. Poison the Trade Winds
4. Release a Magic Tempest
5. Wake the Kraken
6. End Piracy Forever

Choose or create a Starting Location:

Stormhawk (pirate ship),
Lord Ephraim Daw's Mansion,
Devil's Grotto,
Phantom Tide (tavern in Port Haven),

RUN THE GAME

Play to find out how they defeat the threat. **Introduce the threat** by showing evidence of its recent badness.

Before a threat does something to the characters, show signs that it's about to happen, then ask them what they do.

Call for a roll when the situation is uncertain. Don't pre-plan outcomes. Let the dice bring the chaos.

Use failures to push the action forward.