So What's The Pirate Ship Like, Anyway?

A Pathfinder Roleplaying Game Compatible GM's Resource by Creighton Broadhurst

So What's the Pirate Ship Like, Anyway?

A Pathfinder Roleplaying Game GM's Resource supplement by Creighton Broadhurst

Your PCs have set out on an ocean voyage in search of loot and glory. As they cruise the waves, they see a distant ship on the horizon and turn toward it. As they draw closer they can make out that the ship is a pirate vessel! At that point, they ask "So what's the pirate ship like, anyway?"

So What's The Pirate Ship Like, Anyway? answers this question by presenting tables to enable a busy time-pressured GM to quickly and easily generate the ship's name, captain's name, flag and figurehead as well as providing tables to enable the PCs to make Knowledge checks to learn more about the vessel - including the ship itself as well as the captain, crew and their exploits. (You even get three stat blocks of typical pirates to hurl against your PCs!)

If you are running a nautical-based adventure featuring pirates, *So What's The Pirate Ship Like, Anyway?* is for you!

CREDITS

Design: Creighton Broadhurst

Editing: Aaron T. Huss

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Artists: William McAusland, Marc Radle and Frank Walls. Some artwork copyright William McAusland, used with permission. Standard Stock Art: Issue 1 by Empty Room Studios Publishing.

Thank you for purchasing *So What's The Pirate Ship Like, Anyway?;* we hope you enjoy it and that you check out our other fine print and PDF products.

CONTACT US

Email us at gatekeeper@ragingswan.com.

ERRATA

We like to think *So What's The Pirate Ship Like, Anyway?* is completely error free, but we are realists. So in that spirit, we shall post errata three months after release on ragingswan.com. We aren't going to be correcting typos and spelling errors, but we will correct any game mechanic or balance issues that come to light.

ABOUT THE DESIGNER

Creighton is a keen gamer who passionately believes in the Open Gaming License and is dedicated to making his games as fun and easy to enjoy as possible for all participants. Reducing or removing entry barriers, simplifying pre-game prep and easing the GM's workload are the key underpinning principles of the products he releases through Raging Swan Press.

Over the last 11 years, Creighton has worked with Expeditious Press, Paizo and Wizards of the Coast. He now releases his own products through Raging Swan Press. You can read his thoughts on game design at raging-swan.livejournal.com.

Creighton lives in Torquay, England where, apparently, the palm trees are plastic and the weather is warm. He shares a ramshackle old mansion with his two children ("Genghis" and "Khan") and his patient wife. Famed for his unending love affair with booze and pizza he is an enduring GREYHAWK fan.

Your PCs have set out on an ocean voyage in search of loot and glory. As they cruise the waves, they see a distant ship on the horizon and turn toward it. As they draw closer they can make out that the ship is a pirate vessel! At that point, they ask "So what's the pirate ship like, anyway?"

So What's The Pirate Ship Like, Anyway? answers this question by presenting tables to enable a busy time-pressured GM to quickly and easily generate the ship's name, captain's name, flag and figurehead as well as providing tables to enable the PCs to make Knowledge checks to learn more about the vessel - including the ship itself as well as the captain, crew and their exploits. (You even get three stat blocks of typical pirates to hurl against your PCs!)

If you are running a nautical-based adventure featuring pirates, *So What's The Pirate Ship Like, Anyway?* is for you!

Visit us at ragingswan.com to learn more.