

# Davy Jones' Locker

Being a collection of supplemental rules  
for *Pirates & Plunder*

## Introduction

**Davy Jones' Locker** presents a number of supplemental rules for use with **Pirates & Plunder**, including a system of trade and commerce, more detailed equipment lists, stats for animals common to the Caribbean region and some additional background material.



*Davy Jones's Locker* - the imaginary place at the ocean bottom that holds dead sailors and pirates...a reference to death. Davy Jones was said to be an evil spirit lurking at sea, waiting to escort dead sailors or pirates to his place or locker at the bottom of the waters.

## Trade and Commerce

Piracy and legitimate trade go hand in hand. Many of the most well known pirates of the 17<sup>th</sup> century frequently engaged in legitimate trade when it suited them. The opposite is equally true: Legitimate traders were known to go 'outside the law' on occasion, engaging in smuggling and piracy.



## Merchants and Smugglers

There were very few laws governing what could or could not be sold or traded in the Caribbean of the 17<sup>th</sup> century. For the most part, anyone could buy or sell anything. There were two notable exceptions; Spanish trade laws and wartime restrictions.

*Spanish Trade Laws*; In Spanish towns it was illegal to trade with anyone other than Spanish merchants who sailed from Seville and are properly accredited by the Spanish government. However, local governors and merchants often ignore this tiresome legality, especially if the economy is suffering. As a result, traders in towns often ignored what the national government said and would trade with smugglers and pirates.

*Wartime Restrictions*; During times of war, it was frequently illegal to trade with your nation's enemy. Doing so would get you branded as a smuggler, pirate or even a traitor! Still, it was frequently very profitable and often considered worth the risk.

The following chart lists a number of common commodities that were available in the 17<sup>th</sup> century Caribbean. The chart lists the base price in pesos for the item and any applicable trade modifiers. These modifiers apply to the PC's Charisma AR when haggling. All prices are per ton, except for slaves, which is per individual slave.

Haggling a price is accomplished with an opposed Charisma AR between the buyer and the seller, modified based on the size of the settlement. Whoever wins the roll gets a 10% bonus to the price.



### Trade and Commerce Chart

Item	Base Price	Price Modifiers
Ale	200p	S-1, C+1
Rum	600p	T+1, C+1
Wine	600p	S+2, T+1
Cotton	200p	S-1, C+1
Linen	300p	S+2, T+1
Silk	500p	S+2, T+1
Salt	100p	S-1, C+1
Sugar	300p	T+1, C+2
Cinnamon	600p	T+1, C+2
Chocolate	700p	T+1, C+2
Coffee	700p	T+1, C+2
Tobacco	300p	S-1, C+1
Wheat	200p	S-2, T-1
Fruit	200p	S-2, T-1
Sandalwood	300p	S-1, C+1
Mahogany	400p	T+1, C+2
Ebony	400p	T+1, C+2
Slaves	2,000p	S+2, T+1

S = Settlement, T = Town, C = City

+2 price modifier when Spanish Trade Laws or Wartime Restrictions are in effect

*A note on slavery;* The Golden Age of piracy was also the hey-day of the Atlantic slave trade. To be historically accurate, one cannot ignore slavery. Some pirates participated in the slave trade and shared their contemporaries' attitude to Africans as commodities for exchange. However, not all pirates participated in the slave trade. Indeed large numbers of pirates were ex-slaves; there was a much higher proportion of blacks on pirate ships than on merchant or naval vessels, and only rarely did the observers who noted their presence refer to them as 'slaves'. Most of these black pirates would have been runaway slaves, either joining with the pirates on the course of the voyage from Africa, deserting from the plantation, or sent as slaves to work on board ship.

**Trade Example;** Remember our intrepid pirate hero Louis Valeur? Well, he's come ashore in the French city of Martinique with a hold full of plundered goods to sell. Among the goods are 12 tons of wheat and 18 tons of cinnamon. Louis visit's the local merchant, and begins to haggle. Louis' Charisma is 8, and the merchants is 7. Louis rolls a 10, for a score of 18. The merchant rolls an 8, for a score of 15. Because he won the roll by 3, the selling price is 30% higher than the base price for the wheat. The cinnamon selling price is 50% higher, because of the +2 city modifier.

So, the result is;

12 tons of wheat at 200p x 130% = 260p  
 18 tons of cinnamon at 600p x 150% = 900p  
 Total; 260p + 900p = **1160p**

# Tools and Equipment

The following chart lists additional tools and equipment that characters may find useful.

Item	Price	Notes
Climbing Rope	5r	Per 10 yards. Supports 300lbs
Heavy Rope	3p	Per 10 yards. Supports 1,000lbs
Grapnel	3p	Supports 300lbs
Lockpick Set	4p	Provides +2 modifier to Dex AR when picking locks
Pick	2p	
Shovel	1p	
Sledge Hammer	12r	
Hatchet	3p	Not balanced for combat. Treat as Boarding Axe with -1 To-Hit and -1 Parry if used in combat.
Torch	3r	Burns for 1 hour
Candle, Tallow	1r	Burns for 12 hours. Smells bad and sputters.
Candle, Wax	10r	Burns for 24 hours
Candle Lantern	2p	Covers a candle from wind
Oil Lantern	3p	
Lamp Oil	2r	Per pint. 1 pint burns for 24 hours.
2 Man Tent	10p	
4 Man Tent	20p	
Bedroll	3p	Blankets and quilted mat
Handbag	3p	Holds 10lbs of gear
Surveying Instruments	38p	Compass, transit, chains, etc. Necessary for accurate chart making.
Navigation Instruments (Common)	13p	Compass, sextant, plumb line, hourglass, etc. Necessary for sea navigation.
Navigation Instruments (Fine)	63p	Same as above, but provides +2 modifier to Per AR for navigational tasks.
Spyglass	13p	8x telescope. Provides +1 modifier to Per AR for seeing long distances
Navigational Charts	13p	Provides +1 modifier to Per AR for navigational tasks
Doctor's Bag	13p	Basic medical instruments. Provides +1 modifier to Int AR for medical tasks

# Animals of the Caribbean

The following charts list game stats for animals commonly encountered in the Caribbean region. The charts are divided into three sections; domestic animals, land animals, sea animals and coastal animals. Coastal animals are those commonly encountered along the sea coast, in bays or inlets or along inland rivers.

Animals have four main attributes: Strength, Dexterity, Intelligence, and Speed. Hit Points are generally equal to the animal's Strength+10, but the Game Master may specify higher or lower values for specific creatures. Movement can be doubled if the animal does not need to make an Action Roll during their action.

## Domestic Animals

Animal	Strength	Dexterity	Intelligence	Speed
Cat	2	8	3	7
Cattle	10	5	2	5
Chicken	2	8	2	6
Dog	4	5	2	7
Donkey	7	7	3	6
Duck	2	8	2	6
Goat	6	7	3	7
Goose	2	7	2	6
Horse	9	6	3	8
Mule	8	6	3	7
Pig	7	5	4	5
Sheep	5	6	2	6



### Land Animals

Animal	Strength	Dexterity	Intelligence	Speed	Notes
Army Ants	2	2	1	2	Stats are for a swarm.
Bat	2	7	2	7	Common in caves
Eagle	4	7	2	10	
Falcon	3	7	2	14	
Jaguar	8	8	3	8	Found in jungles
Monkey	3	8	5	6	
Parrot	2	7	2	8	
Puma	7	9	3	8	Lives in mountains
Rat	3	7	2	5	
Snake, Constrictor	8	2	1	2	Boa or Anaconda
Snake, Poisonous	2	2	1	2	Coral Snake or Viper. Poison=6
Spider	2	2	1	2	Poison=4

Poisons do damage by making an Action Roll using a predetermined value for the poison like an attribute against an Action Roll based on the target's Strength. If the AR result for the poison is higher then subtract the difference from the target's Hit Points.



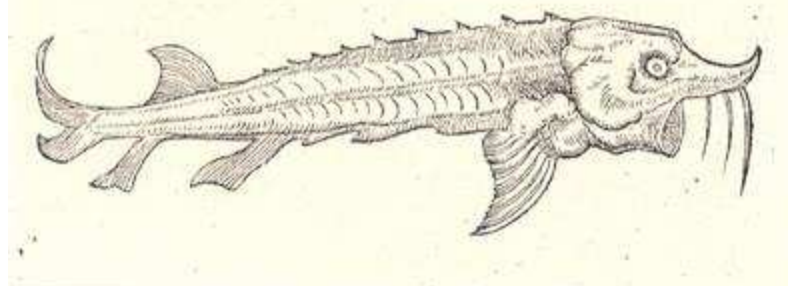
### Sea Animals

Animal	Strength	Dexterity	Intelligence	Speed	Notes
Barracuda	8	6	3	8	
Dolphin	10	7	5	12	Generally docile
Electric Ray	4	5	2	6	Stun=4
Jellyfish	1	1	1	1	Poison=4
Moray Eel	6	7	2	7	
Octopus	7	8	6	7	
Shark	12	4	1	10	
Snapping Turtle	6	5	2	5	
Stingray	4	5	2	6	Poison=4

Poisons do damage by making an Action Roll using a predetermined value for the poison like an attribute against an Action Roll based on the target's Strength. If the AR result for the poison is higher then subtract the difference from the target's Hit Points.

Stun attacks work exactly like normal attacks except that if the stun attack is successful, the target is knocked unconscious for 1d10 minutes. No actual Hit Point damage is taken.

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### Coastal Animals

Animal	Strength	Dexterity	Intelligence	Speed	Notes
Alligator	10	4	2	5	
Electric Eel	4	7	2	7	Stun=6
Leech	2	2	1	2	
Piranha	5	8	2	7	Stats are for a swarm
Poisonous Fish	3	7	2	6	Rockfish, Zebrafish, etc. Poison=4
Sea Snake	2	4	1	4	Poison=6

Poisons do damage by making an Action Roll using a predetermined value for the poison like an attribute against an Action Roll based on the target's Strength. If the AR result for the poison is higher then subtract the difference from the target's Hit Points.

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## Historical Notes

### No Peace Beyond the Line

In 1493 and 1494 the only two European powers exploring the world (Spain and Portugal) agreed to a "fair" division of responsibility along a north-south line 270 leagues west of the cape Verde Islands. In the Treaty of Tordesillas, Portugal gained authority over the eastern Atlantic, the African coast, and what became the African route to India. Spain gained authority of the western Atlantic and the entire New World except the tip of the Brazilian coast. Supported by a Papal Bull, Spain claimed this gave her sole possession and control over the Americas. Unfortunately for Spain, the English, Dutch and French governments never recognized the legality of this line.

The result was that English, French and Dutch traders and colonists constantly "invaded" Spanish regions where their presence was illegal by Spanish law. However,

Spain never installed sufficient military strength in the region to consistently enforce her laws. So, even when European nations were at peace, the constant smuggling and colonization could cause small battles at any time. Worse, each time European nations went to war, an orgy of privateering and piracy exploded across the West Indies.



## Privateers

In the 16th and 17th Centuries royal governments were desperately short on funds (useful taxation techniques, such as universal income tax, had not been invented). Building warships, much less maintaining and crewing them, was so expensive that even powerful battleships doubled as cargo carriers in peacetime. What few did exist were needed in home waters. Colonial governors got little or no military forces. Most colonies relied on a local militia for their defense. Not until the 1680s did a nation base a regular squadron of warships in the Caribbean for use year-round.

Because nations had little or no fleet, in wartime the crown 'commissioned' private ships to become its navy. These "freelance" warriors were not paid wages. Instead, they kept a large percentage of whatever they captured. The official authorization for this was the "Letter of Marque". Ships operating with a Letter of Marque were "privateers". The English fleet that defeated the Spanish invasion Armada (in 1588) was almost completely composed of privateers.

In an age of poverty and limited wealth, privateering was one of the few ways to make a quick fortune. Those men who sailed with Francis Drake on his 1572-73 privateering voyage to Nombre de Dios (where he captured the Silver Train) returned rich for life. A crewman's share from the capture of just one merchantman was often more than a sailor's yearly wage in peacetime. A privateer Captain known for skill and success had little trouble recruiting.

Beyond the benefits to the crew, privateering was big business. Wealthy merchants and noblemen put up the money for a voyage, and earned a percentage of the "take" in return. The gains were also split with the crown (the "price" of a Letter of Marque). The sale of prizes and captured goods was a godsend to merchants, who resold it for a profit. This created a prosperous colonial economy. In the 1660s and 1670s the prime industry of Jamaica was neither sugar nor tobacco, but piracy!



## **The Buccaneers**

These men were a special breed who appeared in the West Indies during the 1630s and 1640s, and remained a feature there throughout the century. Most buccaneers were fugitives from English and French colonial ventures. Many colonists came to the Americas expecting to find a paradise full of easy wealth. Instead they were indentured servants on harsh tobacco and sugar plantations. Some were violent criminals sentenced to "transportation to the colonies". Whatever their origin, they left the tiny colonies to live free and easy among the islands.

Buccaneers learned two vital skills to survive outside of an organized colony. The first was seaman ship. They were experts at building small canoes or pinnaces, and quite skilled at sailing them from island to island. The second was marksmanship. Their livelihood was hunting wild animals and cattle. In fact, the name "buccaneer" is derived from their method of curing meat over an open fire.

It didn't take long before buccaneers combined their skills of seamanship and marksmanship, taking to the seas in search of treasure and wealth. The Spanish colonies, militarily weak and economically failing, were easy targets for buccaneer attacks. The old tradition of "No Peach Beyond The Line" lent quasi-legality to their activities, while their use of non-Spanish ports as trading bases helped the new colonies grow. It wasn't difficult for a British, French or Dutch governor to condone buccaneering on the principle that the best defense against Spanish aggression was a good offense,

especially an offense by troops who provided their own pay, and profit to the colony as well! The buccaneers had a free-wheeling, democratic spirit. They were hard-living, violent men, ideally suited to the hard and violent life on a new frontier.



### **The End of Piracy**

By the 1690s and 1700s nations offered privateering commissions less and less often. National navies were larger now. The financial advantages of peaceful trade were recognized as more valuable than the occasional profits from a privateer's plunder.

Buccaneers and old privateers, with legal and quasi-legal avenues closed, continued anyway. they turned truly pirate and roamed the seven seas, looking for rich ships with weak defenses. But it was increasingly difficult to find men willing to finance new ventures, while naval warships gradually chased down and destroyed the existing pirates. By the 1700s pirates were disappearing from the Caribbean, by the 1710s the North American and West African coasts were too hot for them, and by the 1720s even distant Madagascar and the Indian Ocean were closing. An age of adventure on the high seas was over.

