

CORSAIRS

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CORSAIRS

The year is 486, and your slice of the world is Teboa, one of a hundred islands which float above the Molten Sea. They float thanks to repellium; a wonderful element that is used to power the sky-ships. Sky-ships are no longer made, such knowledge has passed from the world, and mining repellium has become dangerous. A century of mining has caused Teboa to sink. If it sinks much lower, it will perish.

Mining magnates from the Alderil Empire don't care a whiff. With their inestimable wealth they have bought and sold enough officials to do what they please. Mining continues apace, heedless of the protestations of the Council of Governors. Alderil traders, backed by noble houses and a powerful navy are lining their pockets with the future ashes of your world.

Only you, and a few reckless bands of those like you, with the last of the true sky-ships and a willingness to risk it all, stand between life as you know it, and fiery destruction.

You are a Corsair, raiding the shipping lanes and doing your darndest to ruin the trade in repellium. It takes daring, courage, and more than a little luck to survive each battle, but survive you must, for there is a war brewing and riches to be made!

Corsairs is a micro-RPG designed for short campaigns and one-off adventures. To play you will need:

- ◆ Some pencils
- ◆ A fist full of D6s in two colours
- ◆ A character sheet for each player
- ◆ A ship sheet for any ships
- ◆ Some playing cards.

