



Northwest Europe Travel Map

A Fan-Made Savage Worlds™ Resource by Jordan Peacock
for use with Pirates of the Spanish Main™ RPG



If your *Pirates* adventures call for sailing around Great Britain, here's a map of the region (northwestern Europe), done to the same scale as the map of the Spanish Main included in *Pirates of the Spanish Main: Swashbuckling Roleplaying in the Age of Sail* (hereafter referred to as the *Pirates* RPG for brevity). For full rules on how to use this map for long-distance travel, you'll need the *Pirates* RPG core book.

Disclaimers

This is not a resource for the study of history. It's a game tool. Note the conspicuous lack of borders, and the fact that the map has no date on it.

For this map, I looked up a few resources to find names of cities present circa 1700 or so. In the span of time that falls within the "Age of Piracy," Europe's borders change quite a bit. If you're interested in being historically accurate for a given time period, I recommend that you do some research on your own. I'm happy to say that any change in the coastlines is negligible, and the major cities stay put (even if we might not recognize some of the names) - so for the base purpose of measuring distances in "1 square = 30 miles" scale, this ought to be a decent starting point.

Please note that the squares don't match up perfectly with other maps of mine (such as the map of the Mediterranean), due to shifting scales when dealing with a Mercator projection map, going north or south.

Prevailing Winds

For this map, assume that the prevailing winds are from the southwest, blowing toward the northeast - the "Westerlies."

How to Use This Map

Two versions of this map are provided - one that puts the whole map on a single page, and another that breaks it up into two (overlapping) sheets, printed larger for easier use. To use the overlapping sheets, just print them off separately, trim the white from around the margins, and then line them up (overlapping as necessary) and tape together.

You can then use the map to keep track of the players' ship position for journeys around England and other nations of northwestern Europe. For complete rules on how to navigate the seas, see "Rules of the Sea" on page 128 of the *Pirates* RPG.

Locations

Hamburg (Germany)

Accessible by means of the River Elbe (which empties into the North Sea). A major sea port since medieval times, given its key location.

London (England)

Accessible via the River Thames. In the 17th century and up until about 1814 (when temperatures began to rise again), the Thames would regularly freeze over in winter.

Sankt-Petersberg (Russia)

(AKA St. Petersburg.) Founded in 1703 by Emperor Peter the Great, as the capitol for the Russian Empire from 1713-1728, and from 1732-1918. Unlike most major cities that gradually grow to prominence, this one started with its first brick-and-stone building in 1703, and expanded by imperial decree. In its early years, this city had heavy demand for raw materials; if your campaign is set in this period, seafarers willing to make the journey can make considerable profits on imported lumber and the like.





1 square = 30 miles





Sweden

Norway

Åland Isles

Helsingfors

Christiania

Stockholm

Sankt-Pieterberg

Skida

Reval

Baltic Sea

Gothenburg

Visby

Russian Empire

Riga

Denmark

Arhus

Malmö

Copenhagen

Ribe

Konigsberg

Danzig

Prussia

Warsaw

German States

Polish-Lithuanian Commonwealth

Austria

Vienna

Zurich

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