

Albatross	<ul style="list-style-type: none"> ☠ Albatrosses were bad luck (yet Pirates used to lasso them and play with them on a leash) Albatrosses and Seagulls were thought to be the soul of dead sailors, and so it was considered unlucky to kill one.
Anchor	<ul style="list-style-type: none"> ☠ The anchor of a ship symbolizes hope, patience, and steadfastness.
Bell	<ul style="list-style-type: none"> ☠ It is believed that the soul of the ship is embodied in the ship's bell. ☠ For this reason, the bells of shipwrecked vessels are preserved whenever possible. ☠ Bells of sunken ships are supposed to ring from beneath the seas where the wrecked craft lies. ☠ Like the bell of a church, the ship's bell had the task of keeping away all hostile influences such as storms and devils. ☠ It is said that a ship's bell that rings without human aid is an omen of death.
Bird of Paradise	<ul style="list-style-type: none"> ☠ The flying Bo's'n (Or Bird of Paradise) is the soul of a departed sailor.
Birth and death	<ul style="list-style-type: none"> ☠ Death comes with the ebbing of the tide ("He went out with the tide.") and birth with its rising, (Aristotle, among other ancients, believed this.)
Boarding a boat	<ul style="list-style-type: none"> ☠ When first boarding a ship, it is said to be unlucky to step forward with the left foot first. However, it is much worse if you also sneeze to the left while doing so.
Bodies	<ul style="list-style-type: none"> ☠ If it is necessary to bring a dead body ashore, it must always be taken off the ship before anyone else disembarks.
Black Spot	<ul style="list-style-type: none"> ☠ A pirate is presented with a "black spot" to officially pronounce a verdict of guilt or judgment. It consists of a piece of black paper or card placed in the hand of the accused. It was a source of much fear because it meant the pirate will be executed.
Bokor	<ul style="list-style-type: none"> ☠ A bokor is a dark Voodoo priest, a practitioner of black magic, often in Haitian societies. They are featured in many Haitian tales and are often associated with the creation of zombies by the use of a deadening brew or potion usually containing non-fatal poisons. This potion makes the drinker appear to be dead and thus is often buried; days later, the bokor will return for the "corpse" and force it to do his bidding, such as manual labor. It is akin to mind control. The person is, however, fully alive but in a detached state whereby he cannot control what he says or does; at this point, when the person has been "reanimated" from the grave, or at least is moving about working for the bokor, they can be termed "zombies."
Bow of boat	<ul style="list-style-type: none"> ☠ Some Irish fisherman will try to borrow someone else's luck by rubbing the bow of their own boats against those of more fortunate crafts.
Building a boat	<ul style="list-style-type: none"> ☠ It was believed to be lucky to use stolen timbers for the construction of a boat.
Burial at sea	<ul style="list-style-type: none"> ☠ Many seamen believe that it is unlucky to have a dead body aboard ship. ☠ A corpse should be buried at sea as soon after death as possible, but never parallel to the line joining the bow and stern of the ship.
Butterfly	<ul style="list-style-type: none"> ☠ A butterfly landing on deck meant it would be a good trip.
Cat	<ul style="list-style-type: none"> ☠ Cats brought luck. ☠ If a ship's cat came to a sailor, it meant good luck. If the cat approached the

	<p>sailor and then went away, it was bad luck.</p> <ul style="list-style-type: none"> ☠ If a cat was thrown overboard, a storm and very bad luck would follow. ☠ A cat sneezing meant rain soon. ☠ If a black cat frolicked on deck, a big blow was coming, for a black cat was thought to carry a gale in its tail.
Caul	<ul style="list-style-type: none"> ☠ The caul is a thin, filmy membrane, the remnants of the amniotic sac, that covers or partly covers the newborn child immediately after birth. Being born with a Caul or possession of a baby's caul would give its bearer good luck and protect that person from death by drowning. Cauls were therefore highly prized by sailors. Medieval women often sold these cauls to sailors for large sums of money; ☠ A caul was regarded as a valuable talisman.
Caulking kiss	<ul style="list-style-type: none"> ☠ In the North of England, during the caulking of a wooden boat a shipwright could claim a 'caulking kiss' from any passing girl. If she refused him, she had to pay a shilling.
Christian symbolism	<ul style="list-style-type: none"> ☠ Medieval Christians wore badges in the form of a ship to show their faith in salvation. The badges were also thought to provide protection against the temptations encountered by a traveler on life's voyage.
Church Bells	<ul style="list-style-type: none"> ☠ Church Bells heard at sea mean someone on the ship will die.
Coin	<ul style="list-style-type: none"> ☠ It was customary for shipwrights to put a gold coin somewhere in the keel and a silver coin was put somewhere below the mast. The gold coin was for good luck and the silver coin protected the ship and the crew from storms. ☠ In Scotland it was the custom for the builder of the boat to hide a gold coin in somewhere in the keel. The purpose of the gold coin was to bring good fortune. The hiding-place was known only to the builder; never to the ship's owner.
Comet	<ul style="list-style-type: none"> ☠ These were bad omens
Cook	<ul style="list-style-type: none"> ☠ Some sailors in a storm would throw the cook overboard. This practice was replaced later by throwing something of the cook's overboard, like a boot.
Cradle-to-grave	<ul style="list-style-type: none"> ☠ Norsemen used the same word, <i>skop</i>, for boat, cradle, and coffin.
Cutting nails	<ul style="list-style-type: none"> ☠ It is unlucky to cut nails or hair at sea. The reasoning among the Romans was that nails and hair were votive offerings to Prosperpina, queen of the infernal regions, and Neptune would be jealous if offerings were made to another god in his kingdom. Also, these were materials a bokor could use to work enchantment on you!
Davy Jones's Locker	<ul style="list-style-type: none"> ☠ A fictional place at the bottom of the ocean. In short, a term meaning death. Davy Jones was said to sink every ship he ever overtook, and thus, the watery grave that awaited all who were sunk by him was given his name. To die at sea is to go to "Davy Jones's Locker".

The Dwarf Klabautermann	<ul style="list-style-type: none"> ☠ A merry and diligent creature, with an expert understanding of most watercraft, and an unsuppressible musical talent. He also rescues sailors washed overboard. His image is of a small sailor in yellow with a tobacco pipe and woolen sailor's cap. This likeness is carved and attached to the mast as a symbol of good luck. ☠ Despite the positive attributes, there is one omen associated with his presence: no member of a ship blessed by his presence shall ever set eyes on him. He only ever becomes visible to the crew of a doomed ship. ☠ During accretion of danger the dwarf climbed onto the mast or on the bowsprit and he remained there as long as the ship had a chance to be saved. If the dwarf disappeared it meant that the ship will sink.
Eelskin	<ul style="list-style-type: none"> ☠ Jackets woven of sea snakes skins are said to be bullet proof. ☠ Garters made of eel skin are said to prevent cramp.
Earring	<ul style="list-style-type: none"> ☠ Pirates wore golden earrings because they believed such earrings gave them better eyesight. ☠ Some say they also prevented death by drowning.
Eggs	<ul style="list-style-type: none"> ☠ Eggs are supposed to cause contrary winds if carried on board ship. They are deemed so unlucky that some sailors refer to them as 'roundabouts' rather than calling them eggs. Also, if you ate an egg, you had to crush the shell completely – otherwise a witch might take it to use as a boat!
Eyes	<ul style="list-style-type: none"> ☠ Boats from Mediterranean ports, or with crew from those areas often had an eye painted on their bows to guide the craft to its destination and protect it against the evil eye.
Fiddler's Green	<ul style="list-style-type: none"> ☠ A sailor with over 50 years of service was said to go to "Fiddler's Green" when he died.
figurehead	<ul style="list-style-type: none"> ☠ Usually, the figurehead on a sailing ship was in the form of a naked woman, who was in reality an idol or divine figure. She protected the ship from sinking. This divine figure required an offering. ☠ The breaking of a bottle of champagne across the bow of a craft at its launching ceremony is a modern version of the pagan libation sometimes in the form of human blood.
First Nail	<ul style="list-style-type: none"> ☠ The first nail nailed into a ship was tied with a red ribbon to ward off storms
Flowers	<ul style="list-style-type: none"> ☠ Flowers are unlucky aboard ship because they could later be used to make a funeral wreath for the death of someone on board.
Friday	<ul style="list-style-type: none"> ☠ Old Sea Proverb "Friday is an unlucky day to start a Voyage"
Full moon	<ul style="list-style-type: none"> ☠ All the seas are purified at the full moon.
full sail	<ul style="list-style-type: none"> ☠ A ship in full sail symbolizes safe conduct.
gender of a ship	<ul style="list-style-type: none"> ☠ The vessel of death and rebirth was always feminine, which may be why a ship is still referred to using the feminine pronoun, <i>she</i>. One of the reasons it is unlucky to have a woman on board is that the ship ('she') would be jealous.

Good luck charms	<ul style="list-style-type: none"> ☠ Many sailors follow the custom of crossing the first and second fingers to ward off ill-luck. ☠ Some spit into the palm of the left hand, or wet the middle finger of the right hand and press it against the palm of the left hand and then strike the left palm with the right fist. ☠ Others spit into their hats. ☠ Another counter charm was to break a small piece of wood with a snapping noise; it was called "the lucky break."
Gulls	☠ Gulls contain the souls of sailors lost at sea, and it is thus unlucky to kill a gull.
Hair	☠ If a woman has relatives at sea she must on no account brush or dress her hair after sunset. Such an act brings disaster upon them.
Hares	☠ Unlucky whether dead or alive on board ship.
Holy flints	☠ To protect against psychic attack, boatmen in the past attached stones with holes in them to the bows of their boats. The stones were called <i>holy flints</i> . They were made of the same kind of stone as that used to protect houses against witchcraft.
Iona Stone	☠ Anyone owning an Iona green stone will be protected from drowning.
Iron	☠ Iron protects against Witchcraft and the supernatural. Sailors carried horseshoes, iron nails,
Jinx	☠ A ship that is cursed with bad luck is said to be jinxed. In the British Isles, a small craft with a bad reputation may be burned to "kill the death in her."
Jonah, Jonas	☠ A person who brings misfortune to his crew mates, as Jonah did to the biblical mariners when he took the ship to Tarshish. When a Jonah is on board a ship will always have bad luck.
keel	☠ The ship's keel is the foundation of the boat. The ritual of laying a foundation stone for a building is analogous to "laying" of the ship's keel.
Keel	☠ The design of the fishing boat could not be changed after the keel had been laid. To do so was to invite bad luck to the sailors in the boat.
Keel	☠ Shipbuilders, also called shipwrights, never cursed the keel. They could curse anything else on board ship, but the keel was sacrosanct.
Knife	☠ Sticking a knife in the mast could be good or bad luck depending on what the sailor believed
Kraken	☠ A large, tentacled sea monster of Pirate lore. Most historians believe the Kraken legend developed from sightings of giant squid. That most scientists believe this hogwash is a testament to the Kraken's savvy disinformation campaign.
Left foot	☠ Never step into a ship with your left foot first, this is bad luck!
Masthead	☠ A silver coin placed under the masthead ensures a successful, profitable voyage.

Monday	☠	In Ireland a fisherman may refuse to give a light from his pipe on a Monday, in case he should inadvertently surrender his luck for the whole of the ensuing week.
Mummies	☠	Mummies can disturb a compass.
naming a ship	☠	Seaman object to any name ending in the letter <i>a</i> . (The sinking of the <i>Lusitania</i> in 1915 reinforced this superstition.)
Naming a ship	☠	Once christened, a ship's name must never be changed or disaster will fall upon craft and crew.
New Years Eve	☠	Never begin a voyage on Dec. 31, the day Judas Iscariot hanged himself from an elder tree on ground that became the first potter's field.
Not looking back	☠	Once you leave shore you should never look back or it was bad luck
Pieces of eight	☠	Spanish pieces of eight, famous as pirate booty, were silver coins worth about eight "reales" (about a dollar). One story has it that our dollar sign (\$) derives from the way the figure eight was written on pieces of eight, but more likely it was modified from the seemingly twisted Pillars of Hercules stamped with a scroll around them on another old Spanish coin called the "Pillar Dollar."
Pigs	☠	Pigs were also considered unlucky creatures, whether dead or alive.
Pipe	☠	To light a pipe from a candle or lantern is to kill a sailor.
Poppet	☠	A poppet is a doll made to represent a person, for casting healing, fertility, or binding spells on that person Or working harmful magic upon them.
Porpoises	☠	Porpoises swimming around a ship is good luck.
Port and Starboard	☠	Using the words "Right" and "Left" for directions was frightful bad luck, thus the terms "Starboard" and "Port" were developed in their stead.
Red Hair	☠	Avoid people with red hair when going to the ship to begin a journey. Red heads bring bad luck to a ship, which can be averted if you speak to the red-head before they speak to you.
rudder	☠	The rudder of a ship symbolizes truth, guidance, and wisdom.
Rust	☠	Is a cure for gout, itch, whitlows and swellings
Saint Elmo's fire	☠	Saint Elmo's fire is the discharge of static electricity from points on a ship, such as masts and spars. But, it is the subject of superstitions, too. According to some sea stories, if one flame appears, it means bad weather is coming. If two flames appear, it means the weather will be clear.
Saint Elmo's fire	☠	Saint Elmo's Fire was sacred to the moon goddess Helen and to Hermes, god of magic. It was also known as Corposant, which comes from the Italian phrase, <i>corpo santo</i> , Christ's body. Other names for it are St. Anne's Light and even Saint Electricity.
Saint Elmo's	☠	The unearthly blue light that would circle around the head of a sailor doomed

fire	to die that very day.
Sea dragons	☠ Pirates believed in sea dragons, monsters etc. They used many talismans for protection.
ships and fate	☠ The word <i>ship</i> is descended from the Teutonic word, <i>schiff</i> . Schiff is in turn descended from the Old Norse word <i>skop</i> , which means <i>fate</i> .
Stolen wood	☠ It was said to be good luck to build your ship with stolen wood
Swimming	☠ It is useless to fight the sea if you fall overboard, and thus it is foolish to learn how to swim, the reason many sailors never bothered to learn in the past.
Tattoo	☠ The tattoo of the crucifix was said to lessen the pain of the 'cat'. How? Because the cat would turn aside rather than strike the image of Christ. ☠ Not so much a superstition, but tattoos of the cross on the back 'made sure' that if their bodies washed ashore they'd be given a christian burial.
Third boat	☠ Irish fisherman do not want to be the third boat to leave harbor, either, because it is said to bring a poor catch.
Voodoo / Vodou	<p>☠ Vodou is used to describe the Haitian Vodou Tradition, (Voodoo is used to describe the Afro-creole tradition of New Orleans.) The word <i>Vodún</i> (<i>Vodoun</i> <i>Vudu</i>) is the Fon-Ewe word for <i>spirit</i>. Vodun/Vodoun is a name attributed to an West African ancestral religious system of worship and ritual practices, where specific deities are born and honored, along with the veneration of ancient and recent ancestors who earlier served the same tutelary deities.</p> <p>☠ Haitian Vodouisants believe, in accordance with widespread African tradition, that there is one God, who is the creator of all, referred to as <i>Bondyé</i> (from the French "Bon Dieu" or "Good God. Bondyé is distant from his/her/its creation though, and so it is the spirits or the mysteries, saints, or angels that the Vodouisant turns to for help, as well as to the ancestors. The Vodouisant worships God, and serves the spirits, who are treated with honor and respect as elder members of a household might be. There are said to be twenty-one nations or "nanchons" of spirits.</p> <p>☠ In Haitian Vodou, spirits are divided according to their nature in roughly two categories, whether they are hot or cool Cool spirits fall under the Rada category, and hot spirits fall under the Petwo/petra category. Rada spirits are familial and congenial, while Petwo spirits are more combative and restless. Both can be dangerous if angry or upset, and despite claims to the contrary, neither is good or evil in relation to the other.</p> <p>☠ Everyone is said to have spirits, and each person is considered to have a special relationship with one particular spirit who is said to own their head, however each person may have many lwa, and the one that owns their head, or the <i>met tet</i>, may or may not be the most active spirit in a person's life in Haitian belief.</p> <p>☠ Priests are referred to as hougans and priestesses as manbos. Below the hougans and manbos are the hounsisi, who are initiates who act as assistants during ceremonies and who are dedicated to their own personal mysteries. One does not serve just any lwa but only the ones they have according to one's destiny or nature. Which spirits a person has may be revealed at a ceremony, in a reading, or in a dream. However, all Vodouisants also serve the spirits of their own blood ancestors</p> <p>☠ Pirates often called upon the ministrations of 'Mate Care-for' to help injured or ill shipmates – a corruption of 'Maitre Carrefour', Legba, the master of the crossroads.</p>

Weather	☠ Red sky in morning, sailor's warning Red sky at night, sailor's delight
Whistling	☠ Whistling onboard was thought to bring doom to any ship.
Wind	☠ Sailors long believed that they could whistle for the wind. This was best done by sticking a knife into the mast and whistling softly so as not to offend the wind spirit and bring on a storm. To whistle in a calm would bring a wind, ancient sailors believed, but to whistle on deck when the wind was blowing would bring a gale. Spit into the wind and you were inviting disaster, no doubt, just as you were if you allowed a landlubber to whistle on deck.
Windsellers	☠ Sailors could buy a rope with three knots in it from a 'witch' or fortuneteller or whatever, and you could invoke the wind: untie one knot for a good breeze, untie two for a strong wind, or take your chances and undo all three for a near hurricane. By the end of the sixteenth century wind selling had grown into an international trade.
Windlass	☠ St. Erasmus of Syria was alleged to have been martyred by having his intestines wound out of his body onto a windlass. As a result, his symbol in sacred art was a windlass and he became a patron saint of sailors.
Wine glass	☠ If a wine glass made a sound by itself it was supposed to mean that the crew would soon die
Woman	☠ A woman on board is bad luck because it makes the sea and the ship angry. ☠ However baring a woman's breasts calms a brewing storm, this is why mastheads were often of half nude women. ☠ A naked woman on board calms the sea. (However this is not required to be done in game. We might disturb the hotel staff!)
Wrens	☠ Wrens were supposed to be evil and having a dead one aboard was considered to be lucky. ☠ The feather of a wren will protect a sailor from death by shipwreck especially the feather of a wren killed on New Year's Day. (This belief led to the wholesale slaughter of wrens on the Isle of Mann, because the wren feather supposedly retained its power for only one year.)

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