





PIRATES

OF PUGMIRE

BRYAN
S/ME



Rolling the Dice

- Step 1** Pick up a d20.
- Step 2** Determine if the character has an advantage or disadvantage. If so, pick up another d20.
- Step 3** Roll the die or dice. If the character has an advantage, use the higher result. If the character has a disadvantage, use the lower roll. A higher number is generally better.
- Step 4** Add (or subtract) any relevant modifiers to the roll: usually an ability modifier (p. 64), sometimes a proficiency bonus (p. 65), and occasionally a bonus from a trick.
- Step 5** Compare the total to the difficulty of the task. Difficulties can range from 5 (for very easy actions) to 20 or more (for extremely difficult actions), with 15 being a common number for tasks of moderate difficulty. If the total equals or exceeds the difficulty number, the action is successful!

Results of d20 Rolls

When rolling a d20 against a difficulty, there are four possible results.

Failure: If the total result of the roll after all modifiers is less than the difficulty, the action fails. In some cases, this might simply mean that nothing happens (such as failing to climb over a wall), but other times it might make things worse (such as failing to bribe a guard).

Success: If the total result of the roll after all modifiers is equal to or greater than the difficulty, the action succeeds. Usually this means that whatever the player declared happens (such as climbing over the wall), but sometimes the Guide interprets the results (such as bribing a guard, but she only gives you three minutes before she will sound the alarm).

Botch: If the number on the d20 is a 1, regardless of modifiers, then the action fails in a particularly bad way, called a *botch* (or, sometimes, a “natural 1”). The result may be obvious (such as falling off a wall and losing stamina points), or the Guide may need to interpret the results (such as the guard refusing the bribe and drawing her sword to attack).

Triumph: If the number on the d20 is a 20, regardless of modifiers, then the action succeeds in a particularly good way, called a *triumph* (or, alternatively, a “natural 20”). The result may be obvious (such as climbing over a wall very quickly), or the Guide may need to interpret the results (such as a bribed guard deciding to quit her job and leave with the bribe money before she’s discovered)

Simple Ranged Weapons

Dart (finesse, thrown 20/60)	1 d4 piercing damage
Sling (ammunition, ranged 30/120)	1 d4 bludgeoning damage
Shortbow (ammunition, ranged 80/320, two-pawed)	1 d6 piercing damage
Small crossbow (ammunition, ranged 80/320, loading)	1 d8 piercing damage
Staff sling (ammunition, ranged 40/160, two-pawed)	1 d6 bludgeoning damage

Martial Weapons, Ranged

Crossbow (ammunition, ranged 100/400, loading, two-pawed)	1 d10 piercing damage
Longbow (ammunition, ranged 150/600, two-pawed)	1 d8 piercing damage

Ability Scores

FAMILY/NESTE	ABILITY SCORE BONUS
Geckos	+1 Dex, +1 Cha
Serpents	+1 Str, +1 Int
Turtles	+1 Con, +1 Wis
Crows	+1 Con, +1 Int
Parrots	+1 Str, +1 Cha
Sparrows	+1 Dex, +1 Wis

Skill List

STRENGTH

Intimidate

DEXTERITY

Balance

Sneak

Steal

CONSTITUTION

Traverse

INTELLIGENCE

Know Arcana

Know Culture

Know History

Know Nature

Know Religion

WISDOM

Handle Animal

Heal

Notice

Search

Sense Motive

Survive

CHARISMA

Bluff

Perform

Persuade

Free Actions

Ask or answer a question

Banter

Flip a switch

Open an unlocked door

Press a button

Scream something

Simple Melee Weapons

Bite	1 piercing damage
Club (light)	1d4 bludgeoning damage
Dagger (finesse, light, thrown 20/60)	1d4 piercing damage
Greatclub (two-pawed)	1d8 bludgeoning damage
Handaxe (light, thrown 20/60)	1d6 slashing damage
Javelin (thrown 30/120)	1d6 piercing damage
Mace	1d6 bludgeoning damage
Quarterstaff (two-pawed)	1d8 bludgeoning damage
Sickle (light)	1d4 slashing damage
Spear (thrown 20/60)	1d8 piercing damage
Unarmed punch or kick	1 bludgeoning damage

Actions

Attack: Attempt to damage an enemy (see “Attack Rolls,” p. 87).

Cast: Use a spell with a casting time of “one action,” or add time to a spell with a longer casting time.

Change: Replace one item in your paw(s) with one in your rucksack.

Defend: Defend yourself more effectively. All attacks against you are at a disadvantage until your next turn, and you make Dexterity saving throws at an advantage.

Disengage: Movement after taking this action doesn’t provoke an attack of opportunity (next page).

Help: Give a nearby (within 20 feet) ally an advantage on an attack roll or ability check before your next turn.

Hide: Make a Dexterity check (using the Sneak skill) to be or remain unseen.

Ready: Decide on a triggering event (such as, “Once that cat gets within five feet of me...”). Then, decide on an action (such as, “... I will use my action to attack.”) If the trigger happens, you can spend your reaction to take the proscribed action, or ignore it and let the trigger expire. Artisans and shepherds can ready a spell with the casting time of one action in this way as well.

Run: Move again up to your speed – in effect, you are moving twice.

Search: Look through a nearby area (usually a Wisdom check).

Use: Use an item or object.

Martial Weapons, Melee

Battleaxe	1d8 slashing damage
Flail	1d8 bludgeoning damage
Glaive or halberd (reach, two-pawed)	1d10 slashing damage
Greatsword or greataxe (two-pawed)	1d12 slashing damage
Lance (reach, mounted only, disadvantage against targets within five feet)	1d12 piercing damage
Longsword	1d8 slashing damage
Maul (two-pawed)	1d12 bludgeoning damage
Rapier (finesse)	1d8 piercing damage
Scimitar (finesse, light)	1d6 slashing damage
Shortsword (finesse, light)	1d6 piercing damage
Trident (thrown 20/60)	1d8 piercing damage
War pick	1d8 piercing damage
Warhammer	1d8 bludgeoning damage
Whip (finesse, reach)	1d6 slashing damage

Proficiency Bonus

- Attack rolls using weapons for which she has an appropriate Aptitude trick (p. 68)
- Attack rolls with spells she casts (p. 101)
- Ability checks using skills she has
- Saving throws, based on her calling’s primary abilities (p. 87)
- Saving throw difficulties for spells she casts (p. 100)

Staffs

Mariner Staff	Seaworthiness Damage	Range	Qualities
Staff of freezing	6d8 (cold)	300/900	two-pawed
Staff of hammering	6d10 (bludgeoning)	300/900	two-pawed
Staff of lighting	6d8 (lightning)	300/900	two-pawed
Staff of needles	6d10 (piercing)	300/900	two-pawed
Staff of radiance	6d8 (radiant)	300/900	two-pawed
Staff of stunning	6d8 (force)	300/900	two-pawed
Staff of thunder	6d8 (thunder)	300/900	two-pawed
Staff of withering	6d8 (necrotic)	300/900	two-pawed



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Combat Sequence

- 1 Determine surprise.
- 2 Establish positions.
- 3 Roll initiative and start the first round.
- 4 Each character takes a turn, and can do one of each of the following per turn:
 - Regain reaction, if necessary.
 - Move up to the character's maximum speed.
 - Take one action.
 - Take one free action.
 - Take one bonus action, if available.
- 5 Once a turn is over, choose who goes next.
- 6 Once everyone has taken a turn, a new round begins. The player of the final character to act in the last round chooses who starts the new round at Step 4.

Conditions

CONDITION	PUGMIRE	MONARCHIES OF MAU
Anosmic	p. 97	p. 109
Blind	p. 97	p. 109
Charmed	p. 97	p. 109
Confused	p. 98	p. 109
Deaf	p. 98	p. 109
Incapacitated	p. 98	p. 109
Immobile	p. 98	p. 109
Invisible	p. 98	p. 109
Paralyzed	p. 98	p. 109
Petrified	p. 98	p. 109
Possessed	p. 99	p. 109
Prone	p. 99	p. 110
Repelled	p. 99	p. 110
Scared	p. 99	p. 110
Sickly	p. 99	p. 110
Stunned	p. 99	p. 110
Unconscious	p. 99	p. 110

Coin Progression

- No coins
- A few coins
- Some coins
- Many coins
- Lots of coins



Additional Equipment

Simple Weapons, Melee

Filleting Knife (finesse, light)	1 d4 piercing
Boarding Axe (light)	1 d6 slashing
Belaying Pin	1 d4 bludgeoning

Simple Weapons, Ranged

Grappling Hook (light, ranged 20/80)	1 d6 piercing
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Martial Weapons, Melee

Cutlass (finesse)	1 d10 slashing
Cuttoe Sword	1 d8 slashing

Martial Weapons, Ranged

Barbed Net (ranged 20-60, two-pawed)	2d6 piercing
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Exotic Weapons, Ranged

Blunderbuss (firearm 20/80, loading)	1 d12 piercing
Flintlock (firearm 20/100, loading)	1 d10 piercing
Wheel Lock (firearm 30/120, loading, light)	1 d8 piercing

Damage Types

Acid: An attack that eats away at a character's flesh and possessions.

Bludgeoning: A blunt, physical attack.

Cold: An attack that does damage through intensely low temperature.

Force: Pure magical energy focused into a damaging form.

Heat: An attack that does damage through intensely high temperature.

Lightning: Electrical damage, either naturally or magically created.

Necrotic: An attack through deathly energy, disease, darkness, or other entropic means.

Piercing: A physical attack that does damage by piercing the flesh.

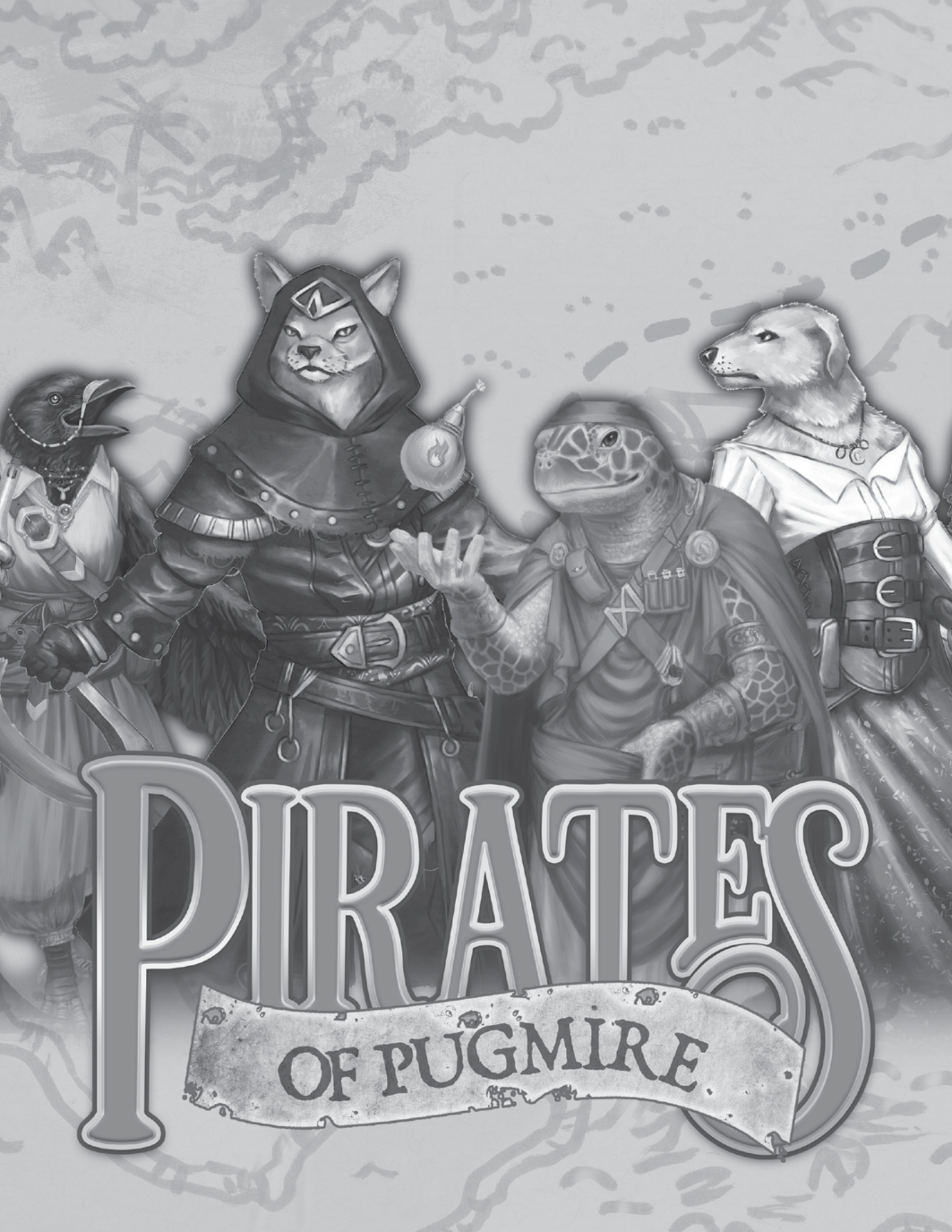
Poison: An attack that does damage from inside a character, over a period of time.

Psychic: Damage done directly to the mind of the target.

Radiant: An attack through healing, purity, light, or other holy means.

Slashing: A physical attack that does damage by cutting the flesh.

Thunder: Sonic damage, either naturally or magically created.



PIRATES

OF PUGMIRE



Ports of Call

This chapter provides information on dog, cat, lizard, and bird pirates, a brief history of the gunpowder trade, and details on two of the largest cities on the Acid Sea, Waterdog Port and Port Matthew.

The Pirate Life

It takes an intrepid soul to embark on a life at sea. Pirates face long days far from shore, an endless cycle of grueling physical labor and interminable boredom. Cramped quarters and a lack of privacy exacerbate tensions between crew mates, slowly unraveling the camaraderie binding them together. It's worse when things go poorly, and they usually do. Rival buccaneers attempt to overthrow the ship. Storms arise, blowing the ship off course and threatening to swamp it with acidic waters. Monsters emerge from the depths to assail the crew. When disaster strikes,

unfortunate pirates risk drowning or washing up broken and storm-tossed upon the far shores of a forsaken island, if the Acid Sea itself doesn't devour them first.

Old salts claim anyone taking to sea is either searching for something or running from something, and there's some truth to the saying. New sights await beyond every horizon. The brokenhearted experience wonders that distract them from their pain. Criminals with prices on their heads find freedom on the waves. Treasure hunters and explorers are seldom disappointed with the bounties of distant lands. Those choosing to remain at sea after achieving their initial goals grow into a love for the sea itself, embracing each new challenge with grim smiles upon their faces.

With resources up for grabs and so much yet to explore, stalwart seafarers find ample support from Pugmire and the Monarchies of Mau alike. Competition escalates

between seaside cities with the capabilities to brave the Acid Sea, like Port Matthew and Waterdog Port, and these conflicts offer lucrative opportunities to seafarers, irrespective of their loyalties. Beholden to none, pirates unfurl their sails and set their sights on the distant horizon.

Dogs

Dogs returning from sea voyages often relate riveting tales featuring gigantic horrors of the deep or aquatic rats with great fins stretching like wings from their backs. These stories purchase drinks and lodging as easily as plastic, inspiring a sense of adventure in their audience and ensuring there will always be more dogs ready to set sail. Dogs recording these tales find Pugmire is willing to purchase them, trusting the veracity of dog accounts over those of other species.

Dog pirates are divided almost evenly between those serving Pugmire or Waterdog Port loyally to further their interests, and those seeking the opportunity to live free upon the waves, but the discoveries of each are valued equally.

Cats

While cats of every House see the advantages and tactical potential of sailing on the waves, in practice, most defer to House Rex in matters concerning the Acid Sea. Few would admit it, but many cats fear the sea, and Mau hold much respect for cats with the courage to traverse the waters. Rex accepts the risks and responsibilities, pushing their limits ever outwards.

Cats at sea frequently acquire superstitions, and House Rex has developed an arcane system of them. Among the most enduring is that polydactyl paws (having extra fingers or toes) signify a fortunate and destined sailor. Few dangerous voyages are undertaken without a polydactyl on board, and while not every polydactyl takes to sea, the superstition is strong enough that members of Rex will be legitimately shocked to encounter one without interest in mastering the waves.

Lizards

The nomadic lizards regularly visit to trade in Pugmire and Mau, and both societies welcome them whether they arrive by land or sea. Cats and dogs find the creatures fascinating, and their whimsical tales seldom disappoint. Their wares are often as unusual as the tales the sellers weave, and many purchase them for novelty's sake alone.

With their constant traveling, few lizards make long-term plans for a given dog or cat settlement, preferring to focus on immediate goals, but hibernal lizards in such

areas sometimes maintain ulterior motives. Accustomed to harsh environmental conditions, lizards were among the first to take to sea, exploring the waves on wooden ships they discarded when their usefulness came to an end. With the advent of plastic hulls, some lizard families now live permanently upon the waves in colorful, elaborate ships, coming to shore only for trade and repairs.

Birds

Birds value stories above all, willing to endure almost anything for novel experiences. When one travels, they invariably seek to share their tales or gain new ones.

They find themselves unpopular in the Monarchies of Mau. Cats value secrecy, while birds value truth. As a result, birds tend to share secrets they learn, which frustrates cats to no end. At best, birds in Mau receive tepid welcomes. At worst, they're actively driven away by guards or citizens. The needs of trade sometimes require passage through cat lands, but most birds avoid them whenever possible. Those spending extended periods of time in Mau are explorers or seekers of secret knowledge, which does little to improve their reputation among cats. Frustrated pirate birds embrace chaos, reveling in uncomfortable looks and easy notoriety.

Pugmire is more welcoming, and when a bird begins to relate a tale, puppies gather to listen in rapt fascination while adults pretend not to be doing the same. Some speak of an immortal bird, Calliope of the Thousand Songs, said to know every tale that has or ever will be told. Physical descriptions of Calliope vary greatly, leading most to dismiss her as mere legend. This is compounded by a tendency for birds concealing their identity to give the name Calliope.

Gunpowder

Regardless of species, the increasing numbers of pirates have proved a boon to Pugmire and Mau, both for advancing knowledge and trade. Nowhere is this more obvious than the burgeoning gunpowder industry. While long known to both societies, gunpowder was viewed as a novelty used mostly by lizard alkalists. The idea of weaponizing it didn't catch hold until pirates began importing it in larger quantities from lands overseas. Prior to the War of Dogs and Cats, gunpowder weapons were shunned by Pugmire and Mau, as Gunpowder Panic proved too dangerous in crowded areas. While they relented during the war, most places now maintain restrictions or outright bans on loaded firearms within city limits. Despite this, the weapons grow in popularity among pirates, and as more individuals develop resistance to Gunpowder Panic,



it's only a matter of time before cultural shifts disperse guns more widely through dog and cat societies.

Waterdog Port

Waterdog Port charts its own course, owing allegiance to none. Those calling it home may pursue their dreams and fortunes with little hindrance, even from the monitors enforcing the city's laws. Economic opportunities abound for those with entrepreneurial spirits, and new businesses and attractions frequently arise. The port accommodates numerous ships, many with plastic hulls, ready to launch new expeditions at a moment's notice. A haven for pirates, Waterdog Port serves as a base of operations for local crews and a common destination for foreign ones. A murky and almost perpetual fog drifts over the western sections of the city, providing cover for criminal enterprises, and only the brave or desperate dare to tread where the fog shrouds the city. Whether someone is seeking a fresh start or looking for trouble, Waterdog Port welcomes all with open arms.

History

Constructed as a center for shipping and exploration, cats and dogs have coveted Waterdog Port since its inception. Pugmire and Mau each attempted to claim the city for their own, igniting the War of Dogs and Cats. When holding it overburdened each power, they withdrew, abandoning the residents to continue the fight alone. The brutal Alleyway Skirmishes, though largely unheard-of outside Waterdog Port, were some of the bloodiest battles in the War. After the assassination of the Mau-appointed Lionel von Korat, Samantha von Rex – better known as the pirate captain Calico Sam – assumed the mantle of mayor. But even her practical wisdom proved unable to calm the unrest or stanch the flow of blood in the streets.

Following a particularly savage clash, the heads of each faction in the city met secretly one night seeking a truce. Recognizing the current course of events would lead to mutual destruction, Calico Sam and Axel Bull-Terrier, a disgruntled Pugmire patriot, contrived to disrupt the cycle of violence and forge a new government. The

two met with their most avid supporters, declaring that for the good of the city, the other empire must rule. In the ensuing confusion, the two agreed to rule jointly, declaring independence from Pugmire and Mau.

Each chose their four most charismatic supporters to act as assistants, effectively preventing them from forming new factions. Together, they declared every citizen of the city would vote in favor of Axel or Calico Sam to rule the city, not as a mayor but as Governor. The others would act as a Council of Luminaries to rule alongside them, ensuring both species would be equally represented in the government. The first Council laid down the Great Laws, and while tempers still flared, the two sides learned to respectfully work together. In the following years, the Council would open their ranks to other species, seeking to promote harmony in the city.

Species of Waterdog Port

While every species is welcome in Waterdog Port, dogs maintain a small majority of the population. Most Luminaries and Governors have been dogs, ensuring dog interests frequently take precedence. While most dogs are content to be free of Pugmire's rule, many maintain cordial relationships with family and friends in Pugmire and Houndton. Dogs own more plastic-hulled ships than any other species, benefiting more from the city's lucrative economy.

Second only to dogs in population, the cats maintain a strong presence. While some retain their loyalties to Mau, most cats are moggies, and renouncing one's house is mandatory for cats to hold positions of authority in the city (although many cat patriots still proudly hold their allegiances in their surnames). Cats own almost as many plastic-hulled ships as the dogs, gaining similar benefits from the shipping industry. They enjoy significant influence in government, although dogs and cats frequently rely upon other to settle differences when their opinions clash. The cats constantly watch for signs of Unseen activity, ready to pounce at any moment to preserve the security of their home.

The nomadic lizards have found a niche in the city, and their authority far exceeds what their population would indicate. When tempers flare between cats and dogs, geckos are quick to defuse the situation. Serpents and turtles utilize these opportunities to share advice, steering cooler heads towards mutually beneficial conclusions. As a result, lizards have become mediators, ensuring the interests of all species are considered, even if they're unable to ease individual prejudices. Many hibernal lizards become mon-

itors, proactively seeking to maintain order and freedom within the city.

Birds find themselves in an interesting position. While their population has grown large enough to exert influence in the city, they end up clashing most often with themselves. Other species don't distinguish between sparrows, crows, and parrots, lumping all birds together. Traditionalists don't approve, while those rebelling against bird norms are delighted at the greater freedom and authority they enjoy. Regardless of nest, birds find their knowledge in high demand, and many find a place for themselves in positions requiring keen memories.

With rumors of equality and opportunity for all spreading, rats and mice swarm to the city in the hopes of building happy lives for themselves. While some find success, most quickly find the reality doesn't live up to their dreams. A lack of resources force many to live in the worst sections of the Haze, squatting in deteriorating buildings and competing for necessities. Rodents readily take to the sea, but the frequent prejudices they experience often lead them to band together into rodent crews. While seldom able to afford plastic-hulled ships, their patchwork wooden ships are frequent sights in Seaport.

Few badgers call the city home. Most who do live solitary lifestyles, seldom meeting with others of their kind. The exception are members of the otter tribe, who frequently cluster in crews to intimidate rivals. Otters take well to the pirate life, hiring out their services as muscle to other species taking to sea. With the brutal reputation held by the badger tribes, many are surprised to discover the fierce loyalty and camaraderie of their otter crew mates.

Politics

The Council of Luminaries consists of eleven seats. While each Luminary maintains their personal life outside of governance, all are expected to gather for matters concerning the city. Each votes in city affairs, with the Governor casting the deciding vote when the others can't reach an agreement. Luminaries may retire at any time, nominating a replacement, but otherwise the seats are lifetime appointments. The full title of a member of the Council is Admired Luminary, and the proper mode of address is "Your Brilliance."

Chosen from among the Luminaries by a citywide election, the Governor functions as ruler of Waterdog Port to outsiders, and as the mouthpiece of the Council in local matters. The previous Governor, Dobi Weimarner, recently died under mysterious circumstances,

following her declaration of policies running counter to the otherwise unanimous decisions of the Council. Erwin Sharpei was quickly elected as her replacement.

While one seat on the Council remains vacant, the others are currently occupied:

- Noble and loyal to a fault, the cat **Asher Mainecoon von Waterdog** longs for the seafaring adventures of his youth. Once a member of House Rex, Asher traveled beyond the edges of the map, courageously facing the unknown without a single hair of his gray and white fur out of place. Now dedicating himself to Waterdog Port as Luminary and occasional ambassador, he avidly supports exploration, dreaming of a day when the cartographers have charted every island and when every peril is revealed for the next generation of pirates. His navigational charts note each unexplored region where previous expeditions have failed to return, and it's only a matter of time before he recruits a crew for one last great adventure.
- The renowned rat actor **Aurelio** is famed throughout Waterdog Port for his talent, but more so for his shining golden fur and boundless hunger for luxury. While the Council chose the popular actor to quell the growing unrest among the rodents, few take the rat seriously, believing him shallow and easily manipulated. Worse, Aurelio knows he's merely a political tool, but he isn't content with that arrangement. He offers daring missions to pirates in the hopes of gaining respect, but of late, he considers the possibility that earning it may require a coup.
- The dog **Brandi Springer-Spaniel** never planned to become a Luminary, but her warm heart and renowned bravery pushed her into the role. While beloved by the dogs of Waterdog Port, she's prone to disappearing for long periods of time, making her difficult to contact. Her wanderlust traps her between the call to adventure and her duties to her people, and she desires nothing more than to find a suitable successor so she might live out her days upon the road or the waves. Until then, she settles for disguising herself whenever the urge for excitement grows too strong, joining others to aid them on their quests.
- Everybody's best friend, the charming dog **Erwin Sharpei** is best known as the owner of the influential Calico Trading Company. Founded by his deceased partner, Gwendolyn Manx von Cymric, the company is renowned for its willingness to employ dogs and cats in equal measure. While displaying a friendly demeanor to all publicly, Erwin is utterly ruthless in business, willingly doing whatever it takes to guarantee greater profits. Recently voted Governor by a narrow margin, Erwin is torn between his desire to leverage his position into ever greater gains and his fear of enemies lurking around every corner and behind every smiling face.
- Although it's been years since she broke ties with House Angora, the cat **Luna Tabby** watches over her shoulder for unseen foes. Her first concern is the security of Waterdog Port, which she is prepared to defend against all enemies. She believes an attack could come at any moment and expends much of her time and resources seeking information on potential adversaries. Her network of informants helps her keep extensive information on notable individuals within Waterdog Port as well. Thanks to her ever-watching eye, anyone showing the slightest hint of Unseen influence swiftly finds themselves on the wrong side of the law.
- Before losing his leg to the jaws of a leviathan, the dog **Montana Saluki** hunted monsters across the face of the world, earning a reputation as a great trophy hunter. His heroic efforts during those days left him with an extensive collection of contacts owing debts of gratitude scattered across the known world. He now maintains Montana's Menagerie in the Sunset Barrio, caring for the numerous creatures on display and relating tales of his youthful adventures and recruiting ambitious pirates to obtain rare beasts, living or dead, for inclusion in his collection. He insists his creatures never escape their habitats, but more than one live trophy whose capture was attributed to local heroes has appeared in his trophy hall following the closure of its exhibit.
- Pirates at sea whisper horror stories about the otter **Odessa One-Eye**, one of the cruelest and most implacable buccaneers to ever sail the Acid Sea. Hijacking her first ship when she was little more than a pup, Odessa proceeded to bring grisly death to all who opposed her, perpetuating her reign of terror for over two decades before she developed a terminal case of empathy. While few suspect it owing to her spiteful attitude and pitiless practicality, Odessa hopes to make amends for the sins of her past, secretly tending to the children and the wretched citizens of Waterdog Port. She holds a nightly vigil at the harbor, knowing former allies and enemies from Dalmatian Cove will one day come to settle old scores.

- Once Port Matthew's Secretary of Defense and a respected member of House Korat, the cat **Pejay Shorthair** speaks neither of the incident leading to the loss of his claws nor of the scandal that stripped him of his office. While he's slowed a little and gained some gray in his orange-striped coat, he maintains a warrior's vigor, honing his battle prowess every day. Aggressive and bellicose, Pejay believes Waterdog Port should go on the offensive to become a new, conquering empire. Whether he hopes for Waterdog Port to be the reigning power or intends to deliver it into the paws of his former House remains to be seen.
- The oldest member of the Council, the turtle **Slymar Oteechilde** embraces Waterdog Port as his culture, walking with his face uncovered to show solidarity with other species. In his youth, the alkalist traveled widely, and the yellow stripes on the box turtle's black shell are marred with burns and scratches from adventures and experiments gone awry. His long-winded stories frequently contain kernels of wisdom or warnings of future perils, and

he stands ever-willing to share one. Valuing knowledge above all else, Slymar frequently requests rare reagents for his experiments, and he's more than willing to risk others to advance his studies.

- Bold and defiant, the parrot **Zanna of the Four Audacities** refuses to live in anyone's shadow. The black-feathered bird and her green-feathered sparrow lover, Irving of the Forsaken Crown, embraced a life of seafaring adventure, taking satisfaction in flaunting societal norms wherever they landed. When they decided to start a family, the parrot and sparrow settled in Waterdog Port, with Irving returning to sea frequently in search of treasures worthy of his bride. As a Luminary, Zanna boldly throws herself into her work, seeking constant improvements for Waterdog Port, flitting from one personal obsession to another to distract herself. Irving hasn't returned from his latest foray, and between the perils of sea and the enemies they left behind, Zanna awaits news of him with hope and dread in equal measure.



Laws of Waterdog Port

While Waterdog Port plays host to many individuals of questionable morality, it does maintain its own laws. The monitors, warriors and observers who work to preserve a semblance of order and safety for the people, are charged with arresting those who flout these rules. The Council and monitors enforce the laws at their discretion though, and it isn't uncommon for favored citizens to get away with violations that would see others imprisoned or executed. Any Luminary may pardon a criminal, but the pardon can be overturned by a majority vote of the Council. While lesser laws and regulations change regularly according to Council decisions, the Great Laws have thus far remained inviolable.

Loyalty is Freedom

Waterdog Port glorifies freedom, priding itself in owing no allegiance to Pugmire or Mau. All citizens choose their own destinies, reaping the rewards and facing the consequences of their own actions, and the Council makes it abundantly clear where this freedom comes from. Any allegiance greater than family or guild must be sworn to Waterdog Port and no other. Conspiracy with other nations or organizations to undermine the city's independence is among the most harshly punished crimes. On a more individual level, gaining the favor of the monitors or a Luminary permits more leeway in behavior, allowing for greater gains and diminished punishments in exchange for loyal service.

Business is Business

Plastic shall eternally flow to the citizens, and through them, to the coffers of Waterdog Port. The Council recommends every citizen pursue a healthy livelihood, encouraging creativity and entrepreneurship. In exchange,

every transaction should benefit the city. Interfering with the business of another is strongly discouraged, although competition is considered appropriate. Inadvertent harm to others is often overlooked when it results from business endeavors. While smuggling contraband is officially illegal, rampant bribery ensures the monitors turn a blind eye to such business. In practice, even crime is condoned, provided one has the decency not to be caught. The exception to this is trade in people, as slavery in any form is never tolerated within Waterdog Port.

All Are Equal

Every person is equal in value, regardless of resources, social standing, or species. Each citizen votes for Governor. Every vote is weighed the same. Anyone may become a citizen simply by taking up residence in the city, and many in untenable situations flee to Waterdog Port in search of acceptance or new opportunities. While the Council includes members of other species besides cats and dogs, however, individual residents retain their prejudices. Citizens often side with each other against outside threats, but in the absence of those, old grudges prevail. Only cats and dogs have acted as Governor, and barring large population shifts, this is unlikely to change.

Violence is Personal

Violence isn't forbidden in Waterdog Port, but it's expected to involve only the clashing individuals. Causing harm to other people or property is unacceptable. The monitors are slow to enforce this law, and brawls in the seedier sections of town are common. They step in only when making an example of someone, or when the violence threatens to fray the fabric of their society. Attempts to stir up large-scale trouble are harshly punished when discovered, but personal vendettas are tolerated.



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PIRATES

OF PUGMIRE

Rolling the Dice

Step 1	Pick up a d20.
Step 2	Determine if the character has an advantage or disadvantage. If so, pick up another d20.
Step 3	Roll the die or dice. If the character has an advantage, use the higher result. If the character has a disadvantage, use the lower roll. A higher number is generally better.
Step 4	Add (or subtract) any relevant modifiers to the roll: usually an ability modifier (p. 64), sometimes a proficiency bonus (p. 65), and occasionally a bonus from a trick.
Step 5	Compare the total to the difficulty of the task. Difficulties can range from 5 (for very easy actions) to 20 or more (for extremely difficult actions), with 15 being a common number for tasks of moderate difficulty. If the total equals or exceeds the difficulty number, the action is successful!

Results of d20 Rolls

When rolling a d20 against a difficulty, there are four possible results.

Failure: If the total result of the roll after all modifiers is less than the difficulty, the action fails. In some cases, this might simply mean that nothing happens (such as failing to climb over a wall), but other times it might make things worse (such as failing to bribe a guard).

Success: If the total result of the roll after all modifiers is equal to or greater than the difficulty, the action succeeds. Usually this means that whatever the player declared happens (such as climbing over the wall), but sometimes the Guide interprets the results (such as bribing a guard, but she only gives you three minutes before she will sound the alarm).

Botch: If the number on the d20 is a 1, regardless of modifiers, then the action fails in a particularly bad way, called a *botch* (or, sometimes, a “natural 1”). The result may be obvious (such as falling off a wall and losing stamina points), or the Guide may need to interpret the results (such as the guard refusing the bribe and drawing her sword to attack).

Triumph: If the number on the d20 is a 20, regardless of modifiers, then the action succeeds in a particularly good way, called a *triumph* (or, alternatively, a “natural 20”). The result may be obvious (such as climbing over a wall very quickly), or the Guide may need to interpret the results (such as a bribed guard deciding to quit her job and leave with the bribe money before she’s discovered).

Simple Ranged Weapons

Dart (finesse, thrown 20/60)	1d4 piercing damage
Sling (ammunition, ranged 30/120)	1d4 bludgeoning damage
Shortbow (ammunition, ranged 80/320, two-pawed)	1d6 piercing damage
Small crossbow (ammunition, ranged 80/320, loading)	1d8 piercing damage
Staff sling (ammunition, ranged 40/160, two-pawed)	1d6 bludgeoning damage

Martial Weapons, Ranged

Crossbow (ammunition, ranged 100/400, loading, two-pawed)	1d10 piercing damage
Longbow (ammunition, ranged 150/600, two-pawed)	1d8 piercing damage

Ability Scores

FAMILY/ NESTE	ABILITY SCORE BONUS
Geckos	+1 Dex, +1 Cha
Serpents	+1 Str, +1 Int
Turtles	+1 Con, +1 Wis
Crows	+1 Con, +1 Int
Parrots	+1 Str, +1 Cha
Sparrows	+1 Dex, +1 Wis

Skill List

STRENGTH
Intimidate
DEXTERITY
Balance
Sneak
Steal
CONSTITUTION
Traverse
INTELLIGENCE
Know Arcana
Know Culture
Know History
Know Nature
Know Religion
WISDOM
Handle Animal
Heal
Notice
Search
Sense Motive
Survive
CHARISMA
Bluff
Perform
Persuade
Free Actions
Ask or answer a question
Banter
Flip a switch
Open an unlocked door
Press a button
Scream something

Simple Melee Weapons

Bite	1 piercing damage
Club (light)	1d4 bludgeoning damage
Dagger (finesse, light, thrown 20/60)	1d4 piercing damage
Greatclub (two-pawed)	1d8 bludgeoning damage
Handaxe (light, thrown 20/60)	1d6 slashing damage
Javelin (thrown 30/120)	1d6 piercing damage
Mace	1d6 bludgeoning damage
Quarterstaff (two-pawed)	1d8 bludgeoning damage
Sickle (light)	1d4 slashing damage
Spear (thrown 20/60)	1d8 piercing damage
Unarmed punch or kick	1 bludgeoning damage

Actions

Attack: Attempt to damage an enemy (**see “Attack Rolls,” p. 87**).

Cast: Use a spell with a casting time of “one action,” or add time to a spell with a longer casting time.

Change: Replace one item in your paw(s) with one in your rucksack.

Defend: Defend yourself more effectively. All attacks against you are at a disadvantage until your next turn, and you make Dexterity saving throws at an advantage.

Disengage: Movement after taking this action doesn’t provoke an attack of opportunity (next page).

Help: Give a nearby (within 20 feet) ally an advantage on an attack roll or ability check before your next turn.

Hide: Make a Dexterity check (using the Sneak skill) to be or remain unseen.

Ready: Decide on a triggering event (such as, “Once that cat gets within five feet of me...”). Then, decide on an action (such as, “... I will use my action to attack.”) If the trigger happens, you can spend your reaction to take the proscribed action, or ignore it and let the trigger expire. Artisans and shepherds can ready a spell with the casting time of one action in this way as well.

Run: Move again up to your speed – in effect, you are moving twice.

Search: Look through a nearby area (usually a Wisdom check).

Use: Use an item or object.



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Martial Weapons, Melee

Battleaxe	1d8 slashing damage
Flail	1d8 bludgeoning damage
Glaive or halberd (reach, two-pawed)	1d10 slashing damage
Greatsword or greataxe (two-pawed)	1d12 slashing damage
Lance (reach, mounted only, disadvantage against targets within five feet)	1d12 piercing damage
Longsword	1d8 slashing damage
Maul (two-pawed)	1d12 bludgeoning damage
Rapier (finesse)	1d8 piercing damage
Scimitar (finesse, light)	1d6 slashing damage
Shortsword (finesse, light)	1d6 piercing damage
Trident (thrown 20/60)	1d8 piercing damage
War pick	1d8 piercing damage
Warhammer	1d8 bludgeoning damage
Whip (finesse, reach)	1d6 slashing damage

Proficiency Bonus

- Attack rolls using weapons for which she has an appropriate Aptitude trick (**p. 68**)
- Attack rolls with spells she casts (**p. 101**)
- Ability checks using skills she has
- Saving throws, based on her calling’s primary abilities (**p. 87**)
- Saving throw difficulties for spells she casts (**p. 100**)

Staffs

Mariner Staff	Seaworthiness Damage	Range	Qualities
Staff of freezing	6d8 (cold)	300/900	two-pawed
Staff of hammering	6d10 (bludgeoning)	300/900	two-pawed
Staff of lighting	6d8 (lightning)	300/900	two-pawed
Staff of needles	6d10 (piercing)	300/900	two-pawed
Staff of radiance	6d8 (radiant)	300/900	two-pawed
Staff of stunning	6d8 (force)	300/900	two-pawed
Staff of thunder	6d8 (thunder)	300/900	two-pawed
Staff of withering	6d8 (necrotic)	300/900	two-pawed

Combat Sequence

1	Determine surprise.
2	Establish positions.
3	Roll initiative and start the first round.
4	Each character takes a turn, and can do one of each of the following per turn: <ul style="list-style-type: none"> Regain reaction, if necessary. Move up to the character’s maximum speed. Take one action. Take one free action. Take one bonus action, if available.
5	Once a turn is over, choose who goes next.
6	Once everyone has taken a turn, a new round begins. The player of the final character to act in the last round chooses who starts the new round at Step 4.

Conditions

CONDITION	PUGMIRE	MONARCHIES OF MAU
Anosmic	p. 97	p. 109
Blind	p. 97	p. 109
Charmed	p. 97	p. 109
Confused	p. 98	p. 109
Deaf	p. 98	p. 109
Incapacitated	p. 98	p. 109
Immobile	p. 98	p. 109
Invisible	p. 98	p. 109
Paralyzed	p. 98	p. 109
Petrified	p. 98	p. 109
Possessed	p. 99	p. 109
Prone	p. 99	p. 110
Repelled	p. 99	p. 110
Scared	p. 99	p. 110
Sickly	p. 99	p. 110
Stunned	p. 99	p. 110
Unconscious	p. 99	p. 110

Coin Progression

- No coins
- A few coins
- Some coins
- Many coins
- Lots of coins



Additional Equipment

Simple Weapons, Melee	
Filleting Knife (finesse, light)	1d4 piercing
Boarding Axe (light)	1d6 slashing
Belaying Pin	1d4 bludgeoning
Simple Weapons, Ranged	
Grappling Hook (light, ranged 20/80)	1d6 piercing
Martial Weapons, Melee	
Cutlass (finesse)	1d10 slashing
Cuttoe Sword	1d8 slashing
Martial Weapons, Ranged	
Barbed Net (ranged 20–60, two-pawed)	2d6 piercing
Exotic Weapons, Ranged	
Blunderbuss (firearm 20/80, loading)	1d12 piercing
Flintlock (firearm 20/100, loading)	1d10 piercing
Wheel Lock (firearm 30/120, loading, light)	1d8 piercing

Damage Types

Acid: An attack that eats away at a character’s flesh and possessions.
Bludgeoning: A blunt, physical attack.
Cold: An attack that does damage through intensely low temperature.
Force: Pure magical energy focused into a damaging form.
Heat: An attack that does damage through intensely high temperature.
Lightning: Electrical damage, either naturally or magically created.
Necrotic: An attack through deathly energy, disease, darkness, or other entropic means.
Piercing: A physical attack that does damage by piercing the flesh.
Poison: An attack that does damage from inside a character, over a period of time.
Psychic: Damage done directly to the mind of the target.
Radiant: An attack through healing, purity, light, or other holy means.
Slashing: A physical attack that does damage by cutting the flesh.
Thunder: Sonic damage, either naturally or magically created.