

SALTMOUTH

The Walfismeer Zine
Issue ZERO



PLATTEST DOG

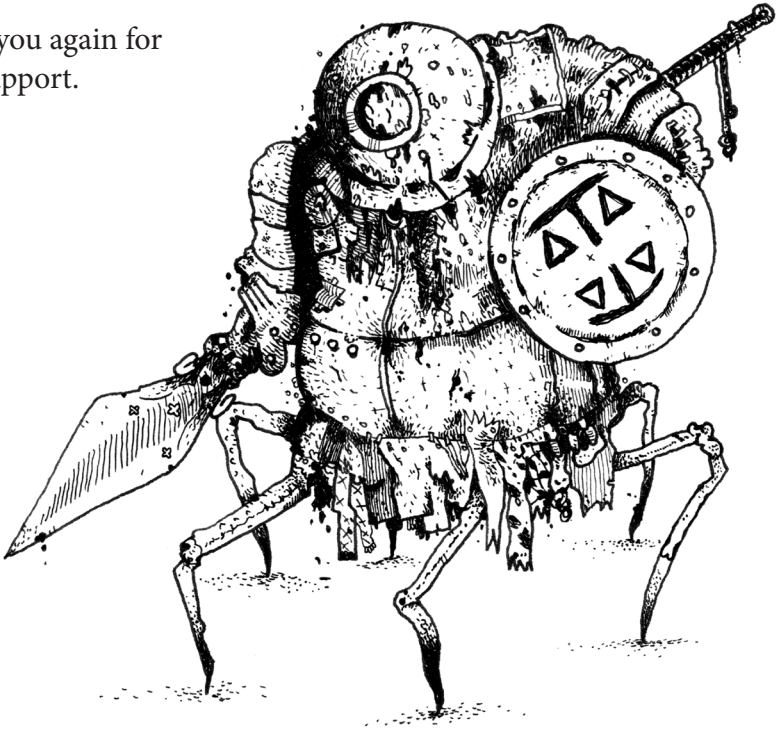
PREAMBLE

Thanks for backing *The Driftwood Verses*! This document serves both as a preview of what's to come with the book and as a playtest document that you can use to begin introducing some Driftwood content into your game.

Nothing here is final. This is just a sample of some sub-systems that I thought would benefit from some additional testing and feedback. I'd love to hear your thoughts, but with one caveat: **Please don't post feedback on our Kickstarter page.** It will muddy the thing right up. Instead, please send all feedback to redmoonmedicineshow@gmail.com with the subject line: "Driftwood Verses Feedback" or somesuch.

Thank you again for your support.

Clint



THE BLATTARIAN

A new race/class for LotFP

Blattarians are hideous, bipedal roachmen who emerged long ago from the swamps south of Rootmire. They are known as shrewd merchants, brutal slavers, and deadly assassins.

Four Arms: Blattarians have four functional arms and can use all of them to wield weapons. Each round they can attack with up to four equipped weapons without penalty. They can wield up to two shields (using one hand for each).

Squishy: Blattarians cannot wear armor. Their chitinous exoskeleton cannot function properly in it. As a result, they are stuck with the standard unarmored AC of 12 + DEX modifier. They *can* benefit from shields and magical effects that increase AC.

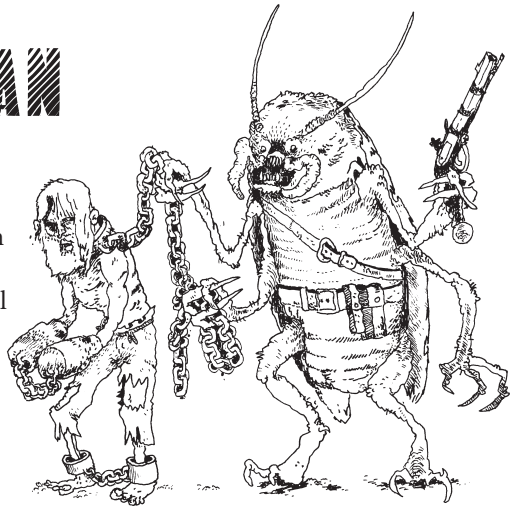
Hideous: Blattarians are instinctively repulsive to humans and demihumans. They receive -2 on all reaction rolls with the offended species.

Limited Flight: Blattarians can fly a distance equal to their combat movement, but must land between each such move.

PROGRESSION*

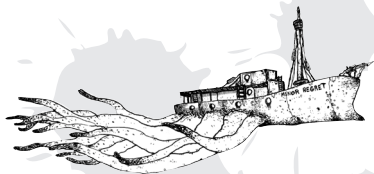
- **Hit Die:** d6
- **Saves:** As Fighter
- **XP to gain level:** As Elf

*These are abbreviated here in the interest of space. Full advancement tables will be given in the final book



PLAYTEST NOTES

Aside from being a (hopefully obvious) homage to the Thri-kreen from *Dark Sun*, the Blattarian class is intended to be a bit of a glass cannon. Let's face it, being able to pull off four unpenalized attacks at first level is probably too good, but it's also damn fun. I've tried to balance this out a bit by making them defensively weak (no armor, d6 HD) and slow leveling (Elf XP progression).



DID YOU KNOW?

Most vessels in Walfismeer are propelled by biomantic undulators. These tentacle-like masses of laboratory-birtherd appendages allow the craft to traverse the seas without wind.

THE VASSAL

A new race/class for LotFP

Vassals are stunted, vat-born, albino slaves bred by the Biomancer to serve as laborers, servants, and test subjects. They are spawned nameless, identified instead by three-digit numbers branded into their flesh. Vassals are predisposed to groveling, self deprecation, and requesting punishment from their “betters.” They are even bred to endure the taste of human excrement so that they may serve their masters as living chamber pots (Walfismeer’s more decadent nobility often retain “chamber vassals” for this purpose). Vassals are conditioned to think of the Biomancer as their father, though a small minority foster more rebellious sentiments.

Bearer of Burdens: Vassals are able to bear incredible burdens; it takes five additional items for a Vassal to gain the first encumbrance point.

Cowering Cur: Vassals cower and grovel pathetically in combat. If a vassal spends a combat round cowering instead of attacking, enemies cannot attack them during the following round unless they are the only target available.

Iron Stomach: Vassals are capable of ingesting just about anything without getting sick. Stale, rotten, and otherwise “inedible” food and drink has no negative effect on them.

Underfoot: Vassals are conditioned to be skulking and inconspicuous. They have 3-in-6 chance at Stealth at 1st level and gain an additional point at 4th, 7th, and 10th levels.

Not named, but numbered:

Determine your Vassal’s “name” by rolling 3d10. The resulting three digit number is branded upon the Vassal’s left shoulder. Vassals feel completely unworthy of proper names and prefer to be referenced either by number or by belittling slurs.

PROGRESSION*

- **Hit Die:** d8
- **Saves:** As Dwarf
- **XP to gain level:** As Dwarf

*These are abbreviated here in the interest of space. Full advancement tables will be given in the final book.

PLAYTEST NOTES

I intend vassals to feel similar to the Mudokons from *Oddworld*, Thrulls from *Magic: The Gathering*, or that House Elf guy from *Harry Potter*.

These guys are based on Dwarves mechanically. The idea is that they trade some of the Dwarf’s toughness (d10 Hit Die) and innate architecture skill for some other abilities (Stealth and Cowering).

THE NAVIGATOR

A new class for LotFP

All creatures possess some capacity for psychic ability. Navigators are rare individuals who have been trained to tap this power. They learn to construct an “inner sea” in their mind that serves as a simulacrum of the physical world that can be manipulated mentally. Unlike the rote memorization required for regular spellcasting, these psychic abilities require great improvisation and intuition to manifest successfully.

Inner Sea Points: The strength of a navigator’s mind is measured by the number of Inner Sea Points (ISP) he or she has available. ISP are spent to activate the navigator’s various disciplines. Spent ISP are regained after 6 hours of sleep or meditation. A navigator has access to a number of ISP equal to his or her level.

Disciplines: Navigators start the game with one discipline of their choice and gain another at levels 3, 5, 7, 9, 11, and so on.

Breaching: All navigators are taught to breach The Reef. Breaching does not count toward the navigator’s total number of disciplines. When a navigator’s ship enters a hex containing a segment of The Reef, he or she can spend one ISP and attempt a save vs magic to protect the ship’s crew from its effects. If the save is failed, the navigator can try again until they have either succeeded or run out of ISP.

PROGRESSION*

- **Hit Die:** d4
- **Saves:** As Magic User
- **XP to gain level:** As Magic User

*These are abbreviated here in the interest of space. Full advancement tables will be given in the final book.

PLAYTEST NOTES

The navigator is intended to be a setting-specific psychic class. Essentially, an alternate magic user whose powers are focused on nautical activities. I’ve changed the flavor around the powers many times and I’m still not 100% happy with them, but mechanically, this is pretty close to what I want.

THE NAVIGATOR’S DISCIPLINES ARE LISTED ON THE NEXT PAGE

DID YOU KNOW?

The intense strain and concentration required to manifest psychic powers causes navigators to lose their hair. As a result, most navigators wear blue, powdered wigs laced with ambergris perfume.



DISCIPLINES

Beckon

Spend 1 ISP to summon a random siren (page 8) which will attach itself to your vessel. Spend another 1 ISP to conduct a seance, which will bind the siren to the ship permanently. Only one siren can attach to a ship at any given time. If the ship crosses The Reef, any unbound sirens vanish.

Coda

You call a great whale to your location. The whale is not summoned magically, but has a 15% chance of arriving on the scene each combat round. The whale does not obey your orders, it simply arrives and does whatever it is naturally compelled to do.

Spend 1 ISP to summon an Adolescent Great Whale, 3 ISP to summon an Adult Great Whale, 5 ISP to summon an Elder Great Whale, and 7 ISP to summon an Ancient Great Whale

Drift

Spend 1 ISP to read the thoughts of a target you can physically see.

Float

Spend 1 ISP to move an object you can see as if you were manipulating it with one hand. Attacks made with manipulated objects are at -2 to hit.

Flood

Spend ISP equal to the target's HD. Target makes a saving throw vs magic. If failed, the target will obey any non-dangerous command. Dangerous commands trigger a further saving throw to shake loose the effect. Lasts until the effect is broken by a successful saving throw.

Tread

Spend 1 ISP to walk on water for one turn (10 minutes).

Undulate

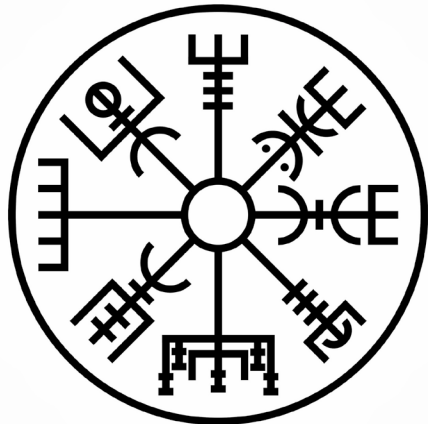
Spend 1 ISP to increase your vessel's speed by one die type for the remainder of the day (max = d12).

Quell

Spend 1 ISP to completely negate a "storm" encounter and/or make the weather in the same hex as you completely calm for 1d6 hours.

Wrack

A creature you can see suffers 1D4 damage for each ISP you spend. Target makes a saving throw vs. magic to negate the damage.



SHIP TO SHIP COMBAT

New rules for combat at sea

New Skill: Seafaring

Seafaring is a skill rated 1-6 using the standard LotFP d6 resolution for skills. Base score is 1 (skilled captains are usually Specialists). Sea creatures (such as great whales) are always assumed to have a seafaring skill of 6.

Ship Stats

In *The Driftwood Verses*, ships are essentially statted up like monsters. This differs from how they are presented in the core rules. Ships have Ship Hit Dice (SHD) and Ship Hit Points (SHP). 1 Ship Hit Point is equal to 10 character-scale Hit Points. A ship's speed is expressed as a die type (d4-d12). This determines the number of hexes the ship can travel in a day and is important for maneuver rolls in ship-to-ship combat.

Combat Resolution

When hostile ships or creatures are encountered each party involved makes a Maneuver Roll (Ship's Speed Die + Captain's Seafaring Skill)

The creature or vessel with the highest Maneuver Roll total chooses one of the following actions for the round:

BOARD

Can only be chosen if you CLOSED or RAMMED in the previous round. Your vessel comes within boarding range of the target ship. Shift to standard man-to-man combat.

CLOSE

You can choose to BOARD or RAM if you win the maneuver roll next round.

ESCAPE

Can only be chosen if you WITHDREW in the previous round. Your ship escapes from combat.

FIRE

You may fire weapons from one side (forward, aft, port, starboard) of your vessel. You may not fire weapons from the same side two rounds in a row.

RAM

Can only be chosen if you CLOSED in the previous round. Inflict 1d8 damage on the target ship for each SHD your ship has. Your ship suffers 1d6 damage for each SHD the target ship has (1d4 if your ship has a ram). Sea Creatures use this action to make an attack using whatever natural weaponry they have.

WITHDRAW

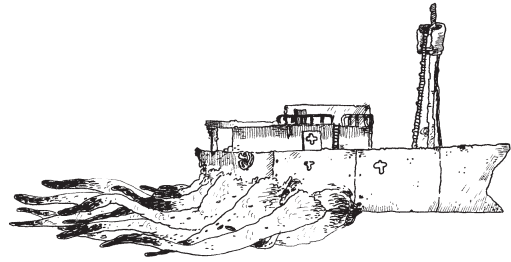
You can choose to ESCAPE if you win the maneuver roll next round. If you are Harpooned, remove one harpoon instead.

After the action is resolved, all parties make another maneuver roll and continue until the combat is resolved.

PLAYTEST NOTES

The idea here is to have some abstract, theater-of-the-mind ship combat that's interesting without being more complicated than the standard combat rules.

SAMPLE SHIPS AND WHALES



Chancery Patrol Skiff

Common coastal patrol vessel.

AC 18, SHD 3, SHP 12, SPD d4

Attacks: Forward demi-gun, d6

Port demi-gun, d6

Starboard demi-gun, d6

Crew: 1 Captain, 2 Constables

Fittings: 3 demi-guns, cargo capacity 0

Cargo: 20 round shot, 10 gloam shot

Special: None

Ship Value: 3,375sp

Chancery Iron Picket

Light gunship used for scouting, patrols, and blockades.

AC 18, SHD 6, SHP 24, SPD d4

Attacks: 2 Port deck guns, d8

2 Starboard deck guns, d8

Crew: 1 Captain, 1 Navigator, 4

Constables

Fittings: 4 deck guns, 1 rowboat, cargo capacity 10

Cargo: 50 round shot, 10 gloam shot, 60 iron rations

Special: None

Ship Value: 7,350sp

Chancery Iron Gunner

Chancery warship.

AC 18, SHD 12, SHP 48, SPD d4

Attacks: 5 Port deck guns, d8

5 Starboard deck guns, d8

Crew: 1 Captain, 1 Navigator, 1

Cytogrinder, 9 Constables

Fittings: 10 deck guns, 2 rowboats, cargo capacity 0

Cargo: 500 round shot, 100 gloam shot, 60 iron rations

Special: None

Ship Value: 14,700sp

Unaligned Iron Merchant

Free trader common across Walifsmeer.

AC 18, SHD 6, SHP 24, SPD d4

Attacks: Forward deck gun, d8

Crew: 1 Captain, 5 Mariners

Fittings: 1 deck gun, 1 rowboat, cargo capacity 40

Cargo: 40 units of trade goods, 20 round shot, 10 gloam shot, 60 iron rations

Special: None

Ship Value: 6,350sp

Pirate Wind Raider

Common pirate vessel preferred for boarding actions.

AC 14, SHD 6, SHP 24, SPD d8

Attacks: 2 Port deck guns, d8

2 Starboard deck guns, d8

Crew: 12 Mariners

Fittings: 1 ram, 4 deck guns, cargo capacity 10

Cargo: 40 round shot, 120 iron rations

Special: None

Ship Value: 7,500sp

Adolescent Great Whale

One-horned monstrosity.

AC 14, SHD 3, SHP 12, SPD d6

Attacks: Bite 3d8

Morale: 7

Adult Great Whale

Two-horned monstrosity.

AC 14, SHD 6, SHP 24, SPD d6

Attacks: Bite 6d8

Morale: 9

SIRENS

Lost souls of the deep.

Sirens are the spirits of travelers who were lost at sea, cursed to spend eternity adrift. These lonely sea ghosts sometimes attach themselves to passing ships, an event referred to by mariners as “catching a siren.” The presence of a siren can only be detected by its “song,” a subtle, ethereal resonance which can be heard when all else is quiet. Different sirens have different effects on the ships and crews they haunt. Some will plague their hosts with nightmares of death and drowning. Others will protect the vessel’s hull or enhance its speed. Saltmouth wisdom says that the only way to rid a ship of a siren is to cross The Reef, which many believe serves as a bridge to the afterlife.

Navigators are trained to identify benevolent sirens and bind them to the service of the vessel. First, the siren’s true name must be determined through a gloamlit seance on the deck of the ship. Once the siren is identified, the ship’s name is changed to match the siren’s name. This rededication binds the spirit permanently to the ship. Bound sirens gain enough potency through this process that they can sometimes manifest themselves on deck and even assist the crew in times of crisis.

Roll 1d8 to determine the identity and effects of the Siren (the final book has a much larger version of this table):

1: Aberinkula: Acrayan explorer lost to The Reef. *Ship can cross The Reef without ill effects.*

2: Ilyena: Acrayan prostitute who drowned when the seas rose. *Increase ship Speed by one die type.*

3: Agadez: Acrayan crone who led an oracle fleet. *Ship is constantly surrounded by a cloud of black ravens that provide +1 Armor.*

4: Evadare: Unborn infant who died when her mother drowned. *Pregnant women have a 50% chance of miscarriage for each day spent on the ship.*

5: William Scapport: somber whaler who went overboard in a storm. *Storms inflict double damage on this ship.*

6: Frances Locke: Explorer who was executed by pirates. *Reduce ship Speed by one die type.*

7: Rasher Crow: Leper and murderer who finally died at sea. *Crew killed on the ship reanimate as vengeful zombies.*

8: Captain Arianna: Well-loved mariner who accidentally shot herself. *Increase damage of ship’s weapons by one die type.*

