WOODLAND WARRIORS

AT SEA

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AT SEA

A SANDBOX CAMPAIGN SETTING FOR THE WOODLAND WARRIORS RPG

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INTRODUCTION

"AT SEA" is an alternate setting for the WOODLAND WARRIORS RPG, a copy of which will be needed to play this game. It is a major departure from the rest of the WOODLAND WARRIORS line in that the player characters are Vermin (Weasels, Stoats, Rats and so on) rather than Kind. Therefore requires a number of rule changes, mainly to better evoke the flavour of a game about swashbuckling piracy on the high seas and naval battles. Otherwise, it uses the rules from the main WOODLAND WARRIORS RPG rulebook. The *Greyrock Isle* and *Out West* setting books also contain information that you might find useful.

Sea Dogs

All characters in WOODLAND WARRIORS AT SEA are referred to as Sea Dogs; characters who make their home primarily on the ocean - sailors, pirates, corsairs, sea rovers, rogues and marauders.

Deadlier Combat

AT SEA combat is hard, brutal and horribly deadly. If the knives and swords don't kill you outright, the disease and gangrene will get you. To represent the dangers of being wounded in a sea battle, the damage and death rules need to be changed, just a little. Nothing changes until a character takes damage resulting in HP falling to 0. At that point, he falls over and must roll on the *damage and death results* table, in the main rulebook. Also, he receives -1 to his roll for every HP below zero. So, if HP falls to -2 and the player gets a 3 on his D6 roll, this is reduced to 1 and the results for rolling a 1 are consulted. The table is repeated here for ease:

If a character goes to negative hit points the following applies: On his initiative phase on each subsequent round roll 1D6:

- 1=Make a fortitude roll. If he fails, the character dies, roll up a new one! If he succeeds, as 2-3 below but also: When he comes round he develops a phobia – maybe blood, or death, or something connected to the circumstances of his "near death" – if he was fighting spiders for example, he could develop a fear of spiders, or if he was hit by a fireball it could be a fear of magic or fire. The Referee should work with the player to determine what is appropriate.
- 2-3=No change, roll again next round
- 4-5=Character stabilizes, but won't regain consciousness till after the battle is over (at which point he will have 1 HP)
- 6=Character draws on his heroic reserves, regains consciousness and 1 HP, and is able to get up and take an action this turn. He has also suffered a scar or some other minor permanent injury. It doesn't affect him, other than as a reminder of this particular battle.

Healing

Recovering from wounds is much slower on board a ship than it is in a decent bed in an Abbey infirmary. Accordingly, a character recovers 1 HP per day, *only on a successful Fortitude save*. Otherwise his situation does not improve. If he goes 3 days without his situation improving, gangrene has set in. At this point, the ship's Sawbones is needed as amputation is the only cure for gangrene!

New Equipment

Characters can choose any equipment and weapons from the main WOODLAND WARRIORS RPG rulebook, subject to weapons allowed by class. In addition, the following flintlock guns are available:

Table 1: Guns

Weapon	Dam	Things	Short Range	Medium Range (-1 to hit)	Long Range (-2 to hit)	Cost
Small Pistol	1D6-1	½	15paws	30paws	60paws	20gp
Pistol	1D6	1	25paws	50paws	100paws	40gp
Musketoon	1D6	1 ½	40paws	80paws	160paws	60gp
Musket[1]	1D6+1	2	50paws	100paws	200paws	80gp
Blunderbuss[2]	1D6+2	2	20paws	40paws	80paws	70gp
Swivel Gun[3]	1D6+6	6	40 paws	80 paws	160paws	150gp

[1]Weapon cannot be fired at multiple targets in a round, due to reloading time
[2]A blunderbuss causes 1D6+2 damage at close range, 1D6 at medium and 1D3 at long range.
[3] A swivel gun causes 1D6+6 damage at close range, 1D6+3 at medium and 1D6 at long range
[4] Cannon cannot really be used against individual Kind or Vermin. They can be used against groups though. A cannon shot that results in more than one "hit" does the listed damage against the first target and then hits the target directly behind doing the same damage to that target and so on, until "hits" are resolved or until out of range. Against large beasts/ships, use the Sea Battle rules.

Table 2: General Goods

Item	Cost
Boots, pair	8 gp
Boots, with buckles	12 gp
Breeches	2 gp
Cards, deck	2 sp
Coat, fancy	8 gp
Coat, plain	2 gp
Compass	2 gp
Doublet	1 gp
Drum	2 gp
Eye Patch	5 sp
Fiddle	4 gp
Hook, Iron	3 gp
Jerkin	8 sp
Musket Balls, box of 50	5 gp
Pantaloons	3 gp
Penny Whistle	1 sp
Pirate Hat	1 gp
Sash, plain	2 sp
Sash, silk	3 gp
Telescope	10 gp
Wooden Leg	8 sp

Table 3: Ship improvements

Item	Cost
Hull repairs per HP	50 gp
Sails/Rigging repairs, per HP	25 gp
New Mainmast	500 gp
New gun	500 gp
Improve ship AC by 1	1500 gp
Improve Ship DEX by 1	1000 gp
Improve ship MOVE	100/furlong

Armour is less relevant at sea, mainly because it's hard to swim when weighed down with bulky armour. However, flintlock weapons are not as effective as the guns used in the *Out West* setting, so there is no change to armour class for defence against these guns. Another change is that Sea Dogs are not averse to wearing leather armour, often made from the hides of their enemies (making it cheap) – something that the Kind would never consider. Here are the various types of armour used, including leather.

Table 4: Armour Type

Armour Type	AC	Things	Cost
None	2	-	-
Padded Wizard's Robes	3	1	50 gp
Quilted Cloth	3	1	25 gp
Leather	3	1 ½	10 gp
Chain	4	2	100 gp
Plate	5	4	300 gp
Hedgehog Spines*	4	-	-
Shield	+1	1	20 gp
*Hedgehogs use the best AC of their spines or by their class			

Characters choosing not to wear armour receive a bonus to their AC depending on their character class and level; see Table 7: Base Unarmoured AC by Class and Level.

CHARACTER CLASSES

Not all of the classes in the main rulebook are likely to be found at sea amongst Vermin – as much due to the fact that they don't feel right in a pirate campaign. Friars, Scouts, Wizards and Wayfarers are not included as PC classes. If your players really want to play one of these, it isn't impossible though – they just need to give you a good reason they are at sea on a pirate ship! The following classes have much more flavour and it is recommended you stick with these:

Buccaneers are rough, tough fightin' types who can fight with just about anything they can get their paws on. Use the Warrior class from the main rulebook to represent these Sea Dogs. They can take their favoured weapon as "resilience" giving them a bonus Hit Die to roll **for Hit Points only**. Buccaneer Stunts often involve dirty fighting techniques or charges, bashes and knockdowns. Buccaneers add +1 to their Strength Feat ability. At 6th level, Buccaneers become Sea Captains and have their own ship.
AC modifier: +1 at level 1, +2 at levels 2 and 3, +3 at levels 4 and 5 and +4 at level 6.

Necromancer

Whilst not necessarily a sea-going class (although raising dead pirates from the bottom of the sea does have its appeal) Necromancers are included as they feature strongly as a Vermin-class. A Necromancer is a spell-caster that has the ability to raise, animate, create, or summon undead. They are not unlike Wizards, but they are more adept in the arts of necromancy, and magic pertaining to life after death. The Kind are **never** Necromancers. Use the Wizard class from the main rulebook, except the spell list is different. Necromancers also get the ability of a Friar to turn Undead, except that where a Friar might destroy Undead completely, the Necromancer might prefer to bind them to his will. At 6th level, Necromancers can have their own undead-infested island hideaway or a ghost ship, brought up from the depths of the ocean.

AC modifier: +1 at levels 4, 5 and 6.

Rogue

Rogues are found at sea, just as they are on land. Many put to sea to escape justice or as punishment for their deeds. The only changes are that rogues can also use pistols and wear leather (and use a shield).

AC modifier: +1 at levels 2 and 3, +2 at levels 4 and 5, +3 at level 6.

Swashbuckler

Swashbucklers are fighting-types that rely on their speed and agility in combat, rather than brute strength. Use the Warrior class from the main rulebook to represent these Sea Dogs, except their prime attribute is Dexterity instead of Strength. Swashbucklers don't wear armour at all, relying on the natural skill to avoid being hit. Swashbuckler Stunts often involve swashbuckling-style maneuvers – swinging on ropes, leaping the gap between two ships, swinging on chandeliers and so forth. Swashbucklers are more limited than buccaneers as regards weapon selection, using only the following: Daggers, shortswords, longswords, cutlasses, pistols and musketoons. At 6th level, Swashbucklers become Sea Captains and have their own ship.

AC modifier: +2 at level 1, +3 at levels 2 and 3, +4 at levels 4 and 5 and +5 at level 6.
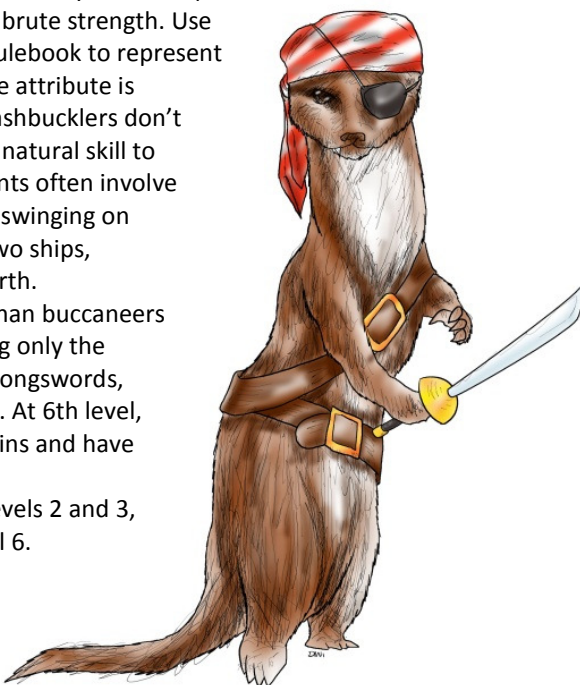
Sawbones

Being a surgeon on a pirate ship takes no great skill and only a modest amount of learning. What is required is a steady hand, a sharp knife or saw and an iron constitution.

Prime Attribute: Constitution. If Constitution is 13+, you gain +5% to XP earned.
Hit Dice: 1D6 (+1) at 1st level, then as the Sawbones Advancement table
Armour/Shield Permitted: Quilted cloth or leather, shield
Weapons Permitted: Dagger, shortsword, longsword, cutlass, pistol
Saves: Sawbones receive +1 to Fort saves at 1st level and a (further) +1 to Fort saves at 6th level. +1 bonus to any one save at 3rd level.
AC modifier: +1 at levels 3 and 4, +2 at levels 5 and 6.

Table 5: Sawbones Advancement

Level	Experience	Hit Dice	Amputation
1	0	1(+1)	6
2	150	1(+2)	5+
3	300	2	5+
4	600	2(+1)	4+
5	1200	2(+2)	4+
6	2400	3	3+

Sawbones Class Abilities
Precision Strike: Because Sawbones' know about anatomy, in combat they are compelled to strike for the target's vitals and other critical points. When using a sharp weapon and only in melee combat, they receive bonus damage of +1 per 2 full levels (+1 at levels 1 and 2, +2 at levels 3 and 4 and +3 at levels 5 and 6).

Amputation: When a character has "died" as a result of injuries received in combat (see damage and death in the main rulebook), a Sawbones has a chance of saving him by amputation (for the purposes of this rule, it is assumed the character is actually still alive and immediate and drastic surgery might actually save him). The Sawbones declares "I can save him!" and whips out his saw (or some other equally nasty implement). The player of the Sawbones chooses which body part to remove from his victim and a grisly scene ensues (which we won't elaborate on here). With a successful roll, the "operation" is a success and the character still lives (minus the body part).

Heal Wounds: At 1st level, the Sawbones can stitch up wounds and prevent infection using rum or other alcohol, healing 1 point character injured. It takes 5 minutes to do a decent patch-up job (possibly leaving horrible scars in the process).

Aid Injured: At 2nd level, a Sawbones is actually on the way to becoming a proper doctor. He can attend a character that is at risk of death having fallen to 0 HP or lower. As long as the Sawbones is present when the character makes his D6 roll, the character receives a +1 bonus to his roll. At 4th level, the Sawbones can provide this bonus a second time and at 6th level a third time (if his patient failed to recover at his previous attempts and provided the Sawbones is still with him and working to keep him alive during the whole process). A Sawbones can also aid the recovery of a number of injured characters that are recuperating in his infirmary. He can add +1 to fortitude saves for recovery for a number of injured up to his own level.

Treat Poisoning: At 3rd level, the Sawbones can treat individuals that have been poisoned. Make a Lore roll; if successful the poisoning is treated and the patient survives the poisoning. Any further damage from poison (if it is a poison that causes continual damage) ceases. It takes 1D3 days of bedrest for the patient to recover.

Treat Disease: At 4th level, the Sawbones is able to treat diseases from affected characters. Make a Lore roll – if successful, the disease no longer afflicts the character. It takes 1D6+2 days of bedrest for the patient to recover.
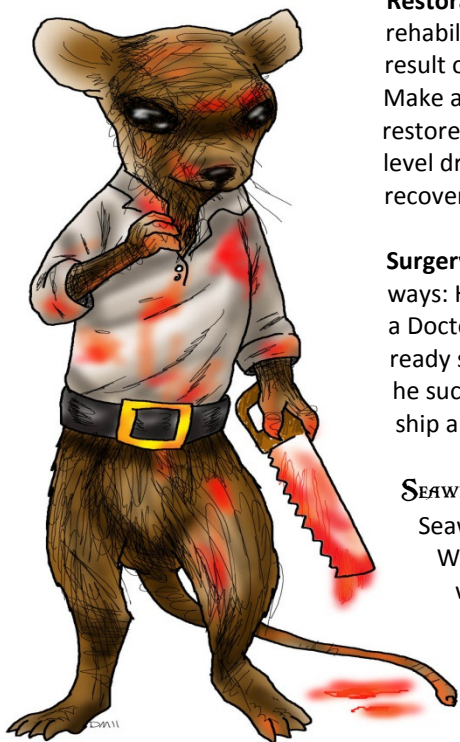
Restoration: At 5th level, the Sawbones can now rehabilitate characters that have lost levels as a result of the level draining abilities of Undead. Make a Lore roll – if successful, the character is restored back to the level he was at prior to being level drained. It takes 1D6+4 days of bedrest to recover.

Surgery: At 6th level, a Sawbones can go one of two ways: He becomes almost respectable and is called a Doctor and can have his own surgery, with a ready supply of wealthy customers. Alternatively, he succumbs to the drink and gets thrown off his ship and becomes the town drunkard.

Seawise

Seawise are elemental magicians – a bit like Woodwise, but connected to the elements of water and air, rather than forests, plants and nature. Seawise can turn these elements to their command – create a breeze to fill the ship's sails when becalmed and, sometimes even calm the waves if there is a storm brewing.

Prime Attribute: Wisdom. If Wisdom is 13+, you gain +5% to XP earned.
Hit Dice: 1D6 (+1) at 1st level, then as the Seawise Advancement table
Armour/Shield Permitted: Quilted cloth or leather
Weapons Permitted: Staff, dagger, cutlass, small pistol or pistol
Saves: Seawise receive +1 to Will or Fort saves at 1st level and a (further) +1 to Will saves
at 6th level. +1 bonus to any one save at 3rd level.
AC modifier: +1 at levels 4, 5 and 6.

Table 6: Seawise Advancement

Level	Experience	Hit Dice	Spells by level			
			1	*2*	*3*	*4*
1	0	1(+1)	1	–	–	–
2	225	1(+2)	2	–	–	–
3	450	2	2	1	–	–
4	900	2(+1)	2	2	–	–
5	1800	2(+2)	3	2	1	–
6	3600	3	3	2	2	1

Seawise Class Abilities
Spell Casting: Seawise cast spells from a specific list, as per the Seawise Advancement
table. Each day, the Seawise meditates, focusing on a certain set of spells, choosing any
spells from the standard list. Once a spell is cast, it cannot be cast again until the next
day, unless the Seawise can prepare the spell more than once.

Seamaster: At 2nd level, the Seawise is able to speak to all types of sea dwelling creature.
The creature might not want to speak to them of course. At 3rd level, the Seawise can
befriend one creature, which will stay with him at all times (following the ship) as a
"familiar", messenger, spy and pet.

Shapechange: At 4th level, Seawise can change their shape into that of a fish. They can
change once per day at 4th level, twice at 5th and three times at 6th level. Shifting shape
takes one round, during which the Seawise cannot take other actions. The Seawise can
remain in the new shape indefinitely - the duration of a form ends only when the
Seawise turns back to his normal form or assumes another one. A Seawise can shift from
one fish shape to another without returning to normal form first. Upon assuming a new
form, the Seawise heals half of all damage suffered. The fish form a Seawise assumes can
vary from the size of a minnow to that of a tuna. A Seawise in fish form takes on all the
fish's physical characteristics movement rate, abilities, AC, attacks and damage. The
Seawise retains original hit point and saving throw values. The Seawise's clothing and

one item held in each hand also become part of the new body; these reappear when the Seawise resumes normal shape.

Shantyist

Shantyists are entertainers and are valued and respected on board a ship; much like the Talespinner is on land. They provide the crew with a diversion with their music, stories and dance. Their songs are rather more ribald or "earthy" than the tales and songs of Talespinners though. Shantyists are also interested in learning about the world; picking up new songs, stories and friends from their travels. Use the Talespinner class to represent these musicians, except weapon choice is from: Dagger, shortsword, longsword, cutlass, club, small pistol and pistol and they can wear leather armour.
AC modifier: +1 at levels 2 and 3, +2 at levels 4 and 5, +3 at level 6.

Trickster

Like Rogues, Tricksters are unchanged from the main rules; except their choice of weapons now includes pistols and they can wear leather armour.
AC modifier: +1 at levels 3 and 4, +2 at levels 5 and 6.

Table 7: Base unarmoured AC by class and level

Class	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6
Buccaneer	3	4	4	5	5	6
Swashbuckler	4	5	5	6	6	7
Necromancer	2	2	2	3	3	3
Rogue	2	3	3	4	4	5
Sawbones	2	2	3	3	4	4
Seawise	2	2	2	3	3	3
Shantyist	2	3	3	4	4	5
Trickster	2	2	3	3	4	4

VERMIN AS PLAYER CHARACTERS

The player characters in AT SEA are mostly Vermin. The Ref may allow you to play "gone bad" Kind, if you wish. Moles and hedgehogs tend not to like sea travel generally, so these Kind will not often be found in the crews of ships of any type. A whole bunch of new beasts are needed for players to choose from.

Foxes

Foxes are clever, cunning and arrogant. They receive +1 to STR, INT, WIS and CHA. Foxes always feel they should be in charge of other Vermin and cannot take orders. If ordered to do something a fox is likely to do exactly the opposite (make a Will save – if he succeeds, he grudgingly carries out the order otherwise he ignores it or does something else instead).

Rats

Rats receive +1 to their CON and -1 to CHA. Rats are extremely adaptable and can be of any class and they multi-class easily, needing 10% less XP to advance in levels if multi classing. Whilst some rats are carriers of disease, they are resistant to diseases (as well as poisons) themselves receiving +1 to their saves against disease and poisons (magical or otherwise). Once they have resisted a particular type of poison or disease, they are considered naturally immune and never need to roll against that type of poison again.

Shrews

Shrews receive -1 STR and -1 CON. However, they receive +2 to DEX. Shrews are sometimes mistaken for Mice. They are vicious little creatures, and love little knives and darts, with which they get a +1 to their attacks when thrown (preferably from behind). Shrews are good at hiding and receive the stealth and sleight abilities (or receive +1 to their rolls if of a class that gets these abilities). Shrews are never Buccaneers but otherwise they can be any class.

Snakes

Snakes are wicked, devious and cruel. They receive -1 to STR and +1 to INT. Having no paws, they are not tool users. However, every Sea Dog snake has the natural ability of Charm Beast, as the Wizard spell, which they can use up to once per day. They can only have one charmed beast under their control at any one time. They use the ability to charm another beast into carrying out tasks for them that require the use of paws. Snakes are natural linguists and automatically speak 2 extra languages, plus those received based on their INT. Snakes can poison any beast they bite; their bite causes D2 points of damage at 1st and 2nd level, D3 at 3rd and 4th and D3+1 at 5th and 6th level (all per HD) and the victim must make a Fort save or be paralyzed for 1D3 minutes plus the class level of the snake. Snakes cannot be Buccaneers, Swashbucklers or Sawbones; they tend to be Tricksters, Shantyists, Necromancers and Seawise as their lack of paws is quite a hindrance in any other class.

Stoats

Stoats don't have any adjustments to their attributes. Normally, stoats have a brown coat, but during the winter months their fur goes white. Stoats are masters of disguise, receiving the disguise ability of Rogues for free or, if a Rogue receiving +1 to rolls. Stoat Scouts are especially good trackers receiving +1 to rolls to track. They are particularly attuned to the scent of blood and receive +1 to notice or track rolls to spot blood or to pursue a wounded beast.

Weasels

Weasels are cunning and cruel, but they are also bullies. They receive -1 to STR and +1 to DEX. Like Stoats, Weasels are particularly attuned to the scent of blood and receive +1 to notice or track rolls to spot blood or to pursue a wounded beast. Weasel Buccaneers and Swashbucklers are bloodthirsty and cruel; they know where to strike a foe to ensure it bleeds as long as possible. With a sharp melee weapon, if they score a hit, make a stunt roll. If successful, they have caused a "bleeder", which means the victim must make a fortitude roll or lose 1 HP per turn until it is attended to.

Table 8: Player character Vermin

Vermin	Size (paws)*	Attribute Modifiers	Available Classes	Special Abilities
Foxes	5 - 7	+1 STR, +1 INT +1 WIS, +1 CHA	Any	
Rats	3 ½ - 4 ½	+1 CON -1 CHA	Any	Disease & poison resistance/immunity
Shrews	2 – 2 ½	+2 DEX -1 STR -1 CON	Any, except Buccaneer	+1 to hit with thrown darts and daggers Stealth, Sleight
Snakes	4 - 7	+1 INT -1 STR	Trickster Shantyist Necromancer Seawise	Charm Extra languages Poison bite
Stoats	4 - 5	None	Any	Disguise, Track, Notice
Weasels	3 - 4	-1 STR +1 DEX	Any	Track, Notice, "Bleeder"
*see Table 17: Distances & Measurements				

At 1st level, Vermin are considered the lowest of the low – there are thousands of Vermin all fighting, bullying and squabbling amongst themselves to get notice and recognition. Some will be sneaky and backstab their way through the ranks; others will be thugs and use bullying tactics to rise to prominence. Most will just end up drowned, shot, stabbed to death and forgotten.

Sea Dogs at 1st level will be simple crew members and open to the abuses of their Captain and other officers on board the ship. They have no real effect on ship battles. They will be given menial and dangerous tasks, expected to undertake certain death missions without question and will be flogged at the drop of a hat for disobeying orders, answering back, being drunk on duty or for any other number of minor misdemeanors.

Those Sea Dogs that do manage to get to 2nd level should be rewarded with a more important role that does have more of an impact on what happens during a battle. See page 30 – *Positions on Board*.

NECROMANCER SPELL LIST

Level 1
Bane
Chill Touch
Detect Undead
Disrupt Undead
Ghost Sound
Read Magic
Scare
Spider Climb

Level 2
Blindness/Deafness
Command Undead
Darkness
Darkvision
Desecrate
Fright
Ghoul Touch
Spectral Paw

Level 3
Animate Dead
Bestow Curse
Dispel Magic
Fear
Halt Undead
Speak With Dead
Vampire's Touch

Level 4
Confusion
Contagion
Death Touch
Dismissal
Poison
Terror
Wither Paw

SEAWISE SPELL LIST

Level 1
Breeze
Create Water
Feather Fall
Float
Message
Obscuring Mist
Sharkswim

Level 2
Fog Cloud
Gust of Wind
Levitate
Water Breathing
Water Walk
Whispering Wind

Level 3
Call Lightning
Fly
Stinking Cloud
Sleet Storm
Wind Wall

Level 4
Air Walk
Control Water
Control Winds
Ice Storm
Solid Fog

NEW SPELL DESCRIPTIONS

Here are all of the new Necromancer and Seawise spells presented in alphabetical order:

Air Walk
Spell Level: Seawise, 4th Level
Range: Self
Duration: 10 minutes per level

The caster can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill.

Animate Dead
Spell Level: Necromancer, 3rd Level
Range: Touch
Duration: Instantaneous

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. The undead can follow the caster, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. Regardless of the type of undead created with this spell, the caster can't create more HD of undead than twice his level with a single casting. (The desecrate spell doubles this limit). The undead created remain under the caster's control indefinitely. No matter how many times you use this spell, however, you can control only 4 HD worth of undead creatures per level.

Bane
Spell Level: Necromancer, 1st Level
Range: 30 paws
Duration: 1 round per level

Bane fills all the caster's enemies within 30 paws with fear and doubt. Each affected creature takes a –1 penalty on attack rolls and a –1 penalty on saving throws against fear effects. A Will save negates the spell effects.

Bestow Curse
Spell Level: Necromancer, 3rd Level
Range: 30 paws
Duration: Permanent

The caster places a curse on the subject. Choose one of the following three effects: –6 decrease to an ability score (minimum 1), –2 penalty on attack rolls, saves, and class ability rolls, or each turn, the target has a 50% (roll 1-3 on D6) chance to act normally;

otherwise, it takes no action. You may also invent your own curse, but it should be no more powerful than any of these.

Blindness/Deafness
Spell Level: Necromancer, 2nd Level
Range: 100 paws +10 paws per level
Duration: 1 day per level

The caster can render the victim unable to see or hear (or, if preferred unable to speak). The victim receives a fort save.

Breeze
Spell Level: Seawise, 1st Level
Range: 30 paws +10 paws per level
Duration: 20 minutes per level

This spell enables a gentle breeze to fill the sails of a small ship (up to about 40 paws - the size of a Cutter) and push it along slowly at up to 2-3 knots. The caster must stand by the main mast and must concentrate on the spell. Once a character has this spell, he can cast the 2nd, 3rd or 4th Level versions too, when he reaches the appropriate level. The 2nd level version enables him to move a ship of up to 80 paws in size (Sloops, Brigantines, Schooners and Corvettes), the 3rd Level version enables him to move ships up to 140 paws (Brigs and Frigates) and the 4th Level version enables him to move huge ships; like Galleons.

Call Lightning
Spell Level: Seawise, 3rd Level
Range: 10 paws + 10 paws per level
Duration: 1 minute per level

Immediately upon completion of the spell, and once per round thereafter, you may call down a 5-paw-wide, 30-paw-long, vertical bolt of lightning that deals 2D6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever target point you choose within the spell's range (measured from your position at the time). Any creature in the target square or in the path of the bolt is affected and receives a reflex save to avoid half the damage.

Chill Touch
Spell Level: Necromancer, 1st Level
Range: Creature(s) touched
Duration: Instantaneous

A touch from the caster's paw, which glows with evil energy, disrupts the life force of living creatures. Each touch deals 1D6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. The caster can use this touch up to one time per level.

An undead creature touched takes no damage, but it must make a successful Will save or flee as if panicked for 1D3 rounds +1 round per caster level.

Command Undead
Spell Level: Necromancer, 2nd Level
Range: 20 paws +5 paws per level
Duration: 1 day per level

This spell allows the caster some degree of control over an undead creature. It perceives the caster's words and actions in the most favorable way and will not attack him while the spell lasts. It will perform as commanded, but it receives a Will save to do anything it wouldn't ordinarily do or if against its previous master's commands (assuming the undead was created by another Necromancer). A mindless undead creature gets no saving throw against this spell and won't even resist "suicidal" or obviously harmful orders.

Confusion
Spell Level: Necromancer, 4th Level
Range: 120 paws
Duration: 2 hours

This spell is the same as the 4th Level Wizard spell

Contagion
Spell Level: Necromancer, 4th Level
Range: Touch
Duration: Instantaneous

The victim catches a disease if it fails its fortitude save. If the victim touches another creature, the disease is passed to that creature and so on (but it takes an hour to set in on the second and subsequent transfers). It can spread to a number of creatures up to twice the casters level, until it fizzles out. Choose from the following diseases: Blinding Sickness (creatures eyes are covered with an oozing film of puss), Cackle Fever (the creatures throat fills with mucus and he can only croak unintelligibly), Filth Fever (reduces CON by 5) Brainburn (reduces INT and WIS by 3), Red Ache (reduces STR by 5), Shakes (reduces DEX by 5), Muzzle Pox (reduces CHA by 5), Slimy Doom (reduces all stats by 2).

Control Water
Spell Level: Seawise, 4th Level
Range: 400 paws plus 40 paws per level
Duration: 10 minutes per level

The caster can raise or lower water. He can cause water to raise or lower in height. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk. Boats raised slide down the sides of the "hump" that the spell creates. If the area affected by the spell includes riverbanks, a beach, or other land nearby, the water can spill over onto dry land. Other effects are up to the REF and depend on circumstances.

Control Winds
Spell Level: Seawise, 4th Level
Range: 40 paws per level
Duration: 10 minutes per level

The caster alters wind force in the surrounding area. He can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster choose to alter it (which requires concentration). The exact effects depend on the situation and Referee interpretation. This spell can be used to fill the sails of a becalmed ship allowing it to move at its normal rate, or to increase the speed of a ship by up to 5 knots.

Create Water
Spell Level: Seawise, 1st Level
Range: 10 paws
Duration: Immediate

This spell creates a one-day supply of drinking water for 24 beasts.

Darkness
Spell Level: Necromancer, 2nd Level
Range: 20 paw radius
Duration: 1 hour per level

The spell creates an area of total darkness that cannot be brightened with normal torches or lamps. A light spell cast by a higher level caster will negate it (as will darkness negate a light spell of a lower level).

Darkvision
Spell Level: Necromancer, 2nd Level
Range: Caster

Duration: 1 hour per level

The caster can see up to 60 paws distant in total darkness, even in magical darkness.

Death Touch
Spell Level: Necromancer, 4th Level
Range: Touch
Duration: Instantaneous

The spell immediately reduces the victim to -2 HP. A Fortitude save is allowed; with a modifier equal to the difference in HD of the victim to the level of the caster).

Desecrate
Spell Level: Necromancer, 2nd Level
Range: 20 paw radius
Duration: 2 hours per level

The caster creates an evil area that to the Kind feels unsettling, causing -1 to all attacks, class abilities and saves while in the area. In addition, the Necromancer can increase the effect of animating undead whilst in the area.

Detect Undead
Spell Level: Necromancer, 1st Level
Range: 60 paws
Duration: 20 minutes

The caster can sense the presence and location of undead within a 60 paw radius. He detects a stronger presence the more there are or the more powerful they are.

Dismissal
Spell Level: Necromancer, 4th Level
Range: Touch
Duration: Instantaneous

This spell forces an Undead creature back to its grave, if it fails a Will save (modified by the difference between the HD of the Undead and the level of the caster). If the spell is successful, the Undead instantly falls to dust or evaporates, usually with a gnashing and wailing.

Dispel Magic
Spell Level: Necromancer, 3rd Level

This is exactly the same as the 3rd level Wizard spell of the same name.

Disrupt Undead
Spell Level: Necromancer, 1st Level
Range: Touch
Duration: Instantaneous

The spell causes 1D6 (+1 per level) damage to undead touched by the caster.

Fear
Spell Level: Necromancer, 3rd Level
Range: 30 paws + 5 paws per level
Duration: 1D3 +1 round per level, or 1 round

The targets (up to 3 creatures) are terrified. Any beasts of 1HD or less need to make a Will save or they drop dead of fright. Even if they save, they drop anything held and are rooted to the spot for the duration or flee directly away from the caster as fast as they can (the caster decides which). Those over 1HD drop anything held and are either rooted to the spot for the duration or flee directly away from the caster as fast as they can (the caster decides which). If the targets succeed a Will save, they still drop held items and are still rooted to the spot for 1 round.

Feather Fall
Spell Level: Seawise, 1st Level
Range: 30 paws +5 paws per level
Duration: Until landing

The affected creatures or objects fall slowly until it reaches the ground. It affects objects or beasts up to about the size of a bear.

Float
Spell Level: Seawise, 1st Level
Range: 30 paws +5 paws per level
Duration: 1 hour per level

The spells makes something that would otherwise sink in water stay afloat. It can be a beast or object up to about the size and weight of a bear. It doesn't move the target, so it is still at the whims of winds and the tide.

Fly
Spell Level: Seawise, 3rd Level

This spell is exactly the same as the 3rd Level Wizard's spell of the same name

Fog Cloud
Spell Level: Seawise, 2nd Level
Range: 30 paws +5 paws per level
Duration: 1 hour (6 turns) per level

A bank of fog billows out in a 30 paw radius from the point designated by the caster. The fog obscures all sight, beyond 5 paws, meaning that nothing can be seen or targeted by missile fire within. This spell can be cast underwater creating "cloudy" water, with basically the same effects.

Fright
Spell Level: Necromancer, 2nd Level
Range: 30 paws + 5 paws per level
Duration: 1D3 +1 round per level, or 1 round

The single target is frightened. It drops anything held and is rooted to the spot for the duration. If the target succeeds a Will save, it doesn't drop held items but is still rooted to the spot for 1 round.

Ghost Sound
Spell Level: Necromancer, 1st Level
Range: 60 paws
Duration: 1 round per level

Ghost sound allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. The caster chooses what type of sound ghost sound creates when casting it and cannot thereafter change the sound's basic character.

Ghoul Touch
Spell Level: Necromancer, 2nd Level
Range: Touch
Duration: 1D6 +1 round per level

This spell enables the caster to paralyze the creature he touches. A fortitude save is required to reduce the paralyzing effects to just 1 round.

Gust of Wind
Spell Level: Seawise, 2nd Level
Range: 60 paws
Duration: 1 round

This spell creates a severe blast of air (approximately 50 mph) that originates from the caster, affecting all in its path. The force of the gust automatically extinguishes candles,

torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 1-3 on a D6 chance to extinguish those lights. Small creatures (3 paws high or smaller) are unable to move against the gust. Bigger creatures have movement halved against the gust. Arrows are knocked off target.

Halt Undead
Spell Level: Necromancer, 3rd Level
Range: 100 paws + 10 paws per level
Duration: 1 round per level

This spell renders as many as three undead creatures immobile. A mindless undead creature gets no saving throw; an intelligent undead creature does. If the spell is successful, it renders the undead creature immobile for the duration of the spell (similar to the effect of hold person on a living creature). The effect is broken if the halted creatures are attacked or take damage.

Ice Storm
Spell Level: Seawise, 3rd Level
Range: 320 paws + 20 paws per level
Duration: 1 round per level

Great magical hailstones pound down in a 20 paw radius area for 1 full round, dealing 1D6 points of damage and 1D6 points of cold damage (there is a Fortitude save to resist the cold effect) to every creature in the area. A -2 penalty applies to each Notice roll made within the ice storm's effect, and all movement within its area is at half speed.

Levitate
Spell Level: Seawise, 2nd Level

This spell is exactly the same as the 2nd level Warlock spell of the same name.

Message
Spell Level: Seawise, 1st Level
Range: 100 paws + 10 paws per level
Duration: 10 minutes per level

The caster can whisper messages and receive whispered replies with little chance of being overheard. He points his paw at each creature he wants to receive the message. When he whispers, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The creatures that receive the message can whisper a short reply.

Obscuring Mist
Spell Level: Seawise, 1st Level
Range: 30 paws
Duration: 1 hour (6 turns)

The caster creates a magic fog surrounding himself in a 30 paw radius. It makes it difficult to see inside, adding +2 to all stealth rolls to hide. It also makes hitting a target inside it difficult, giving -1 to any missile attacks made. A moderate wind disperses the mist in 10 minutes.

Poison
Spell Level: Necromancer, 4th Level
Range: Touch
Duration: Instantaneous

The caster infects the subject with a horrible poison by touching him. The poison deals 1D6+2 points of temporary CON damage immediately and another 1D6+2 points of temporary CON damage 1 minute later. If this reduces the victim to zero CON, he dies. Each instance of damage can be negated by a Fortitude save which is modified by the difference in level between the caster and the victim. CON is recovered at 1 point per day, if the victim survives the poisoning.

Read Magic
Spell Level: Seawise, 1st Level

This spell is exactly the same as the 1st Level Wizard spell, Read Magic.

Scare
Spell Level: Necromancer, 1st Level
Range: 30 paws + 5 paws per level
Duration: 1 round

The single target is frightened and must make a Will save or drop anything held and become rooted to the spot for one round.

Sharkswim
Spell Level: Seawise, 1st Level
Range: Touch
Duration: 6 rounds + 1 round per level

The spell enables a creature to swim at a move of 12 "strides" per round, irrespective of how many things he is carrying.

Sleet Storm
Spell Level: Seawise, 3rd Level
Range: 320 paws + 20 paws per level
Duration: 1 round per level

Driving sleet blocks all sight within it and causes the ground (deck) in the area, 40 paws in radius and 30 paws in height, to be icy. A creature can walk within or through the area of sleet at half normal speed with reflex roll. Failure means it can't move in that round. Creatures climbing masts or in the rigging need to make reflex saves to avoid falling. The sleet also extinguishes torches and small fires.

Solid Fog
Spell Level: Seawise, 4th Level
Range: 30 paws + 5 paws per level
Duration: 1 round per level

This spell functions like fog cloud, but in addition to obscuring sight, the solid fog is so thick that any creature attempting to move through it progresses at a speed of 5 paws, regardless of its normal speed, and it takes a –1 penalty on all melee attack and melee damage rolls. The vapors prevent effective ranged weapon attacks. A creature or object that falls into solid fog is slowed, so that each 10 paws of vapor that it passes through reduces falling damage by 1D6.

Speak With Dead
Spell Level: Necromancer, 3rd Level

This spell is exactly the same as the 3rd Level Friar spell of the same name.

Spectral Paw
Spell Level: Necromancer, 2nd Level
Range: 60 paws + 10 paws per level
Duration: 1 minute per level

The caster conjures a ghostly, glowing paw shaped from his life force. It moves as desired and apart from startling creatures not expecting to see it, it can also be used to deliver touch spells. On casting the spell, the caster loses 1D3 HP and, if the paw is struck (it has AC 6 and cannot be hit by normal weapons, (which just pass through it) has as many HP as the caster lost creating it). For as long as the spell lasts, any touch spell cast can be delivered by the spectral paw.

Spider Climb
Spell Level: Necromancer, 1st Level

Range: Caster
Duration: 10 minutes per level

The caster is able to run up walls, masts, ceilings etc. as if on the ground – although it does require all 4 paws and the caster looks rather unsettling whilst he is doing this.

Stinking Cloud
Spell Level: Seawise, 3rd Level
Range: 100 paws + 10 paws per level
Duration: 1 round per level

Stinking cloud creates a bank of fog like that created by fog cloud, except that the vapors are nauseating. Living creatures in the cloud become nauseated. This condition lasts as long as the creature is in the cloud and for 1D3+1 rounds after it leaves. Any creature that succeeds on its Fort save but remains in the cloud must continue to save each round.

Terror
Spell Level: Necromancer, 4th Level
Range: 30 paws + 5 paws per level
Duration: 1D3 +1 round per level, or 1 round

The targets (up to 6 creatures) are terrified. Any beasts of 2HD or less need to make a Will save or they drop dead of fright. Even if they save, they drop anything held and are rooted to the spot for the duration or flee directly away from the caster as fast as they can (the caster decides which). Those over 1HD drop anything held and are either rooted to the spot for the duration or flee directly away from the caster as fast as they can (the caster decides which). If the targets succeed a Will save, they still drop held items and are still rooted to the spot for 1 round.

Vampire's Touch
Spell Level: Necromancer, 3rd Level
Range: Touch
Duration: 1D6 +1 round per level

The caster's touch deals 1D6 points of damage per two caster levels (maximum 3D6 at 6th level). The caster gains temporary hit points equal to the damage caused. The temporary hit points disappear 1 hour later, unless the caster receives damage, in which case the temporary points are lost first.

Water Breathing
Spell Level: Seawise, 2nd Level
Range: Touch

Duration: 2 hours per level

The creature touched can breathe under water for the duration of the spell.

Water Walk
Spell Level: Seawise, 2nd Level
Range: Touch
Duration: 20 minutes per level

The caster or creature touched can tread on water as if walking on solid ground.

Whispering Wind
Spell Level: Seawise, 2nd Level
Range: 1 furlong per level
Duration: Until destination reached

The caster sends a message or sound on the wind to a designated spot at a speed designated by him, up to 1 furlong per 10 minutes. The whispering wind travels to a specific location within range that is familiar to him. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound.

Wind Wall
Spell Level: Seawise, 3rd Level
Range: 100 paws + 10 paws per level
Duration: 1 round per level

An invisible vertical curtain of wind 2 paws thick and of considerable strength is summoned up. It is a roaring blast sufficient to blow away any bird smaller than an eagle, or tear papers and similar materials from unsuspecting hands. (A Reflex save allows a creature to maintain its grasp on an object.) Loose materials and cloth garments fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while any other normal ranged weapon passing through the wall has a miss chance of 1-2 on a D6. (A cannon ball is not affected.) While the wall must be vertical, it can be shaped in any continuous path along the ground the caster desires. It is possible to create cylindrical or square wind walls to enclose specific points.

Wither Paw
Spell Level: Necromancer, 4th Level
Range: Touch
Duration: Instantaneous

The spell causes one appendage (chosen by the caster) to blacken (on the first day), wither (on day two) and eventually fall off (day three). At each stage, the victim receives a Fort save to negate the later effects (but any previous effects remain). A blackened paw has STR and DEX reduced by 2 (for that paw). A withered paw has STR and DEX reduced by half.

SAILING

As this WOODLAND WARRIORS supplement takes place mainly at sea, it is worth saying a few words about basic ship handling and sea skills here.

SEA LORE

All Sea Dogs have some knowledge of navigation, the seas and ports in the area as well as rumours of treasure islands, sea monsters and so on. Whilst Shantyists are best at recalling such esoteric information, anyone can make a Lore roll for some of the more common knowledge.

SWIMMING

All Vermin (and Kind, for that matter) can swim, to some degree or other. If the sea is calm and there are no other factors, a beast can swim without needing to make a roll. When there is some other element that might affect the beast's chances of staying afloat, that is when you need to make some checks. Choppy seas, injuries, wearing chain or plate armour, fighting in the water – these might be situations a roll is called for. Normally, you would make a strength feat roll. Failing the roll doesn't mean the beast is drowning but it means he is struggling and starting to go under – his strength has failed him. If he starts to sink, you could make a Fort roll to see if he begins to drown.

Normal swimming speed is 1/3 of normal movement, depending on things carried. See the table below:

Table 9: Movement and Swimming Rate

Things Carried*	Rate (strides)	Swim ("strides")
Up to 5	12	4
6 - 8	9	3
9 - 10	6	2
11 - 12	3	1
*Modified by STR		

NOTE: Beasts noted for their swimming (Otters, Beaver etc.) can swim at double the normal swimming rate.

Ship Handling

There are many types of pirate ships - all with their unique advantages; however, the main criteria for Sea Dogs choosing a ship are its speed and agility. Pirate ships cannot outfight most Warships, so evading them is the primary concern.

Sailing downwind, you would have a hard time outrunning a large Warship. Once the Warship caught up, you'd probably be outgunned too. The best bet for pirates is to operate in waters where patrolling is negligent while trade is abundant. The Fairwind Islands trade provides good hunting grounds for pirates. Being able to sail closer hauled to the wind than your pursuer helps you gain distance even if the pursuer is moving at a faster speed. Seeking shelter in waters shallower than the pursuer can safely approach is another valid tactic. This entails knowing the local waters better than your opponent – a knowledgeable Pilot is a must for Sea Captains.

Life on Board Ship

First level Sea Dogs will start their marauding lives as lowly crew members. Some will be gunners and the more agile ones will be sail crew. At 2nd level, more prominent positions might be achieved; a Sawbones character may be assigned to the ship's Surgeon as a Surgeon's Mate, a Shantyist will be assigned to the Musician as the Musicians Mate, those that show potential at crafts will be assigned as the Carpenter's Mate; anybeast showing skill at navigation will be assigned as the Pilot's Mate and so on.

Life on board Vermin ships is tough; it's no place for the weak. The strong will rise to the top; they get the best food, the best berth and the best of everything. The weaker crew members are left to fight over the scraps. Shrews often find themselves at the bottom of the Vermin pile, but even a shrew can find his niche if he is smart enough. Whilst Shrews don't rise to become Sea Captains very often, many find their niche as a ship's Quartermaster.

Positions on Board Ship

Captain: On a Vermin ship, the Captain is the law. What he says goes – no ifs or buts. He holds power of life or death. The Captain must be tough enough to hold onto his position as he will often be challenged. On board some ships, the Captain changes every week. On other ships the Captain holds command for years. The Captain can use his level as a pool of points each round to increase the effectiveness of any of the positions on board the ship, up to half his level (a level 4 captain could add +2 to his Pilot's effective initiative roll and +2 to the damage from a broadside). Or he can take over a position, replacing his level with that of the character that holds the position.

First Mate: The First Mate is the Captains right paw. He should be loyal to the core; else the Captain will struggle to maintain control of the crew. In some cases, the First Mate is tougher than the Captain. He dishes out punishments where necessary and carries a cat-

o-nine-tails at all times. His level counts as 2 crew for leading boarding actions (so a first mate of level 5 counts as 10 crew).

Quartermaster: After the First Mate, the most important position on board the ship. Some Quartermasters can rise to an almost equal status with the Captain, so this is a coveted position indeed. The Quartermaster keeps all accounts, buys provisions and organizes the sale and division of plunder. He often has an apprentice clerk called the Quartermaster's Mate.

Pilot: The Pilot is an expert navigator and must know where the dangerous waters are. He steers the ship into harbour and during battle. The Pilot can increase the ship's effective DEX for the initiative check by his level if he is doing nothing else during that round.

Chief Gunner: The Gunner is in charge of the cannons and the gun crew and is usually a Buccaneer. Can add to effect of broadsides; if doing nothing else during the round other than directing gunfire, he adds his level to the effective damage caused by the broadside.

Master-at-Arms: The Master-At-Arms keeps order below the decks, looks after the shipboard weapons and leads boarding actions. He is most often a Buccaneer. Leading boarding actions, he can improve the effectiveness of his crew. His level counts as 2 crew for leading boarding actions (so a Master-at-Arms of level 5 counts as 10 crew). If the Captain or First Mate is leading the boarding action, the Master-At-Arms still counts as 1 crew per level.

Carpenter: The carpenter keeps the ship ship-shape. Sometimes the Carpenter is also the ship's surgeon. Can carry out repairs, even during battle: provided he is only working on ship's repairs, he can restore his level in HP per round, as long as there are sufficient spares on board the ship. Some damage is un-repairable at sea and the ship must be taken into port for full repair.

Surgeon: The surgeon looks after the crew's health. Can restore 1 "killed" crew member back to the crew per level, provided that is all he is doing for that round.

Musician: The musician provides entertainment, improving morale and leading to a happier ship. He counts as 1 crew member per level in a boarding action. If he isn't fighting and is playing music/singing and succeeds a persuade roll, he counts as two crew per level.

SEA BATTLES

This is a role playing game, not a sea-battle game. Therefore, the story, the PCs actions, the drama and the adventure are far more important than modeling every minute detail of what might happen when two enemy ships engage one another. These rules also do not cater for everything; they are really designed to give you some general guidelines on how to handle a sea battle. The main thing is to give the Sea Dogs something to do each round of combat – if they are boarding, use the rules to determine what is happening around them, but break up the boarding action into scenes where the Sea Dogs are involved in smaller side-battles against smaller groups of enemy. Or create a separate scenario for them, where they have to fight their way down into the interior of the ship, to rescue someone, or find an artifact or prevent the enemy captain from destroying his papers etc. Give the Sea Dogs plenty of opportunities to come up with tactics and ideas to improve their chances in sea actions. With these points in mind, ship-to-ship battles are carried out in a far more abstract way than fighting in the main rulebook although many of the rules are as similar as possible. The main difference is that the rules for sea battles assume you don't use miniatures or markers in any way, just your collective imaginations.

SEA CONDITIONS

There are many possible weather conditions at sea that might impact the average travel times for each vessel. The Referee will check current conditions at the start of each day by rolling 2D6. A result of 12 indicates strong winds & stormy weather and a 2 means there is no wind, meaning a ship will become becalmed.

Table 10: Modifier to ship movement due to conditions

Roll	Move Adjustment	Wind Conditions
2	Becalmed*	No wind
3	-1/2 all movement**	Greatly unfavourable
4-5	-1/4 all movement**	Unfavourable
6-8	None***	Normal
9-10	+1/2 all movement	Favourable
11	x2 movement	Greatly Favourable
12	x3 movement****	Stormy
*Modified by STR		

- Roll 1D6: 1 = Thick fog, 2 = fog, 3-4 = misty or hazy
- ** Roll 1D6: 1 = fog, 2-3 = misty or hazy
- *** Roll 1D6: 1 = fog, 2 = misty or hazy
- *The ship will travel in a random direction determined by the Referee. The ship will also suffer 3D6 damage.

SIGHTING

First of all, you need to determine the range at which you may have sight or have been sighted by your opponent. The ranges are *touching*, close, medium, long and *far*. Close, medium and long equate to cannon ranges. Touching means boarding can take place. Far means sighting is possible, but the ships are too far apart for their cannons. Factors that will affect sighting include weather conditions, the sizes of the ships in question and the eyesight of the creature doing the looking; usually from the crow's nest (making a notice roll with appropriate modifiers would do the job here).

Modifiers

Very poor visibility (stormy, thick fog, pitch black)	-2
Poor visibility (misty, hazy, smoke)	-1
Far range	-2
Long range	-1
Close range	+1
Touching	Automatic

DETERMINE INTIATIVE

The ship with the highest DEX score acts first, moving and attacking. To this DEX is added the roll of a D6. The Captain or the Pilot can use their level to increase Initiative by +1 per level in a round. Roll at the start of each new round for initiative.

FIGHT, CHASE OR FLEE

Once you have seen your enemy, you need to decide whether to engage them or run. This is entirely the Captain's decision. If both decide to run, the ships eventually pull away from each other. If both decide to engage, they close in on each other and the rules for combat are consulted. If one runs and the other tries to engage, the chase is on.

MOVEMENT

Check each ship's MOVE. In a chase the faster ship either cuts the range (if pursuing) or increases the range by one step in fleeing. If the faster ship has more than twice the MOVE of the slower ship, it increases/reduces the distance by two range steps.

You can increase the effective MOVE of your ship each round by rolling 1D6 and adding the level of the Pilot or Captain (if they are doing nothing else that round). The winning side gets to add +1/2 to their ship's move rate for that round.

THE ATTACK ROLL

You are simply rolling a number of dice (this time representing the power of a broadside from the ships guns) and those that exceed the AC of the enemy ship cause some damage, determined by rolling more dice. There are a few extra rules for movement, ships crews and so forth which we will go into here. The most important rule to understand about combat is the attack roll. The normal attack would be a broadside,

where you are trying to bring as many of the guns down one side of the ship to bear on your enemy as possible.

To attack, the player rolls a number of D6 equal to the ship's Hit Dice, which is determined by the relative power of the broadside. Generally, a broadside is fired at one ship but if there is more than one opponent the HD can be split between opponents. The player should declare he is attacking one or more opponents before rolling.

If there are enemy ships on both sides, the ship can fire two broadsides; one from each side of the ship, as long as there are sufficient crew.

Modifiers
Close range   +1
Long range   -1
Targeting sails/rigging   -1
Targeting crew   -1

The HD are then compared with the AC of the opponent. Any dice that equal or exceed the AC are considered hits and will cause some damage.

Firing at sails and rigging
Instead of aiming for the ship's hull, you might simply want to stop a ship from getting away. Shots at the sails and rigging that hit cause damage directly to the MOVE of the ship rather than to the ship's HP.

Firing at crew
Instead of aiming for the ship's hull, you might simply want to reduce the effective crew for boarding. Shots at the crew cause damage directly to the crew numbers. You cannot target a skeleton crew with ship's guns (there are too few to aim at).

DAMAGE ROLLS
If a broadside hits, it inflicts damage (a number of hit points). The damage is subtracted from the defender's HP total. For multiple hits against one target, you roll the damage die a number of times equal to the number of hits you got.

A ship whose hit points fall to 0 or below will sink in 1D6 rounds unless emergency repairs can be carried out.

REPAIRS
The Ship's Carpenter can make temporary repairs. He can repair 1 HP per level to the ship's hit points in a round. However, 1 HP and any damage over 6 HP caused by any single broadside is un-repairable at sea and can only be restored in port. For example, two broadsides cause 10 HP and 5 HP respectively. The first broadside can be fixed up by

5 points, with 5 un-repairable and the second can be repaired up by 4 points, leaving just 1 HP un-repairable (6 HP in total), until the ship reaches port.

BOARDING ACTIONS
When ships close to touching, that means the side with the initiative can attempt to board or repel any boarders. If the boarders have the initiative, they can gain the other ship without suffering close range fire. If the opposition has the initiative, they can fire their weapons into the boarders to try to destroy or repel them. In a boarding action, you usually leave at least a skeleton crew on your own ship.

Compare crew sizes
Roll a D6 for every 5 (or per 10 for larger numbers involved) boarders (remember to add extra crew for the Musician, the Master-At-Arms and so on). Compare this roll with the opponent's AC (usually about 3 for average crews). Those repelling the boarders get +1 to their own AC in the first round of fighting. The resulting number of hits count as damage against enemy crew numbers. Repeat for each side.

When one side has more than twice as many crew as the enemy, the smaller force will surrender. Sea Dogs don't need to surrender, of course.

SHIP TYPES

There are dozens of different types of vessel that can be found sailing around the Fairwind Isles – Galleons, Sloops, Cutters, Schooners, Brigs, Frigates, Snows, Barks, Brigantines and so on. They might have one, two, three or four masts, one, two or more decks and 4 to 74 or more cannon. What makes a merchant ship, a pirate ship or a warship depends on what the ship is designed to do.

SHIP STATS

Whilst ships use familiar terms to the stats used for creating PCs and other beasts, the scales are somewhat different and only the very largest of sea-creatures (such as Kraken and Sea Serpents) can have any effect on a sea-going vessel. You need to use some common sense when mixing beasts and ships in combat.

Size
The approximate length of the ship from bow to stern, in paws

Crew
The first number is the absolute minimum required to sail the ship (called a "skeleton" crew). Many merchant ships set sail with such low crew numbers, to keep costs down. They cannot fire any guns whilst this reduced (and many wouldn't have any guns in the first place). Effective DEX is halved at this level. The second number is the normal crew required to handle the ship and the last number represents the maximum crew the ship can carry. Ships rarely have this maximum number of crew on board, although pirate ships tend to have larger crews as boarding and overwhelming the opposition is one of the main ways pirates capture their prizes.

Dexterity (DEX)
This is the relative agility and handling of the ship. It is used (with other factors) to determine which ship gains initiative in combat.

Armor Class (AC)
This is a combination of the strength of the ship's build and the small size and ease of handling of the ship. Strength means guns will harm the ship less and small size means it is harder to hit.

Hit Dice (HD)
The number before the bracket is the dice you roll to hit an enemy ship (for one broadside) as well as the number of dice to roll for the ship's hit points. The number in brackets is added to the ship's hit points for the total damage the ship can take. When firing a ships stern or bow chasers (cannon in the front or rear of the ship) use half the ship's HD (round down).

Damage (DAM)
For most ships, this is D6 for their full broadsides. For stern or bow chasers, damage is D3.

Saving Throws (SAVE)
There may be times when the Referee requires a saving throw to be made for a ship. This might be to see whether a fire catches hold, or if magic spells are cast directly against a ship, during a particularly rough storm to see if it starts to break up and so on.

Special
Any notes about the ship will be noted here.

Move
This is the move rate of the ship in furlongs per day.

Rather than detail every type of ship that is available, here are some very broad and generic classifications. By all means vary the stats to create interesting variations:

CORSAIR
A Corsair is a small, highly maneuverable type of ship that is favoured by smugglers and pirates. Some ship types which fall into this category are cutters, sloops, small brigantines, and schooners with shallow drafts. Many corsairs will be unarmed and will have minimal crews, if they are just plying trade between the islands. However, a very well-armed Corsair (a converted warship, for example) may carry up to eight long guns (cannon) on each side, two more as chasers (on the bow), and two as stern guns (total possible armament of twenty guns). A Corsair cannot hold a crew of more than 100. Normal Cargo Tonnage for a Corsair is 10 tons.

Corsair
Size: 50-60 paws
Crew: 6/40/80
Dex: 13
Armor Class: 4
Hit Dice: 2 (+5)
Damage: D6
Saving Throws: Fort 4+, Reflex 3+

Special:
Move: 72
Basic Cost: 10,000 gp

SMALL TRADER
A Small Trader is a small nimble ship, used largely between the islands rather than for longer sea voyages. It is relatively easy prey for most pirate ships, if caught as it is rarely armed and generally has a crew of 20 or fewer. Normal Cargo Tonnage for a Small Trader is 5 tons.

Small Trader
Size: 30-40 paws
Crew: 4/10/20
Dex: 14
Armor Class: 4
Hit Dice: 0 (+7) or 1 (+5)
Damage: N/A
Saving Throws: Fort 5+, Reflex 2+
Special:
Move: 60
Basic Cost: 6,000 gp
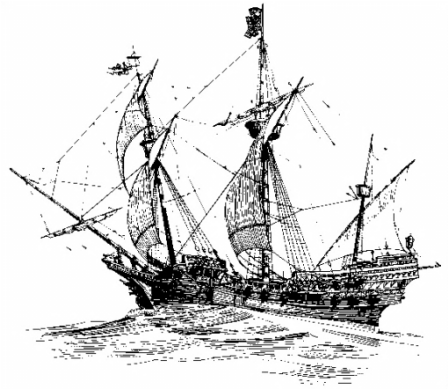
MERCHANTSHIP
A Merchantship is a large, sturdily built ship, designed to carry large commercial cargos.
Ships in this category include brigs, brigantines and medium capital ships. Merchants have deep drafts. A heavily armed Merchant may carry as many as twelve long guns on each side, two as chasers, and four more as stern guns (total maximum armament of thirty guns). A Merchant will not carry a crew of more than 160. Normal Cargo Tonnage for a Merchant is 24 to 30 tons.

Merchant (Small)
Size: 60-70 paws
Crew: 12/55/110
Dex: 11
Armor Class: 3
Hit Dice: 2 (+10)
Damage: D6
Saving Throws: Fort 4+, Reflex 4+
Special:
Move: 60
Basic Cost: 12,000 gp
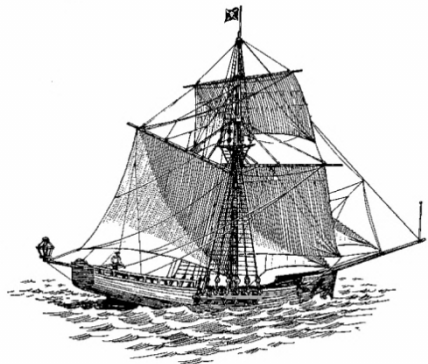
Merchant (Large)
Size: 80-90 paws
Crew: 15/80/160
Dex: 10
Armor Class: 3
Hit Dice: 3 (+15)
Damage: D6
Saving Throws: Fort 4+, Reflex 4+
Special:
Move: 60
Basic Cost: 16,000 gp

WARSHIP

A small warship is a sleek naval ship, designed to carry many guns without sacrificing maneuverability. Typical ships in this category include corvettes, sloops-of-war and frigates. Small Warships have fairly shallow drafts (except for frigates). A fully armed Small Warship may carry sixteen long guns on each side, two more as chasers, and four as stern guns (total possible armament of thirty-eight guns). A Small Warship will not carry a crew of more than 160. Normal Cargo Tonnage for a Small Warship is 16 tons.
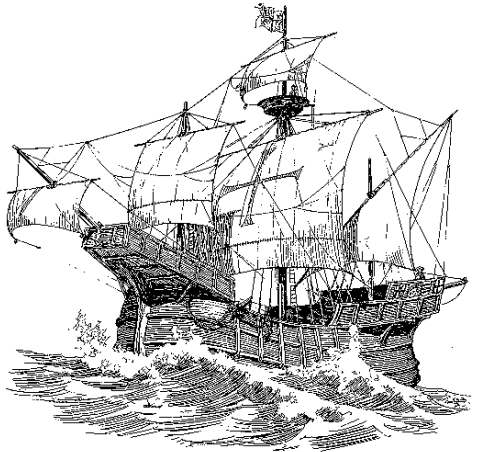
Warship (Small)
Size: 60-80 paws
Crew: 10/80/160
Dex: 11
Armor Class: 4
Hit Dice: 4 (+10)
Damage: D6
Saving Throws: Fort 4+, Reflex 4+
Special:
Move: 84
Basic Cost: 20,000 gp

LARGE WARSHIP

A Large Warship is a big, bulky type of ship, designed to carry heavy batteries of guns. Ships that fall into this category are ships-of-the-line. Large Warships are almost always owned by an Abbey or the King's Navy, and are rarely seen in the Fairwind Isles, except

when bringing cargos of payment for garrisoned troops. Large Warships are characterized by deep drafts. A fully armed Large Warship will have twenty long guns on each side, two more as chasers, and six as stern guns (total possible armament of forty-eight guns). A Large Warship will carry a maximum crew of 200. Normal Cargo Tonnage for a Large Warship is 20 tons.

Warship (Large)
Size: 100-120 paws
Crew: 12/100/200
Dex: 10
Armor Class: 5
Hit Dice: 6 (+15)
Damage: D6
Saving Throws: Fort 3+, Reflex 4+
Special:
Move: 72
Basic Cost: 30,000 gp
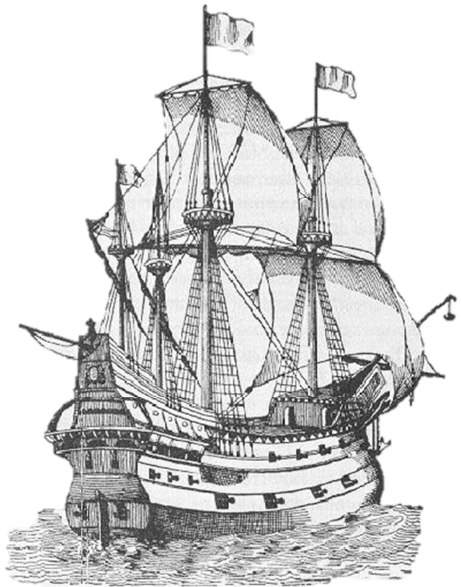
GALLEON

A Galleon is a huge, slow, hulk of a ship, bristling with guns. This type of ship is the legendary 'treasure ship.' Galleons have deep drafts, meaning they cannot sail in shallow waters. A fully armed Galleon will have twenty-four long guns on each side, four more as chasers, and six as stern guns (total possible armament of fifty-eight guns). A Galleon can carry no more than 300 crew. Normal Cargo Tonnage for a Galleon is 32 tons. Many Galleons are engaged in transporting valuable treasures back to the Abbeys in Evernesse. These are the Galleons that most of the pirate captains would like to capture.

Galleons
Size: 160-200 paws
Crew: 18/150/300
Dex: 8
Armor Class: 6
Hit Dice: 8 (+20)
Damage: D6
Saving Throws: Fort 2+, Reflex 5+
Special:
Move: 48
Basic Cost: 50,000 gp

PLUNDER

Far more important to Vermin than to Kind is the chance to loot, pillage and plunder. In most cases, the opportunity for booty is the only thing that drives them to a life at sea. Even then, most don't get rich – they die of disease, starvation or in battle well before they make it to port with their loot. Those that do manage to make a few coins tend to gamble or drink it all away in port within a short time and are soon back at sea again looking for more riches.

XP FROM PLUNDER

Vermin only receive XP from their loot when they spend it or when they hide it away in a secret stash – this can mean gambling or drinking it away or spending it on new weapons, repairs or improvements to their ships or secreted in a hidden cave on a desert island.

GENERAL CARGO

Most of the cargo of merchant ships is typical trade goods, equipment and stores. This might be booty like foodstuffs, raw materials, spices, soap, gunpowder, cannonballs, weapons, medicines, rope, wood and sailcloth for restock, repairs or resale etc. Before any value can be gained from this booty, the ship has to go into port to sell it. There are agents in Port Mustela who would happily take such goods off a Pirates' paws to sell on to their own merchant contacts.

COINS & PRECIOUS METALS

Ships might be carrying freshly mined silver and gold bullion from mines in the area bound for Evernesse or their holds might contain chests of coins from home to pay the King's Navy. Merchant ships might be transporting money back to their vaults back home. Pirates love to find chests full of coins as this can be distributed and spent as soon as they reach port.

GEMS & JEWELRY

These are a fairly common plunder, but hard to sell. However, what pirate worth his salt doesn't like to wear earrings, rings and other jewelry? Not only does it boost his status, it can be an easy way of carrying his wealth around with him – selling, gambling or exchanging it as needed.

ART AND SILVERWARE

Paintings, bronze statuettes, golden goblets, silver cutlery and candelabra; these are all valuable items that can swiftly be taken from the Captain's cabin or from the cabins of any passengers that happen to be aboard.

CLOTH & CLOTHING

With just about every item of clothing being pawmade, costs vary greatly. However, rich merchants, nobles and high-ranking Abbey-kind are likely to be wearing clothing of high

quality and will therefore fetch high prices. Vermin will think nothing of stripping their captives of their attire for sale or even to wear themselves.

UNUSUAL & MAGICAL ARTIFACTS
Very rarely a ship or a hidden pirate hoard might contain some wondrous magical treasure. As in the main rules, magical items are special and should be created especially for the adventure.

NEW BEASTS
As spiders, ants and scorpions are all classed as "Insects", so sea creatures are all classed as "Fish". This is because no sea dweller has been noted as a tool user and, for the most part, Abbeys have found no way of communicating with them.

KIND
Hutia
Size: 3 - 5
Dex: 9
Armor Class: 2 (or by armour type)
Hit Dice: 1 (+1)
Damage: By weapon type
Saving Throws: Fort 4+, Reflex 6, Will 5+
Special:
Move: 6
Challenge Level/XP:

Hutia like to wear outrageously colourful attire; despite this they still look a bit like a cross between beaver and prairie dogs. They are stocky and short-legged (tending to waddle slightly) although they are good climbers. Hutia are also pretty tough for their size, and their unusual stomachs enable them to eat food that many other beasts might pass over (a useful ability on board a ship!). Some Hutia may have knowledge of a type of magic unknown to other Kind; but the art is either lost or there are very few (secretive) practitioners remaining.

FISH
The move rates for all fish are given as swimming rates. Most of them cannot move or can barely move out of water.

Barracuda
Size: 8-10 paws
Dex: 12
Armor Class: 4
Hit Dice: 6 (+5), 6 (+10) or 6 (+15)

Damage: D6
Saving Throws: Fort 4+, Reflex 5+, Will 6
Special: Swallow whole
Move: 12
Challenge Level/XP:

Barracuda are fearsome fish with wicked fangs set in large jaws. They are nasty predators with a quick burst of speed that lie in wait for their prey. They use their sharp teeth to seize their prey, which are swallowed whole (if attacking just one prey and if at least half their HD hit their target).

Dolphins
Size: 12-20 paws
Dex: 13
Armor Class: 5
Hit Dice: 4 (+15)
Damage: D3
Saving Throws: Fort 4+, Reflex 6, Will 5+
Special:
Move: 12
Challenge Level/XP:

Dolphins vary greatly in size. There are some types that are smaller or even larger than the above. They are friendly and don't tend to attack beasts that end up in the water, unless attacked themselves. They are clever and are able to talk. Many Kind believe Dolphins should be included amongst their number.

Goliath Fish
Size: 5-9 paws
Dex: 11
Armor Class: 4
Hit Dice: 4 (+5)
Damage: D3+1
Saving Throws: Fort 5+, Reflex 5+, Will 6
Special: Swallow whole, Intimidate
Move: 9
Challenge Level/XP:

Goliath fish like the coral reefs, rocky ledges, and deep holes where they can hide. The fish range all throughout the Fairwind Isles, feeding on just about anything that happens to pass by that is smaller than them. They use their sharp teeth to seize their prey, which are swallowed whole (if attacking just one prey and if at least half their HD hit their

target, which must be smaller than the fish). They ward off enemies by making a rumbling sound that travels great distances underwater.

Kraken
Size: 40-60paws
Dex: 6
Armor Class: 7
Hit Dice: 8 (+50)
Damage: D6
Saving Throws: Fort 4+, Reflex 6, Will 5+
Special:
Move: 9
Challenge Level/XP:

Massive monsters; the largest creature recorded. The monster may be due to Shantyists imaginations, but the Sea Dogs believe this monster exists, so they are always on the lookout for it. The Kraken is reputed to have a huge thick barnacle-encrusted leathery body, 8 huge tentacles that grip and never let go, a massive beak-like mouth and a huge appetite, somewhat like a monstrously overgrown octopus. They can sink small ships.

Lobster
Size: 2-4 paws
Dex: 8
Armor Class: 6
Hit Dice: 1 (+3)
Damage: 1D3+1 claws
Saving Throws: Fort 4+, Reflex 6, Will 5+
Special:
Move: 9
Challenge Level/XP:

Lobster, Giant
Size: 7-14 paws
Dex: 6
Armor Class: 6
Hit Dice: 3 (+5)
Damage: 1D6+1 claws
Saving Throws: Fort 3+, Reflex 6, Will 5+
Special:
Move: 9
Challenge Level/XP:

Lobsters are frightening creatures encased in armour. They wave their huge claws around aggressively when threatened.

Octopus
Size: 18-28 paws
Dex: 9
Armor Class: 4
Hit Dice: 8 (+5)
Damage: 1D2 tentacles
Saving Throws: Fort 3+, Reflex 5+, Will 4+
Special: Poison, camouflage, burst of speed, ink
Move: 12
Challenge Level/XP:

An octopus has a hard beak, with its mouth at the center point of its four pairs of arms. Octopuses have no internal or external skeleton (although some species have a vestigial remnant of a shell inside their mantle), allowing them to squeeze through tight places. Octopuses are highly intelligent, for "Fish". They have numerous strategies for defending themselves and for attacking their prey; they can squirt a black ink (creating darkness, per the spell), their skins can change colour to match their surroundings, and they can make sudden bursts of speed through the water (double speed for one round). All octopuses are venomous, causing paralysis if the first save is failed and death 1D6 rounds later if a second save fails.

Sea Serpents
Size: 30-50
Dex: 5
Armor Class: 7
Hit Dice: 7 (+30)
Damage: D6
Saving Throws: Fort 2+, Reflex 5, Will 3+
Special:
Move: 12
Challenge Level/XP:

Sea-serpents are mythical sea-creatures, spoken of by Shantyists and well-travelled sailors. They have thick scales and rows of sharp teeth. Some are poisonous and can sink small ships.

Sharks
Size: 10-20
Dex: 13
Armor Class: 6

Hit Dice: 5 (+5) to 6 (+5)
Damage: 1D6
Saving Throws: Fort 3+, Reflex 3, Will 3+
Special: Scent blood
Move: 15
Challenge Level/XP:

Sharks are the killers of the sea. Attracted by the scent of blood they can detect wounded creatures in the water many furlongs way. Fast swimmers with huge mouths and rows of sharp teeth, no-creature wants to be in the water when these monsters are around.

WILD
Parrots
Size: 3-5
Dex: 10
Armor Class: 3
Hit Dice: 1 (+2)
Damage: D3+1 peck
Saving Throws: Fort 5+, Reflex 5+, Will 5+
Special: Languages
Move: 4/22 (when flying)
Challenge Level/XP:

Most parrots are vividly coloured, and some are multi-coloured. They eat seeds, nuts, fruit, buds and other plant material and are therefore rarely dangerous to other beasts. Unlike many of the Wild, parrots are highly intelligent and can speak exceptionally well. They can also talk in many languages, picking up new languages very easily. They have sharply hooked beaks, so if they need to they can "pack a punch" to defend themselves.

The Fairwind Isles Setting

The Fairwind Isles is an area consisting of the Fairwind Sea, several coastal regions and thousands of islands, islets, reefs, and cays. Hutia (*see New Beasts*) are the natural natives of the Fairwind Isles.

The largest of these islands are: Baradella, Barcuda, Domenada, Jumento, Marauder Island, Mosquito Cay, Prior's Rock, Scorpion Island, Tintamerre and Verminada.

Many of the smaller islands (not included on the map) are either rarely visited, uninhabited or still inhabited by Hutia, who may or may not have come into contact with the Vermin or Kind.

Naming the Other Islands
If you need a name for one of the smaller islands, simply roll on the table below and add either "Island", "Cay" or "Rock" after whatever name comes up.

Table 11: Rolling Up Island Names

D6	1	2	3	4	5	6
1	Crow's Nest	Longtail	Claw	Abbey	Snake	Crab
2	Doomed Crew	Hawksbill	Shrew	Fort	Lizard	Tobada
3	Freebooter	Tortanga	Stoat	Schooner	Skull	Noose
4	Drunk Weasel	Scourge	Friars	Galleon	Lost	Shanty
5	Cockroach	Dungeon	Rum	Hutia	Gutrot	Shark
6	Dead Rat's	Dorada	Black	Vermin	Vixen	Scurvy

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Table 12: Coastal Waters

Die Roll	Encounter Type (Roll 1-4)	Encountered Type (Roll 5-6)
1	Small Trader (1-3)	Lobster (1-3)
2	Small Trader (1)	Lobster, Giant (1)
3	Pirate Corsair (1-3)	Goliath Fish (1-3)
4	Pirate Corsair (1)	Dolphins (1-6)
5	Small Warship (1)	Parrots (1-6)
6	Small Merchant (1)	Octopus (1)

Table 13: Open Sea

Die Roll	Encounter Type (Roll 1-4)	Encounter Type (Roll 5-6)
1	Small Merchant (1-3)	Sharks (1-3)
2	Large Merchant (1)	Barracuda (1-3)
3	Small Warship (1-3)	Dolphins (1-3)
4	Large Warship (1)	Octopus (1)
5	Galleon	Kraken (1)
6	Convoy (*)	Sea Serpent (1)
• Will include a number of small & large merchants, possibly plus warship escorts		

THE FOUR POWERS IN THE FAIRWIND ISLES
There are four main sea powers in the Fairwind Isles; The King's Warships, The Abbey's Fleet, The Merchants Guild and the Pirates. The King's Warships are in the region to protect the King's interests. The King is largely interested in taxing the Merchants and defending his settlements and ports. The Abbey Fleet is smaller but performs a similar function, seeking also to protect the Kind that live here, whilst attempting to tame the Vermin. The Merchants are here for trade – theirs are the largest number of ships, albeit they tend to be less well-armed and often have to pay for protection. Lastly, the Pirates seek to avoid The King's Warships and the Abbey Fleet, whilst attacking and looting the Merchant ships as well as raiding undefended coastal towns and ports.

BARADELLA
Baradella is settled mainly by Kind currently, but the Island has changed paws many times over the years; often being overrun by Vermin. There are several Hutia settlements dotted around the island but they tend to stay out of the way, except for occasional trade with the other Kind. Inland are some dense jungles and a dormant volcano.

Port Majestic is the largest settlement on Baradella, with a population of about 2,000. Located on the south side of the island, it is a major trade and naval port with a large natural harbour and shipyards where repairs can be carried out.

Important NPCs of Port Majestic
Grim Silvisor: Buccaneer Level 6, HD 3 (+2), HP 20, AC 6, Cutlass D6, Pistol x2 D6, Grim Silvisor, Captain of The Balladeer, is a tough, no-nonsense, veteran of many sea battles. He has sunk more pirate ships than any other Warship captain. His ship is one of the largest and most feared Warships in the Fairwind Isles.

Captain Twitchelstick: Mouse Marine, Buccaneer Level 4, HD 2 (+2), Cutlass D6, Musketoon D6-1. Twitchelstick leads the Marine contingent on board The Balladeer.

Abbeytown is just slightly inland from Port Majestic and is built around the magnificent Blackstone Abbey.

Important NPCs of Abbeytown
Abbot Wincey: Vole Friar, Level 6, HD 3, HP 15, AC 4 (chain), iron-shod staff D6

BARCUDA

Barcuda is an unimportant island with a population of about 1200; 800 of them Hutia, who mainly live away from the main town of Swamptown, but visit occasionally for trade. The Hutia were slaves of the Vermin until a few years ago when the island was taken from Vermin paws by Grim Silvisor. Now there are still a few hundred Vermin living on the island that fled into the jungles after the battle. One of the few features of interest in this island is Dragon's Cave, a large sea cavern that was reputed to be used by a Hutia magician to perform strange rites. There are old carvings on the cavern walls that help to perpetuate these superstitions. The cavern is sometimes used by pirates as it has a large enough opening for a small ship and there are remains of a wooden jetty within.

Important NPCs of Swamptown
Fat Feroculus is the mole merchant that effectively runs Swamptown; he became its self-appointed mayor after Grim Silvisor returned to Baradella. His empire extends to half a dozen small trading ships and a large house and warehouse in Swamptown. He is a small merchant but aspires to bigger things. He has three large Hutia bodyguards nearby at all times.

Fat Feroculus: Mole Merchant, HD 1 (+1), HP 7, AC 3, small pistol d6-1
Hutia Bodyguards: Buccaneers level 3, HD 2 (+2), HP 11, AC4, cutlasses D6

> *Fat Feroculous recently agreed to purchase a chest of gems and jewelry from Ratbeard (his booty from a recent act of piracy). Ratbeard can't bring the goods into Swamptown (there is a Warship in the area), so Feroculous has agreed to send a ship to make an exchange at Corsair's Rock, a small uninhabited island between Barcuda and Scorpion Island. The mole doesn't like sea-travel, so wants to hire the PCs to take one of his smallest ships to make the exchange. He will send one of his Hutia bodyguards with the PCs to look after his interests. Is Ratbeard planning a double-cross? Will the PCs just flee with the Mole's money and his ship?*

DOMENADA

Domenada is a low, flat land, full of all manner of tropical birds, from flamingos to parakeets and terns. Sailors who visit it for the first time often find themselves unable to resist buying one of the beautiful green budgerigars for which the island is famous. The main town on the island is Martenport.

JUMENTO

The majority of the population consists of Hutia slaves who herd lizards for the Vermin. Herding is perhaps the best economic use for the island—although it is flat and outside the main hurricane risk area, the soil is relatively infertile, and it has few other natural resources. The ruins of a pirate castle can be found at Gallowstown.

MARAUDER ISLAND

Marauder Island's terrain is varied, with mountainous, volcanic areas, crater lakes, rainforest, mixed woodland, mangrove, beaches and coral reefs. It is occupied by just 250 Kind (almost all otters or beaver) and 500 Hutia. Almost all of the population is clustered around the port of Scum Bay (named when Pirates held the Island, and not changed since).

MOSQUITO CAY

Vermintown is the largest settlement on the island. The head of the settlement is Mouldy Mog, a Female Weasel Seawise.

PRIOR'S ROCK

Prior's Rock has several good harbours and many beaches and coves, making it a popular waypoint and hurricane haven for legitimate traders, smugglers and pirates alike. It is considered an important strategic gateway, being situated by one of the main trade routes from Evernesse to the Mainland and so the King has protected it well, with a number of forts and gun batteries. These include Fort Gull and Shark Island Fort, which protect the main town of Prior's Port.

SCORPION ISLAND

Scorpion Island's inland areas are virtually overrun by scorpions. Technically claimed by the Abbey, the island is more commonly home to careening pirates than settlers. Occasionally the Kind have tried to establish a home here, but pirates usually kill them within a year or two at most. Rumtown is a small Vermin settlement, centered around a large tavern that doubles as a trading post, built from the ruins of a priory that stood

here for a couple of years before being looted. The Weasel Shantyist, Hullabaloo is often found here annoying the inhabitants. He isn't the greatest Shantyist ever and the locals are always trying to get him to go to sea. No ship will have him though.

> *The infamous weasel pirate Crusty Dando has been captured by Lord-Admiral Bellowhead and is due to hang in a week's time. Rumour has it that Dando hid his share of the plunder from a treasure-ship and will share his loot with anyone who breaks him out of prison on Tintamerre. Of course, there are other Vermin who have heard the same tale and the Sea Dogs might not only have to fight their way through Bellowhead's garrison to rescue the weasel.*

TINTAMERRE
The largest of the Fairwind Isles, Tintamerre is near the centre of the island chain and is considered the seat of government, spiritually, militarily and economically. Tintamerre is valued because it is sheltered by the other islands from the worst of the storms, the calm seas and reefs around the island for shrimp and other seafood and wonderfully fertile soils found on the island for abundant crops of sugar, fruit and grain. Most of the wine, cider, beer and rum produced in the Islands is made from produce grown on Tintamerre.

Abbotsbay
Abbotsbay is the most protected and largest natural harbour in the Fairwind Isles.

Lord-Admiral Bellowhead: Badger Buccaneer Level 6, HD 4, HP 32, AC 6, cutlass D6+1 (STR 18), blunderbuss D6+2,

Abbot Bookpaw: Mouse Friar, Level 6, HD 3, HP 14, AC 3, small pistol d6-1

VERMINADA
Verminada is the smallest of the large islands, with one major port-town, Port Mustela: The Pirate City.

Port Mustela provides a safe harbour for pirates plying the shipping lanes around the islands. Its proximity to trade routes allows easy access to prey, but the most important advantage is that the port is close to several of the only safe passages or straits giving access from Evernesse to the Mainland.

The harbour is large enough to accommodate the pirate ships and provides a place to careen and repair these vessels. The harbour mouth is defended by small stone forts containing several huge guns, presenting a daunting prospect for any warship captain intending to attack the town.

Important NPCs in Port Mustela

Black Bullimus (The Pirate King): The de facto ruler of Port Mustela and, when the pirate ships sail together, The Grand Admiral of The Pirate Fleet. Black Bullimus is the legendary Captain of *The Screaming Eel*, a treasure Galleon he captured several years ago from Captain Roseberry; adding to his legend and making him the richest beast in the Fairwind Isles and the most important (and dangerous) of all the pirate captains.

Black Bullimus: Stoat Buccaneer/Necromancer, Level 6, HD 4, HP 22 (CON 14), AC 6, cutlass D6+1 (STR 16 & Favoured Weapon +1HD), pistols (x2) D6, blunderbuss D6+2/D6/D3. Buccaneer Feat 3+.
Old Barnacle – Rat Sawbones, Level 4, HD2+1, HP 12, AC 4 (DEX 15), Cutlass D6

Captain Killcrow: Captain of *The Cutlass*, a powerful sloop. Captain Killcrow is known, not only for his cruel ways and skill with the cutlass but also for the budgerigar that sits almost constantly on his left shoulder. Woe-betide the fool that dares laugh or question Killcrow about his little budgie friend!
Killcrow: Fox, Swashbuckler, Level 6, HD 4, HP 19, AC 8 (DEX 17), cutlass D6, dagger D3, pistol D6, Swashbuckler Feat 3+
Skullbone: Snake Necromancer, Level 3, HD 1+2, 7HP, AC2, bite d2+poison, charm 1/day

Captain Tash Tanglefoot: Captain of *Ravendoom,* a converted brigantine. Tash got into bad ways early on in life through unfortunate circumstances she doesn't discuss, which is how she ended up as a pirate. She was recently serving on Captain Catclaw's ship, and took one lash of the whip too many – turning on the sadistic captain and killing him. By rights, she is now the ship's captain but she is comparatively new to this and will have to get even tougher to keep her verminous crew in check.
Tash Tanglefoot: Female Hutia Swashbuckler Level 4, HD 3, HP 14, AC 7 (DEX 14), longsword D6+1 dagger D3+1 (STR 13), pistol D6, Swashbuckler Feat 3+
Saltwhiskers: Rat Seawise Level 4, HD 2, 9HP, AC3 (padded robes), cutlass D6, Pistol D6

Captain Ratbeard: Captain of *The Lustful Grin*, a fast cutter. Although a comparatively modest fighter, he holds onto his ship because his Whipmaster Grug, a grizzled Badger, has vowed to die before he lets anyone kill his Captain. Quite what the story is between the two of them, only they (and possibly Stinkpike) know.
Ratbeard: Rat, Rogue, Level 6, HD 3, HP 12, AC 6 (DEX 13), cutlass D6, pistol D6, dagger D3
Grug: Badger, Buccaneer, Level 5, HD 3+2, HP 30, AC 6, boarding pike D6+3 (STR 16), blunderbuss D6+2

Natterjack: The landlord of the popular tavern, *The Fursty Ferret*. Natterjack was Black Bullimus's Mate, but having lost a leg and an eye in the battle and on receiving his share of the spoils decided to settle down to a "quieter" life running a gambling and drinking den.

Natterjack: Weasel, Rogue, Level 5, HD, HP, AC (DEX 15), cutlass D6, dagger D3, blunderbuss D6+2/D6/D3

Stinkpike: Stinkpike is well-known amongst the vermin. He has served on many of the ships out of Port Mustela at one time or another but doesn't like to be tied to one ship or one captain, as he feels he can learn more by serving under many different captains. If he isn't on board one of the ships, he will often be found in *The Fursty Ferret* spinning yarns and singing sea shanties.
Stinkpike: Shrew Shantyist/Trickster, Level 4, HD, HP, AC , dagger D3, small pistol D6-1

The Fairwind Isles

N
E
W
S

Barcuda
Swamptown

Scorpion Island
Rinntown

Baradella

Abbytown
Port Majestic

Verminada
(Inset)

Port Mustela:
The Pirate City

Rintamere

Abbotsbig

Domenada
Martenport

Jumento

Gallows Town

Verminada
Port Mustela

Scum Bay

Marauder Island

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Prior's Port

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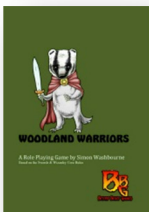
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