



**Board Enterprises proudly presents  
Build Your Fantasy World in**

**Small Bites**

# *THE HARPOON HAPPY WHALERS OF SCARET*

**aka All About Sea Ports**



## INTRODUCTION

Welcome to our latest edition of our **Small Bites**. This month our theme is Sea Ports as seen with the Harpoon Happy Whalers of Scaret. We'll hit on whalers, shipping, ports, and some of the best adventure ideas that are centered around the ports.

But what is this **Small Bites** thing? Well, it is an e-zine published monthly. But it is also a subscription box, showcasing everything we've put out this month. We've packed it full of places, people, legends, advice, and everything we think will help you whether you're a player, or a GM, or just interested in how other folks are world building.

But most importantly, it is a way for us to communicate with you. But we don't want one-away communication! We need you to respond, to get in touch with us and tell us what you want, what you liked and maybe what we should shy away from. You can head to the very end and find all of our contact details. We will respond to you directly, and we will listen!



## Table of Contents

Introduction .....	1
Fletnern Wiki.....	1
The Sounding Board.....	4
Lifestyles of the Magical and Mundane .....	8
News of Fletnern .....	11
The Good Life .....	12
What's Missing .....	14
In Conclusion .....	14

## FLETNERN WIKI

All of these posts are out on the wiki as this is published and you can refer to them. We have gathered them here, because we think they are valuable in a group, and they all pertain to our theme for the month. All of them are also tagged as being in the categories of "Scaret" and "Whalers" in case you are more comfortable using the wiki instead of this edition.

### Craiger Rockbottom

### Legend

Nine hundred years ago, a huge galley sailed the Anglic Straits. Named the Craiger Rockbottom, this ship transported stone across the seas to erect castles on the new continent. Laden with granite bound for Helatia, the Rockbottom left Myork in the month of Elightel, hoping to be early enough to beat the winter gales. Three days out from Helatia, an incredible storm hit the boat. The seasoned sailors tried to ride it out. After eight hours, three men had been lost overboard, and many of the oars had been broken. During the tenth hour, the main mast cracked and broke off from the ship.

It was during the fourteenth hour that a block of granite broke free and smashed through the hull of the ship. The sea began pouring into the hold, and no patch could hold off the onslaught. The ship was sinking into the ocean, and the bucket crews were helpless to stop it. The decision was made to dump the cargo. The ship continued to stay afloat for six more hours as the crew fought for their lives. As the ship slipped beneath the waves, her crew went down with her. An hour later, the sea calmed.

The Craiger Rockbottom is sometimes seen off the coast of Helatia still desperately trying to make it to port. The ship is intangible, and no one can help these ghosts to end their endless plight.

### Glacier Point

### City

Glacier Point is a Tanta Bosh town with a Xandrian flair. Glacier Point is the northernmost port that can reasonably expect to be free of ice for at least half the year. Of course there are some odd superstitions that go along with this, but it is a reliable summer port. Here the treasures of the sea are harvested and processed throughout the winter. Whaling, fishing and seal hunting are all common activities leading to strong exports that can help to augment the weak agriculture in the region.

### Ice Flow

### Region

The Ice Flow is a strong current that carries cold water from Semphesteus and the Frozen Sea south through the Anglic Strait. The Ice Flow runs along the eastern coast

of Drentae or the western side of the Anglic Strait. When it hits the warm waters of the Sea of Kautyr it turns back on itself and runs northward along the western coast of Hughijen. Sailors leaving Scaret catch this current and travel south before cutting across and going north to Myork. Sailors leaving Myork must break across the northern current until they catch the southern current to Scaret. This is also the way these two trade with Helatia. The current is called the Ice Flow because legends say it is caused by the melting of the Frozen Sea and then the cold waters being rejected by the Boiling Sea and sent back north. (The surface current of the Ice Flow varies between five and seven miles per hour.)

### **Kaettscher Movement**

### **Group**

The Kaettscher Movement was started in 640 by Liam Michael Parchmentprinter, a Borten navigator. During his travels, he visited Purity several times. Being a navigator out of Scaret, he was trained by the priests of Marina, so he had some knowledge of her religions, though he was not a priest. He was struck by all the similarities between the Drentae religions and the Purity religions. He was an educated man and did some research and began talking to the priests and scholars in Purity. He came to believe that the Purity version was the more true religion having come more directly from history.

While he doesn't necessarily believe that the Drentae versions of the religion are false, he believes that the Purity versions are more correct. He returned to Scaret thinking that he could begin a group of similarly minded people who would talk about religion and discuss the ramifications of what he found; perhaps advance his findings with more learnings. But as people began to understand what he was saying, he was ostracized. The people of Scaret, especially the religious, saw his story as blasphemous. What they heard him saying was that they were all fools who had grown away from their gods and that they needed to listen to him in order to get back on the right track. While that was not what he intended to say, he as smart man but a poor communicator, and his temper worked against him.

Despite the organized religions working against him, Liam did gather some followers. Eventually they needed to leave Scaret, so they moved to Helatia where they found a far more accepting culture. In Helatia, the Movement grew. Liberal minds flocked to his way of thinking and adopted his sense of curiosity.

Liam died in 651, but the Movement has survived him and perhaps grown stronger not having the firebrand as its leader. Liam's death was reported as due to natural causes, but there are many theories that he was assassinated in some manner.

While "kaettscher" translates roughly to "open minded" (from Tandish), it is now believed to mean

"heretic" on the continent of Drentae. In Helatia, members are reasonably free of prejudice and ostracism, outside the city, members would do well to keep their affiliation quiet. As conflicts between the Dinsthain religions of Drentae and the Jemmistake religions of Myork increase, most people of Drentae will equate the Kaettscher Movement as being part of the Jemmistake religions since both Purity and Myork are both on Hughijen. This is not at all the case as the Kaettscher members still worship the Dinsthain gods, but the common man may not understand that.

### **Lover's Sorrow**

### **Legend**

The Lover's Sorrow is a ghost ship that sails the Barrier Ocean. It will appear out of the dark or fog and pull up to the side of another ship. The ghost ship will typically fade within a few minutes, but the fright of its appearance often lasts a lifetime. While visible, the ship is intangible. There is but a single passenger on board, the captain Lumob (Loomo). He will scan the ship, then as he shakes his head in sadness, the ship fades from sight.

As the story goes, Lumob's wife was kidnapped from Sambrek Island by demons from the sea. He gathered his crew into his small yacht and set out to find her. After many trials, which they endured, their food ran out. Being so far from Sambrek, they decided to push on in hopes of making it to the Archipelago and finding supplies there. One by one the crew died. Finally, Lumob was alone and dying of thirst. He offered a prayer to the spirit of the sea and the spirit of the endless sky, and by miracle, received rain. He captured as much as he could and sailed on. After many years of fishing and sailing, he finally died and now sails on as a ghost, eternally searching for his lost love.

### **Oceans**

### **Region**

**Barrier Ocean:** West of Drentae is the Barrier Ocean serving as a "barrier" between Drentae and the Monster Continent. At its southern edge, the Barrier Ocean meets the Boiling Sea. Various map makers differ on the boundary, but as the choppy waters of the Barrier calm in the Boiling Sea's undercurrents, most sailors can identify the change. The northern border is the Frozen Sea. This boundary changes with the ice flows. While ice bergs do float in the Barrier Ocean, the ice cap itself is the Frozen Sea.

**Semphesteus:** The Ocean Semphesteus separates Drentae from Hughijen. Named for an ancient Tandish god, it is most often referred to simply as Semphesteus. It is the most traveled ocean in the world, carrying traders back and forth between the two closest continents.

**Boiling Sea:** The Boiling Sea surrounds Sulnuun separating it from the other continents. It also touches the other oceans except for the Frozen Sea. The Boiling Sea is known for its calm surface and treacherous undercurrents. It is also known for its deadly calms that prevent sailing ships from grabbing enough wind to move.

**Frozen Sea:** The Frozen Sea grows in the winter and shrinks in the summer. It is the permanent ice cap covering the North Pole and ocean beneath it. During harsh winters it has been known to touch the northern tip of Hughijen, thus creating a bridge of sorts between Drentae and Hughijen.

**Ocean Unknown:** Perhaps the least explored ocean of the world, the Ocean Unknown separates the Monster Continent from the Great Archipelago. Barely touched or crossed by ships, this ocean is dominated by various species of whales.

**Ocean Mysterious:** The Ocean Mysterious separates the Great Archipelago from Hughijen. Containing the Quassim Islands and others, those seeking to explore the Great Archipelago are advised to travel this way.

#### **Portside Cathedral** **Site**

The Portside Cathedral is perhaps the best known church in the city of Scaret. Though it was founded under the religion of the Seafarers of Marina, several hundred years ago it converted to the religion of Marina the Bountiful in order to include a larger number of people. The current High Priest is Bowvers Abscomb, an incredibly practical priest.

The cathedral itself is a mortared stone building. It is a simple 18' tall building with a peaked roof. The building is quite old and has been patched several times, including a lightning hit that is assumed to be the wrath of Sky. It is not an impressive building, in fact looking a bit run down both inside and out. It is however a strong tradition in the city.

The church itself is the core building, but within a block or two of the historic church they have also built a small seminary, church offices, a rectory, and some small support buildings. This "campus" is in many ways the spiritual center of the city.

#### **Scaret** **City**

Scaret is the one of the major ports for Drentae. Due to its location, it is the major port for the major cities of Hughijen, except for Purity (which typically trades with Helatia). Geographically, Scaret is a low, coastal plain. With the frequent rainfall from the ocean, it is one of the lushest farming regions in the world. While the terrain and people are most similar to Ireland (red hair, freckles, etc.), politically it is caught in a cold war. Three major



militaries are all using the regions around Scaret as a testing ground. Though no major battles are fought, the knights of Myork (Scaret's official allies), the orcs of the Wembic Empire, and the lesser nobles of Garnock would all like to claim pieces of the farmland for themselves.

The city of Scaret is shaped like an "omega" ( $\Omega$ ) with the "bottom opening" facing east out to sea. The "legs" are effectively quays. They are fully paved and effectively two miles long (each) and about a mile across. The city is shaped like an omega because it is built around Scaret Bay. The bay is roughly 1.4 miles across, while the city surrounding it (at least the walled parts) are closer to 3 miles in diameter.

#### **Sea of Kautyr** **Region**

At the end of the River Fhearree lies the Sea of Kautyr. Kautyr separates the Anglic Strait from the Boiling Sea. With nutrients flowing into it from the Fhearree and from the Ice Flow, the Sea of Kautyr is one of the most heavily populated seas in the world. Almost every type of sea life can be found here from whales and sharks to the smallest aquatic animals. Despite the abundance of food, fishing is not a major industry on Kautyr. The cultures that live around it simply do not have the nautical skill to successfully plunder this massive source of food. The abundant food has attracted sea serpents, leviathans and other forms of sea monsters to this region, making fishing in it a rather risky endeavor.

#### **Stone Kraken** **Site**

In the middle of the Bay of Scaret is a rock formation that is typically under the water. These three rock "pillars" have claimed an enormous number of ships in the otherwise deep harbor over the centuries, to the point that beneath them lie numerous ship wrecks (all looted).

Because of the danger to shipping posed by these rocks, each has been capped by a large flag, with the distance to the top of the column marked to warn passing ships. This allows any passing captain to see exactly what the clearance is without knowing the times of the various tides. At the lowest tides, the tallest of the rocks is roughly 2' below the surface while the other two are 9' and 11' down at low tide. Typical tides will raise the water line by about 8', but certain conjunctions can influence both high and low tides.

The rocks are most commonly called the Stone Kraken or the Fingers of the Kraken. While there are stories about a wizard freezing an actual kraken into stone in the harbor, these are considered a fun myth and not believed. Several projects have been suggested that would use these pillars as a base upon which to build a light house or other building project, but despite no one believing the myths, no one (in authority) is willing to start drilling into the pillars in order to secure a structure. Part of this is fear of the myth being true and part is because the pillars are not thought to be structurally sound.

## Wallwenter

## City

Wallwenter is a whaling town, with several whaling boats based out of its port. Captain Bluthart was one of the captains of those boats and has risen to town magistrate. Ian Yuris is the owner of three boats, but he is a bit of a recluse. Having inherited the ships from his father, Ian travels to deal with buyers, but stays in his manor house on the cliffs the rest of the time. He relies on Captain Bluthart to run the town and the commerce there.

Captain Bluthart is an imposing and intimidating man. He stands 6'6" with broad shoulders and a heavily muscled build. He ruled his ship through fear, and rules the town in the same fashion. He makes it a point to be seen in town, almost always in his heavy, woolen seaman's coat. He wears a full beard with small touches of gray starting to peek through. The citizens of Wallwenter do not live in constant fear of Captain Bluthart, but they would never dare cross him. When he walks down the street, people simply get out of the way. Fear of him is instilled in their lives, and they simply do as he asks out of habit. They would not think to oppose him, nor deprive him of anything he might want.

There are several small fishing boats that operate out of Wallwenter. These independent captains like to think they are free of Bluthart's influence, but they are not. Bluthart controls the town and everything in it, including the stores, the people, and the tax collectors.

# THE SOUNDING BOARD

## Followers of the Faith

We published *Gods & Demons* because we knew that many role-players liked to have lots of gods to choose from. But there is a companion book that we probably won't publish: *Followers of the Faith*. *Followers* is a book of religions. I don't recall ever seeing a game world or role-playing game where there was more than one religion for a particular god. But let's think about modern religions; the ones that agree most closely are the ones that fight over the more minor differences. Why wouldn't that be the same in our multi-divine game worlds?

Let's do a quickie example: Marina is the goddess of water and the seas. The religion Marina the Bountiful sees Marina as the goddess who brings the fish to the fishermen and rain to the farmers. Waters of the Rain religion ignores the fact that Marina has anything to do with the seas and see her only as a rain goddess. Marina of the Rivers sees her as the goddess of fresh waters and believes she manifests as a huge catfish. Everpresent Aquatics (also known as Marina the Jellyfish) is a religion once again focused on sea water and sailors. They believe that Marina has an enormous number of tentacles, and each one follows those ships that she has blessed in order to keep them safe.



But it's more than just multiple religions for the same god - What about the religions that might revere more than one god? The best example of this is the War Twins: the brother and sister gods Manoto and Shade being worshipped as twin war gods, where most religions see Manoto as war god and Shade as the goddess of death.

Who cares? Right, that's the question we always have to answer. First off, for player characters, can they only worship one god? and if they do, what are the relationships with the other gods? Not every person who worships a particular god will see in them everything that everyone else sees. In other words, gods should not be one dimensional characters. For the game master, these

little differences are typically the cause of religious conflicts. Sure, you can have the god of fire fight against the god of frost, but if you want civil conflicts, rivalries and even battles, you need people who worship the same goddess but in different ways.

Look at Earth History, especially England. Think of the Puritans and all the problems they caused. (Yes, I blame the Puritans, yes, everyone pretends they were the victims.) If you want to add more to your game world, you need to diversify your gods and religions.

### **Mermen and other aquatic races**

Many years ago I wrote a book for another company called **Beneath the Waves**. I don't think it is in print anymore, but I think they did fold it into their world. So I thought really hard about it at the time and I still think about this today - How do mermen live? Or how does any aquatic race live? Here's why I think it is so important:

At some level (I know this is an exaggeration, but it is at least partially true) - all technological advancements were based on fire. What do I mean? Well, the Stone Age became the Bronze Age became the Iron Age because of the smelting of metals - fire based. Pottery - mud bricks are OK, but the kiln is what makes them strong - fire based. Glass blowing - fire based. Steam engine - fire based. Go back farther - fire allowed for warmth, light, protection from animals, and cooking of foods. Yeah - not much technical advancement without those. But think about it differently - how many things could have been accomplished without metal? Nearly every tool commonly in use is metal - axes for felling trees, most weapons, nails, rivets, saws, etc. I'm trying to avoid saying hammers, because you can have wood or stone hammers, but not for real construction.

Let's try to be fair. The American Indians (hope no one gets offended by that term) did pretty darn well without metal working, but they still had fire. They had pottery (fire based), they used flint weapons (no fire needed), they were skilled leather workers (probably no fire needed), and they even farmed to a degree (with non-metallic tools). But they still had fire. You think I've gone completely off topic, but I haven't. So without being able to light a campfire under the water - how do mermen live?

Well, I gave them some tech - I figured they could still use shells or some other containers to do alchemy. (This is a high fantasy game!) I allowed them a manner of tanning that could be done underwater, so they had a form of tanned "leather" fish skins. (Been a while, but it may have required whales.) They had ropes and nets that they could braid and could also make other textiles out of them. Most importantly, they needed to rely on animal parts. They used sharpened shells for knives and even something resembling a macana (those Aztec swords with obsidian embedded in the sides), though I think that used shark's



teeth. They used a lot of sharp and pointy objects, that were recovered from dead sea creatures, to form their weapons, but also their tools. They couldn't make chisels; they pretty much had to find them.

So what's the punch line? Why should you care as a game master and world builder what the mermen are doing? Well, you might not. You might never care what the mermen do because your characters aren't going in that direction. Or you might assume that the mermen can trade pearls for everything they need from the surface folks (but then you need to consider that trade in your economy). I prefer to think that not every culture in my game world needs to be based on something out of Medieval England or the Lord of the Rings. Nothing against LotR, but it's not like JRRT fleshed out the orcish culture. **LEGEND QUEST** has a race of winged humans called lurians. I've had to wonder - do they have any smiths? Wouldn't the heat of a forge or smelter singe their feathery wings? So are they basically metal-less too? Maybe they would have pottery and baking, but not metal working. What about lizardmen? (OK, **LQ** doesn't really have those, but many games do.) Are the swamp dwellers smelting metals? probably not. I've even thought through dragons and whether or not they should have smiths or craftsmen. I have usually thought they would have an easier time of maintaining slaves to do that work for them, but you never know. Maybe your elves, dwarves, humans, halflings and orcs can all live roughly the same lives, but not the more exotic races. If you don't have fun thinking your way through how these different folks would live, are you really building your own world, or are you just drawing maps?

## Looting the Populace

This morning, I was thinking, ‘How do the poorest folks in Brinston survive?’ Here’s what we know: Brinston is built on a cliff overlooking the river. The river runs into the ocean right there. The poorest folks are the fishermen who do not own boats. They live in shacks on the sandy beach or under lean-to tents. So how do they survive?

Well, these folks have “nothing”, right? Well, then they die. So if they are alive, they must have something. I have often assumed that the poor on the beach worked for others for food. The fishermen go out before sunrise (depending a bit on the tides) and bring in as much fish and other ocean products as they can as early as they can. Then their wives hurry the catch up the stairs (up the cliff) to the Fishwives’ Market to sell. But the people of the city (even the poor folk) don’t typically want to buy whole fish. They would rather buy fish that had been gutted and cleaned. So the fishwives clean the fish in their stalls while selling it. But if the fisherman got lucky with his catch this morning, she may need help. Enter the really poor guy. (The fishermen are pretty poor, but they have boats and houses - small houses.)

So the poor guy walks the market and offers help. Some of the fishwives will want his help with the catch, so he can clean and gut the fish for her. But he needs a knife for that - and not a shiv, an actual knife. Also, if he’s working with some manner of mussels or shell fish, he might need that kind of knife too. These hard working women are not going to pay him in coins - those are too precious. They will pay him in fish and mussels. But how does he carry that? In a bucket. Also, that knife is going to see a lot of hard work today. He needs a sharpening stone. So now we know that a working poor guy in the Fishwives’ Market in Brinston needs a bucket, one or two knives (a fillet knife and a clam knife), and a sharpening stone. Now that’s pocket change for an adventurer, but this guy was supposed to have “nothing”, and now he’s got “the tools of his trade”.

OK - So he gets back to his shack and he has a bunch of fish and mussels. His life may be extremely hard work but at least he’s eating. Now you may think he trades those fish for coins or something else, but he can’t, not really. If he knew how to sell, he would probably be better off in life. We know he’s at least worse at it than the fishwives in the market are. Besides, who is going to buy fish from “a beggar”? So he plans to eat his fish and mussels. Does he have a pot? Does he have wood for a fire? Things I know about Brinston - the supply of fish is very high, so selling it (even trading it) takes skill. The supply of fuel is low, because it has to be brought in. There are too many people on the beach to think driftwood will heat their homes, and the forest is 10-20 miles away depending on which direction you head. So no matter what we think about his ability to

come up with a pot, he is not going to come up with fuel on a consistent basis.

So does he die? Well, probably not. I thought - Maybe the government would provide fires for the beggars, but that doesn’t fit the culture. If he were in the USA now, he’d have a home, an EBT card, a cell phone, free internet and a bunch of other things I pay for, but he doesn’t. So they need to rely on the churches for charity. Thinking about the culture of Brinston, I developed a new religion (I’ve been doing that a lot lately). This one is now called Marina’s Merciful Ministry. They form small, almost communal homes for the beggars. The beggars are expected to come in with something, in this case fish, and the chapel will provide for the larger community using all the little things that the poor bring in from their days of working. The basic tenant of this new religion is this: Brakin (god of life and justice) gives life to the mortals, but in his sense of justice, he wants their lives to be hard. Marina (goddess of the seas) in her mercy provides for the mortals by having fish, kelp, mussels and everything else in the sea for them to harvest. Life is still hard, but with Marina’s bounty and everyone working together, all can survive.

See, I tried to figure out a beggar for Lifestyles, and came up with a new religion as well. Just keep asking the next question as you develop your world, and it will work!

## Campaign Homebase - Sea Port

Because I like to have easy mission starters, I like to have campaigns based in spots that bring out all sorts of easy missions. One of these is sea ports.

Sea ports allow for a number of major campaigns and sub-campaigns. The easiest of these is the basic starter: trade. Sea ports are the trade hubs of the fantasy world. Every manner of good can be found for sale in a sea port, which allows the players to buy what they need, no matter how exotic. But trade means money, and money means missions. It is easy to have merchants hire adventurers as guards, to retrieve stolen merchandise, or any number of trade related quests.

Sea ports are also the stepping off point for explorations. Whether they are sailing over huge distances, charting island chains, searching for ... well, whatever - if they are exploring, those missions are likely going to start off at a sea port. Sure there are land based explorations as well, but even those often start at a sea port, because it may be quicker to sail part of the way.

The other mission that almost has to start at a sea port is anything having to do with the under sea. These are high fantasy adventures. Mermaids and sea creatures live underwater, and if your party plans to go there, they are going to be leaving from a sea port. Whether that means jumping in there and walking along the bottom or

sailing out and then diving, they still need to start at a sea port.

Want more? Pirates! Pirates work in so many different ways. They can be encountered on the open sea. They can be based on islands that need to be invaded. They can be hunted in so many different ways - as bounty hunters, as treasure seekers, as recoverers of stolen items, or as those seeking to form an alliance with the pirates. Does that last one sound odd? It shouldn't be. History has shown us many times when "privateers" came to prominence. Sometimes they don't even pretend to be privateers, but just pirates, but they still wind up being allied with official governments or rebels.

Of course we're trying to convince you that sea ports make for great campaign homes, but we're hoping that most of that has been accomplished. Not only do they allow for varied styles of missions, so they never grow old, but they allow for a huge number of quest givers. Work for the merchants, the government, the navy, or the kooky old explorer or map maker. Any one of these can sponsor missions and get the party moving forward. That is what you need right? Something that gets the party active, because an active party is typically a happy party.



### Mutant Animals

First - When I say "mutant" animals, I am not talking about ones who shoot concussion force beams out of their eyes or have three unbreakable claws that extend from their fists. Sorry if I roped you into this unfairly. (Though I do need to say that Cyclopes is SO much cooler than Wolverine!!) By mutant, I mean - not like what they are on Earth.

I put mutant animals in my world for two main reasons: First, I want the animal to fill a gap that it really doesn't fill on Earth, but would still be really cool in the game world. For example: Nanerette is a river town, but I always think of it as being sort of like New Orleans. I know, Brinston is the city on the delta, but it is more like Paris, and Nanerette is the city on the river, but more like New Orleans. Anyway! So for Nanerette to be more like New Orleans, I want there to be some manner of alligator or crocodile to scare the locals and provide

reptile skin leather products. Don't judge me; it's what I wanted for that town. The problem is that Nanerette is way too cold in winter to support alligators or crocodiles. So I mutated the caimans and gave them a special power: Fletnern caimans can hibernate through the winter. Boom! Now, I can have reptiles in the more temperate zones. I can have caiman hunters who go out after several different sizes of caimans (right up to the 125lb indigo caimans). This allows me to have the culture I want and the products I want in the region I want. It's a fantasy world, and if one can believe that dragons can fly, you have to believe that caimans can hibernate.

The other reason I use mutant animals is to add variety. I do this for a number of reasons, but the main one is to keep the players a little bit more off kilter. When they see a blue furred cat moving towards them through the night, they don't know what it is. Every boy who grew up in Garnock knows that is a lion - lions near Garnock are blue and have almost no mane. But the players don't typically know that. The lions in the Southern Plains are golden like we expect from Africa, but the ones farther north are a really deep midnight blue - perfect for stalking prey at night around the swamps of Garnock. (But not in them, as the lions still aren't big on the whole stagnant water thing.) Extra variety helps on all sorts of stuff - extra products to put on caravans, making different regions seem more different, and the previously mentioned, fighting guys who know the rule books better than I do. I may have written them, but didn't memorize them.

There is a third reason, and it's sort of a cop out. If I say that this is an indigo caiman who lives in the Slyvanian Forest, no one can say - "You misunderstand caimans. In fact they would never act like that in real life." Well, this isn't real life. It isn't even Earth. It's my game world, and I may have based the animals on something similar on Earth, but they are not the same. That way, they are whatever I decide they are! My gorillas eat meat and so do my pandas. Take that Mr. Nature Channel!

### The Original Cartels - Whaling Vessels

How many of your read Moby Dick? OK, not that I'm suggesting you follow my lead on this, but I never read the book, even though I was assigned it, twice I think. But I have watched the movie (instead of reading that huge book) and I did get far enough into the book to get to the part where they join the crew. Upon joining the crew of the Pequod, Ishmael receives a 300<sup>th</sup> lay and Queequeg gets a 90<sup>th</sup> lay. That means that Ishmael gets 1/300<sup>th</sup> of the profits, while Queequeg gets 1/90<sup>th</sup> or 1.11%. Queequeg gets a much bigger share because as a harpooner, he is vastly more valuable to the ship as a whole compared to Ishmael who is a sailor who has never been on a whaling vessel.





This is also how the cartels of Fletnern work. The cartels are better known for the caravan business, especially as it is run out of Forsbury, but the whaling ships do work this way as well. Splitting the profits of a business venture tends to incentivize the employees to maximize profits, and to watch the others to make sure they aren't stealing or goofing off.

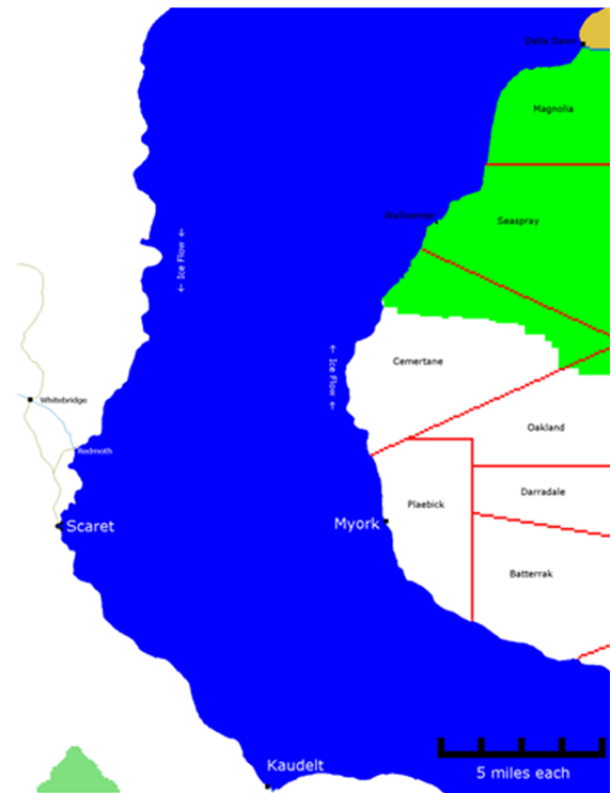
But the point is - if you go to work for a business, you get a salary. If you go to work for a cartel (and you have a skill that is of value to them), you get a share of the overall profits. Let's compare this to other jobs: farming (share cropping) - you do all the work and you actually get to keep maybe 50% of your profits. Sheep herding - you're pretty lucky if you get fed and clothed, but you're probably working for your parents, so that's that. Fur trapping - Well there you get to keep your profits, or at least the profits you are able to get from the trading posts. Here on a whaling ship, you get a piece of the profits and you don't own the ship.

So, why? Well, the whole watching each other thing! Also, the incentive thing. That really cannot be overstated, because this is dangerous work. People die on whaling expeditions, OK, not all the time, but it happens! Sometimes the whale wins. Sometimes the ship catches fire while they're trying to render the blubber into oil. Sometimes they don't find any whales.

That's a big part of the issue here. When we're talking about a cartel, you share in the fortunes, but you also share in the losses, well, not the loss, but the lack of profits. Outfitting the ship with all the supplies necessary to undertake the voyage requires a massive amount of money. That money gets "repaid" first. Anything left over is profit, and those profits are split. So if there aren't any profits, then nobody gets paid. That's a pretty big risk for someone to take with six months to a couple years of their life.

## LIFESTYLES OF THE MAGICAL AND MUNDANE

In hopes of defining things and hopefully making them clearer, we're going to establish a couple of pieces of vocabulary: A ship is a sea going vessel that has sleeping quarters. Everything else is a boat. That means if it does not go out onto the sea, it is a boat. If it does not have an actual place to sleep (hammocks do not count here), then it is a boat. Ships are assumed to have places below deck or at least enclosed areas above deck, such as a castle. Otherwise they would not have "quarters".



Simplified Map of Anglic Straits

There are two "things" / platforms that stick out from the shore and into / over a body of water: a pier and a jetty. Piers are supported by piles, most commonly wood, but sometimes something else. Jetties are built on fill, which means they are effectively attached to the bottom of the body of water. Think of it like a castle wall built under water with the top sticking up above the water line. While piers and jetties go out into the water, wharves and quays are built along the shore, parallel to it. Again, wharves stand on pilings, while quays are built

up from the bottom of the sea bed. Both of these extend the shore line out farther, either allowing more space or allowing the ships to come in to port despite possibly needed deeper water than the original shoreline would provide - or both. We will try to stick with these terms as best we can, but please forgive momentary lapses of true definitions.

### **Whaling in Fletnern:**

As is always the case, there is no “one size fits all” when discussing a whaling ship, so we’re going to talk through one of the most common styles. This is the “floating factory” often seen coming out of Scaret. These are similar to what we would know as a “brig”, a two-masted sailing ship running 85-100’ long and in the 175-200 ton range. The ship carries whaleboats - typically four, and under decent weather conditions can probably be handled for short periods of time by only four or five sailors. This is important, because during a whale sighting, most of the crew is going to be going after the whale and not worrying about the ship.

The crew begins with the captain, not only an experienced sailor, but with other qualities that are far more important. The captain is the king of the ship, and needs the charisma or more commonly inspires enough fear to keep the men in line. He is assisted by three mates. The “glamor” job aboard ship is that of the harpooner - one per whaleboat or in our example four. There will also need to be some craftsmen on board, who rank higher than the sailors (the crew) but not as high as the mates. These men would be the cook, the cooper, the steward, and depending on the ship possibly a blacksmith or a carpenter. Filling out the crew are 16 sailors. We can be certain as to how many sailors there are because they will have just enough to have four sailors per whaleboat. Fewer would reduce their chances of killing whales and more would require them to split the proceeds too many ways. So all in all, about 28 men on the ship.

Life aboard a ship can be pretty boring, and in the best of circumstances it is. Excitement means something is going wrong, perhaps rough weather or some major issue(s) with the crew. Hopefully the voyage is calm and uneventful, until someone yells “Thar she blows!”

But before we get to that part, the ship leaves port in Scaret. Whaling is a seasonal profession. In the warmer summer months, the whalers will need to travel north to Semphesteus, where they will find the majority of whales. In the cooler months, the whales will migrate south to the Sea of Kautyr, where they can breed in the warmer waters. Many whales have a twelve month gestational period, allowing them to breed in the warm waters, then return there to give birth.

Experienced captains have charted the courses of the whale species that they hope to hunt and will follow

precise navigations in order to target the migration paths. Less experienced captains are likely working from someone else’s charts that they purchased in port. Hopefully their charts are not the work of a conman.

During the voyage, one crewman will be perched atop the highest mast, hoping to catch sight of a whale spout. Depending on the circumstances, these might be seen from miles off, possibly as far as eight miles. It takes a trained whaler to tell the difference between sprays and determine if this is a whale they want to chase after. Some whales may not be the right prey. If the whale is too big for the ship to handle or too often aggressive against boats in the water, it may not be worth the hunt. Additionally, if it is known to sink instead of float, the whaling ship may pass rather than risking watching their prize slip away beneath them.

The actual hunting of the whale was done from the whaleboat. A whale boat is a smaller boat carried on the whaling ship. When the whale is spotted, they do not try to maneuver the huge ship after the whale, but instead send out the smaller, more maneuverable craft to catch up to it. These boats were often about 6’ wide and 25-30’ long. They were typically crewed by four sailors on the oars, the harpooner, and the boatheader, who was the captain or one of the mates.

It was this small fleet of whaleboats, typically under oar power, but sometimes using sail, that would rush after the sighted whale. But the rush had to be done right. Whales have very good hearing and too much splashing and slapping of oars could warn the whale of the enemies coming for it. All a whale has to do is dive, and it becomes nearly impossible for sailors to catch.

So the whaleboats hurry to catch up to the whale. The first boat there is going to have its harpooner launch a harpoon from as close as they dare get to the whale. He’s not just throwing a spear, but a technologically designed harpoon with a toggle head that will catch within the whale’s blubber or meat and in most circumstances stay imbedded. That’s when the fun begins.

Once the harpoon is sunk in and catches, the guys on the whaleboat hang on for dear life, because that whale is going to run, literally for its life. But the harpoon is securely tied to the whaleboat, so the whalers are going along. The rope will be wrapped around the loggerhead and played out expertly in order to stay with the whale, but also prevent the whaleboat from simply being sucked under the waves. This wild ride usually lasted until the whale needed to come up for a breath. At that point, they would reel their boat in (it really wasn’t reeling in the whale) to get close enough that they could lance the whale, hopefully in the lungs or heart.

In Earth’s history, the harpooner would harpoon the whale, but the boatheader would lance it. In order for this to work, they had to trade places in the boat while

the sailors were reeling it in. Forgive my lack of maritime knowledge, but this seems a silly waste of time and an unnecessary danger. In Flettern, the harpooner is responsible for both the harpoon and the lance.

Once the lance was successfully struck, the whale would start spouting blood, and then they knew it was only a matter of time before it leaned over on its side in death. That's when the hard part started. Now they had to get the whale and the ship back together. Often times the whaleboat, had to tow the whale back. This is because after the whale had dragged them across the waves, their ship might not have been anywhere close. In good conditions, the ship could come to them or other whale boats might have been able to come help out.

Once the whale is back at the ship, they need to chain it to the sides and start moving very quickly. They need to get as much valuable material off the corpse before it either sinks or the sharks get to it from below. They need to start cutting off the blubber, cutting it down to size and getting it into the boiling vat. If it is a spermaceti whale, they will want to cut into that head and get the truly valuable oil out, probably with a bucket or a ladle. They will want to get the teeth or the baleen depending on what type of whale it is. All of this is at risk if they don't move fast enough.

While the floating factory is the most common style of whaling out of Scaret, it is not the only style of whaling. Many of the whaling ships based in Purity are not floating factories, but instead hunt the whales that feed closer to the shore. Their sailors are experts in trapping whales in a fjord, and then harpooning it, giving the whale less ability to flee or dive too deep. When they catch a whale, they drag it back to one of their land based factories.

Also hunting the Anglic Straits are some of the elven communities from the Circle Forest. They use long boats to head out after some of the smaller, shore hugging whales, especially in spring as they head north along the western Hughhjen coast. They race out in their long boats, using paddles instead of oars. Their goal is to harpoon the whale or porpoise and then tow it back to shore. Though few of the elven communities in the Circle Forest do take to the sea (and rivers), these are exceptional sailors and even raiders. It is likely fortunate that they do not band together into a more sizable force.

There are also some Tanta Bosh whalers based out of landed villages in and around Glacier Bay. Here they aren't using whaling ships at all but effectively racing their whaleboats from shore any time a whale is spotted. They too must tow the corpse back to land where it is butchering on the beach. While they feel this is a far more "sensible" way to hunt whales, they spot far fewer whales, other than isolated periods when the breeding whales come in towards shore. Their expenses are obviously far lower.



The last way that whales are hunted is how the aquatic races do it. Whales are air breathers after all, so the water breathing races will often use weighted or anchored nets in order to capture and drown whales. This is a very difficult way to hunt whales as whales can be immensely powerful, and crafting nets strong enough to hold them is no small feat. Additionally many whales can hold their breath for twenty minutes or more, giving them a long opportunity to attempt escape. However, for the sea peoples, young whales as well as some porpoises and dolphins can be hunted in this manner. Plus, once the creature is relatively secure in the net, they can typically stab it with lances to weaken it and shorten the time of the struggle.

It can take a Scaret based whaler ten days to get to or from Semphesteus. Because of this, they are likely to stop in either Purity or Helatia to sell off some of their cargo and take on supplies, before returning to home base or before heading back out to hunt more whales. In the winters, the same is true of the Purity based ships, in that instead of spending ten or more days sailing home, they might dump their barrels of oil in Scaret and head out for more. Because of this, it can often be difficult to tell where the ship is actually based.

Further blurring the lines on "home port" is the fact that nearly all crew for the whaling ships are either Bortens or Tanta Bosh. Even the smaller number of whaling vessels that are based out of Brinston or Caratok on the other side of the continent are crewed by Bortens and Tanta Bosh sailors. It is more common for Purity based ships to have Tanta Bosh crews and for Scaret based ships to have native Bortens, but this is not a hard and fast rule. Whaling ships tend to be cosmopolitan, and anyone who can handle the hard work is welcome.

## NEWS OF FLETNERN

### The Birth of Scaret

The region around Scaret was at one time a collection of minor kingdoms ruled by elevated chieftains who had stone castles. As these things often go, over the course of a generation or three, many of these kingdoms started to combine with each other through conquest or marriages and other alliances. The town of Scaret was established by one such king, but due to the strong economy, the wealthy landowners of the town ousted him after he raised their taxes one time too many. Not only were they able to oust their king, but they were able to fend off attacks from all of the greedy kings nearby.

For a short time, the town survived relatively lawlessly. Wise leaders saw that this was no way to survive in the long term, and three clans came together to form a city government. The O'Doul, O'Candrel and O'Jamiston families formed the Scaret Protection League and began trying to convince the other clans to join them. The SPL was the major power in the city for quite some time, but this period was riddled with short periods of great violence and unrest within the town. Family feuds caused clans to quit or even rebel against the SPL.

As the SPL seemed to be on the verge of breaking, Sean Hamel arose as a leader. Descended from the O'Doul line, Sean had spent his youth abroad, training and fighting wars for others, mainly Myork. He was therefore seen by many as an outsider. Called home to organize his family's defenses against several other clans, Sean used his training and some of his old friends to form a small army and a strong militia. With the most powerful military force the city had ever seen, Sean extended the hand of friendship to many of the families who were avoiding violence. His alliance grew as did his militia, until such a time that it was obvious that everyone needed to be allied with Sean Hamel or they

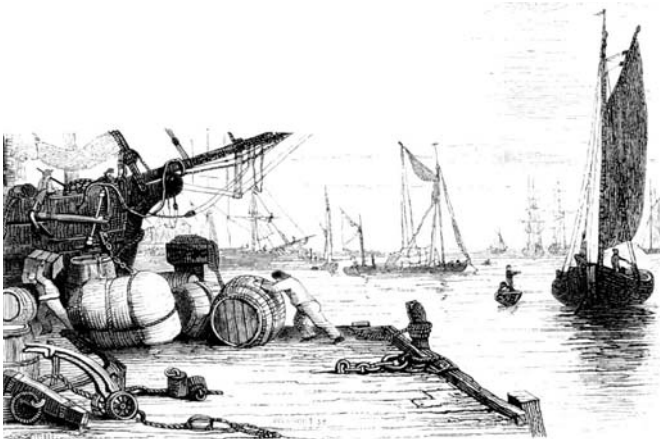
would wind up dead in a gutter. (While Sean Hamel is a hero of Scaret, no one pretends that his methods were nice. He demanded that everyone else stop fighting and would kill the leaders who opposed him.)

While Sean maintained and enforced a truce, clan leaders developed a better system of government. Under the new system, there would be a city council that would be made up of members chosen by the landholders. The neighborhoods were mapped and each family was given as many seats on the council as their allotted number of acres implied they should have. Of course with any drawing of maps of this style, arguments and even fights broke out over the drawing, but compromises were found after the duels had been settled. In the year 236P, the first City Council gathered and began to pass laws.

Things went along fairly well. There were only a few fights every year in the council hall, and blood feuds amongst families seemed to be a thing of the past. Time moved on, and the city grew in population, but not in size. The issue was that expanding the city required redrawing the council seats, and noblemen who were never fond of the City Council owned most of the land outside the city. Eventually necessity won the day and the decision was made to build city walls, well beyond the area originally declared as the city of Scaret. The land to do this was purchased from the neighboring noblemen, and then sold to various families. There was a profit built into the sale of this land, and these profits were used to start the city wall.

All this diplomacy with the neighboring nobles resulted in a change. It seemed that many of these petty kings would rather join with the City Council than be swallowed up by whichever of their peers found an effective mercenary band that season. Over the course of the next twelve years, the newly designated "city-state" of Scaret formed its new governing body. They decided to keep the City Council as it was, but they also created a second body called the Chamber of Households. Known as the "House", this body was made up of landowners outside the city walls. Depending on the acreage they owned and the populations of that acreage, each of the lords who were willing to join the city state was given a number of votes in the House. Various powers were divided between the Council and the House, and these powers have fluctuated to some degree ever since. It is also important to note that at the time of its inception, the House was controlled by a slim majority by the same landowners who controlled the City Council. As more and more landowners joined the city-state, this has since reversed, and those families outside the city now hold a modest majority over those inside it.

In its current state, the House controls most trade issues, including taxes and tariffs both from land and sea. The Council in turn controls the modest navy maintained by the city-state. Each landowner is expected to raise



skilled soldiers as are necessary to patrol their lands, and this semi-professional militia is the formation of the wardens that patrol most Borten regions. Not all Borten regions are within the city-state's control. The House's map does not travel as far south along the coast as many people believe it does. While the Wembic Nation has conquered and allied with various Borten areas along the coast, it has never intruded on the actual borders of the city state, only on lands that were allied with Scaret.

Do not mistake Scaret's government for something similar to some modern two house republics. The authority of the City Council is not checked by the House, nor is the House checked by the City Council. Each is autocratic in its authority over certain items, and only if these items overlap must the two bodies work together.

Scaret's government does hold power, but it is truly the churches of Scaret where the power of the people is held. The followers of Sky, god of weather and nature, and the followers of Marina, goddess of water, hold an uneasy rivalry. Civic officials will typically walk a thin line between the two attempting to offend neither. Should one church (or both) disagree with something done by the House or the Council, the law is likely to be repealed before the people rise up against their representatives.

While the City Council seats were at one time each owned by one particular family, over the many years, some of these districts have been broken down into their component parts. Now, landowners must come together to vote in their Councilmen, based on the square footage of ownership they possess. The election of Councilmen or Housemen is similar to a modern caucus where voters move around a large room indicating their support and votes.

- 90P Scaret founded
- 167P Scaret overthrows king to become a "free city"
- 178P Scaret Protection League formed
- 236P First City Council chosen in Scaret
- 354P City Wall started - New Council map drawn
- 366P Chamber of Households formed

## THE GOOD LIFE

The city of Scaret is arranged around the Bay of Scaret. The Bay is filled with piers and wharves. These are intended for the local ships - those consistently housed here. The piers for the ships with other home ports are located on the "legs" of the omega shape that is Scaret. Most of the docking places in Scaret (both legs and in the bay) are quays with piers. This is because most spots along the shore of the bay did not allow for

ships to come right up to the shore. By dredging some of the shoreline and building the quays, many ships can come right up to the quay, or easily use the piers.

The best real estate in the city is along The Boulevard. The Boulevard is the main street of the town and basically built on top of the quays. This wide street is paved, and few people understand that The Boulevard is really "fake land". This is seen as the "coast" of the bay.



While much of The Boulevard is lined with warehouses, there are also some of the fanciest homes in the city. These manor houses are looking for the "best air". They are also looking for the most prestige, and being on The Boulevard is the most influential street in town. Understandably, this is also the most expensive real estate in the city.

As the streets back away from The Boulevard, the rents get cheaper but the position on the fashionable list shrinks as well. By the time your residence gets close to the city walls, you're living in the low rent district. Scaret doesn't necessarily have a slum, but the tenements up against the wall are about as close as one can get.

One might think that the points of the omega (where the legs meet the bay) would provide a benefit to the harbor and the harbor patrol, but not so much. The opening of the bay is about 450 yards across. There is a chain that can be stretched across the opening in hopes of preventing ships from entering, but it has not proven effective and it is extremely difficult for the naval forces to handle.

The chain (if it were in place) attaches to the two light houses that flank the entryway to the harbor. But

before you start thinking that these lighthouses are of great benefit, you need to think about the terrain. Scaret is built on a low plain that runs into the ocean. The tips of the omega are small peninsulas. Despite being built upon raised platforms and being roughly 40' tall, the two light houses are difficult to see from any distance.

The light houses burn whale oil. Depending on whether the bay is open to ships or not, different glass "windows" are put in place. So at dawn, the green glass is put up to show the bay is open to incoming traffic. At dusk, the red glass is put in place showing the bay is closed. Throughout the day, the yellow glass is in place pointing out to the open sea. The shore / city side is lined with mirrors to reflect the light out the other windows.

The flame burns all day long, but it is turned up during the darker hours. While the flame burns fairly brightly, the colored glass is thick so as to strengthen it against the storms experienced around Scaret Bay. The glass is so thick that it tends to diminish the brightness of the light. So between the lesser light and only being 40-50' above sea level, the lighthouses fail to properly guide ships in from any great distance.

To be fair, these lighthouses do a fair job of marking where the land is for anyone sailing into the bay and at a limited distance do help to guide ships toward the shore, but they are amongst the most inefficient light houses in any civilized city. If it were not for the easy access to nearly unlimited whale oil, these light houses would have to be enhanced or removed.

## Scurvy

It's pretty hard to live the good life if you're suffering from disease. One of the most commonly thought of diseases associated with long distance sea travel is scurvy. Scurvy comes from a lack of vitamin C in your diet. While the sailors in your fantasy world may not specifically know what vitamin C is, they do know what they need to bring along.

The different cultures have different "cures" for scurvy. In order to get the disease, one would have to go for a month or more without vitamin C, so even small amounts of vitamin C in the diet can make it easy to avoid the disease. If someone were to begin suffering from it, it would require them to take in more than would normally be required in order to "cure" them of the disease and alleviate the symptoms.

In the desert cultures along the east side of Hughijen, the most common supplement is lemongrass tea. This tea is most commonly made with lemongrass syrup. The syrup is a mixture of the distilled essential oils, but due to most production methods (done on the farms), this syrup is only about half oil and half water and other parts not fully removed. Lemongrass tea can

be as simple as a teaspoon of syrup in a cup of water, though many people make far more complicated versions. Lemongrass does have a lemony taste, but it is also related to citronella, and that more pungent aroma comes through as well.

On the far side of the world, the western shores of Drentae, the elves and Marils harvest fartar beans. These beans are legumes that grow on large trees in and around the Slyvanian Forest region. The pods can be 12-15" long and typically hold six "beans" (4-8 typically). Each bean is "the size of a finger nail", roughly round, but with a flat edge where it connected to the pod. They are not spheres, but much flatter, somewhat like kidney beans only a little rounder. A single bean weighs about a gram and a half.

The ships that sail into Myork come away with a slightly more fun means of preventing scurvy - fermented orange juice. Even though the juice is lightly fermented, it resists the type of spoilage often found in straight water barrels on long voyages. Most commonly called orangina, barrels of this stuff can be cheaply found in Myork's docks, as the orange crop is far too overwhelming for the city. If they were not finding ways to preserve the harvest it would rot in the orchards.

The fortunate part for the whalers we have spent so much time discussing here is that the skin and blubber of the whales contains a large amount of vitamin C. The healthy dose is about 6oz., while the survival is only 2oz. For the whalers, this is effectively free, but for anyone else who would be buying it from the whalers, it is a substitute "meat". This makes it worth something - about half of what fish or whale meat would be.

In the Gold, Silver, and WHAT!?! chart you will see each of these cures listed three times: pound, daily-survival, and daily-healthy. "Pound" should be obvious - what a pound of the stuff costs, or gallon or whatever the measurement is. Daily-survival is the amount needed to be taken daily in order to avoid scurvy. Daily-healthy is the amount needed to stay healthy, which is more than simply avoiding scurvy. Avoiding scurvy is important but that bare minimum does not keep you healthy. Daily-survival is the amount you give to field slaves to keep them alive during the long sea voyage, assuming the slave trader on the other end can fatten them up a bit once he gets them.

Here's one last one you probably didn't expect. Sauerkraut! The healthy dose of sauerkraut (from red cabbage) is about 5oz, while the survival dose is just under 2oz. The problem is that sauerkraut isn't a common part of the culture of most of the seafaring folks. Sure they'll eat it if the other stuff has run out, but they'll be looking for their vitamin C elsewhere.

## WHAT'S MISSING

This is the “World Walker” version of this edition. Therefore it is not the complete version, but more of the slimmed down version. So the question could be - What's missing? Here is a summary of what you'd see if you got the Game Masters' version of the book:

**How to GM a ... Sea Encounter:** Whether it's pirates or sea monsters, fighting on water is different than fighting on land, but as a GM what are you to do? Here's the answer.

**The Enlistment Report:** Sailors are not simply warriors on boats. They are one of the true cosmopolitan societies in the world. With sailors jumping on and off at other ports, you never know who will be on a ship, unless you read this.

**Gold, Silver and WHAT!?!:** Whether it is the products harvested from the whales, some of the gear the whalers bring aboard, or what is needed to outfit a whaling boat, we've got the price list for you here.

**Silver Sense:** The last article told you what whale oil was worth, but here we run the hard numbers: how much per whale, per different types of whales.

**Monsters & Other Menaces:** There are many different types of whales and we present them to you here, along with notes on migration and even their migration patterns in Fletnern. We also give you one of our more interesting Characters with Character - a titan whaler, well maybe really a sea monster hunter.

**Church Bells:** Scaret is a highly religious city, but the rivalry between the goddess of the sea and the god of weather causes issues. But to muddy the waters further, there isn't just one religion for each. Here's a showing of how world building includes religions.

**Small Towns and City Neighborhoods:** Most would assume that the major sea port in the area would be right at the mouth of the river, but geology didn't work out here. The obvious doesn't always have to be the case.

**Mass Market Magic:** Whalers do use magic, but they don't let their ideas get out to their competition. So while there is no mass market magic, here are some of the things they do use.

**A Funny Thing Happened ...** Sailors are superstitious, but in a high fantasy world, there is a reason to be. Here are some stories from the seaside taverns as well as the explanations around some constellations.

**Pull Back the Curtain:** What was the inspiration behind Scaret, and how did it get “built” in Fletnern? This one is directly for the world builders.

**Y? Y? Y!:** Scaret is a sea port, but is it just a generic sea port? Not that we know what a generic sea port is, but NO! it is not. So how is it different from the other ports?

Do you know how to get the Game Masters' version instead of this World Walker edition? Well, use the links below to head out to our Patreon site and become a patron. Check it out because there's a ton of stuff that we're doing, and we want you to be involved.

## IN CONCLUSION

This subject is vastly too big for one edition. It would be silly to imply that simply because the seas are so vast we can't cover it. But the seas are not just one story. We've hit the whalers pretty hard here, but we have not yet touched on the sea merchants, pirates, undersea cultures, or island dwellers. Don't worry; those are coming!

If one of those subjects is exactly what you're looking for, then let us know. We're moving forward by listening to what you folks are telling us. How do you tell us? All the contacts are right here. We are not only willing to listen - we're eagerly waiting to hear.



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The Secret Word is: Baleen

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