

# SALTMOUTH

The Walfrismeer Zine  
Issue NEGATIVE ONE

PLAYTEST DOG

NOW WITH  
ZERO FUCKS!

# PREAMBLE

Here we are again. Our new motto is “late but good.”

Because it's taking longer that I'd planned to illustrate the book, I've had the opportunity to go back and revisit sections that I'd written previously. In my opinion, this has allowed me to improve things to the extent that the earlier versions are actually sort of embarrassing. Compare the content here to the earlier playtest doc to see what I mean.

Anyway, here's the new shit. This doc focuses exclusively on character classes. It's worth noting that the content in this document is unedited and will probably have some typos (we'll address those later). We'll likely put out one more playtest doc before the book is finished. That one will focus on other mechanics (ship-to-ship combat, etc ).

Please, please, please share your feedback with us BUT: **Please don't post feedback on our Kickstarter page.** It will muddy the thing right up. Instead, send all feedback to [redmoonmedicineshow@gmail.com](mailto:redmoonmedicineshow@gmail.com) with the subject line: “Driftwood Verses Feedback” or somesuch.

Thanks!  
Clint

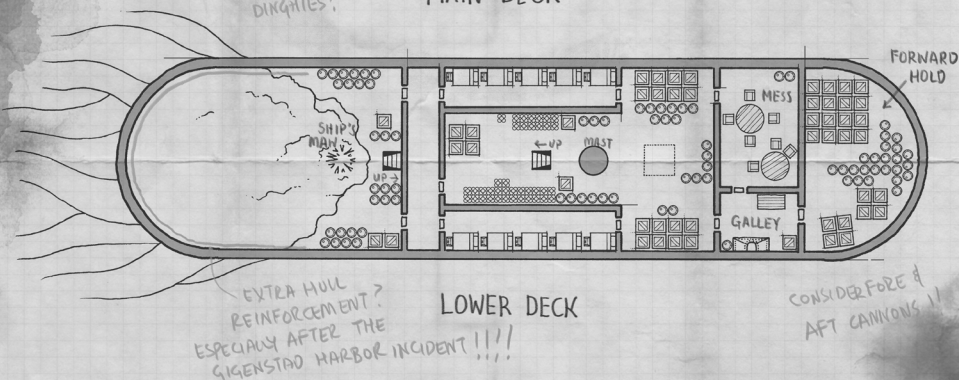
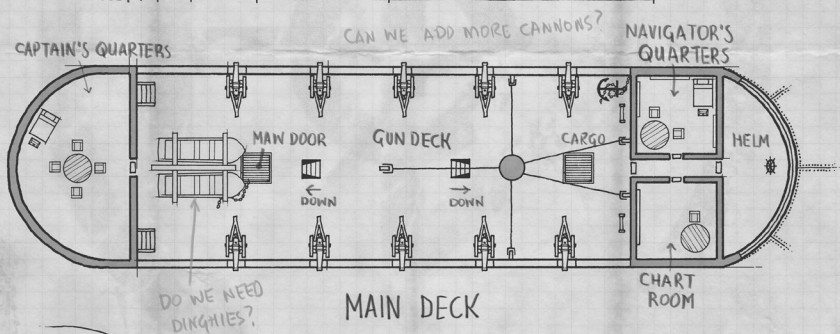
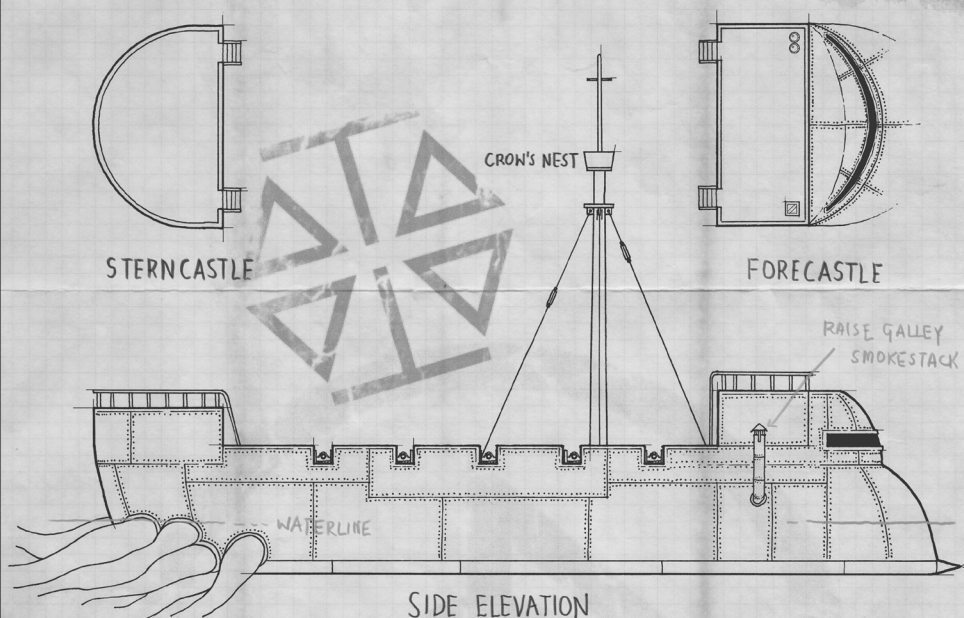
## Credits

Conceived, Written and Designed by Clint Krause  
Illustrated by Sean Poppe  
Ship Deck Plans by Glynn Seal

**Thanks** to Cassie Krause, Aaron Hamric, Trevor Scott, and Anxy Pee for their helpful feedback on these classes. Greg Gorgonmilk has also fed me numerous good ideas (the whaler's scrimshaw runes were his suggestion).

Permission is granted to distribute, print, or photocopy this file.

**Investigate the perpetrators further at:**  
[www.redmoonmedicineshow.com](http://www.redmoonmedicineshow.com)



**TITLE:** GENERAL ARRANGEMENT  
CHANCERY GUNSHIP

**SHIPWRIGHT:** MASTER Z. COOPER ESQ.

**DRAWING NUMBER:** DS 672 - 117 ISSUE C



**DONOVAN SHIPYARDS**

# CHARACTER CLASS: BLATTARIAN

Blattarians are hideous, bipedal roachmen who emerged long ago from the swamps south of Rootmire, probably because of a magical experiment gone wrong. Blattarians are known as shrewd merchants, brutal slavers, and deadly assassins. They constitute roughly 30% of Rootmire's population.

Perhaps most unnerving is their natural fecundity and ability to survive in hazardous environments. Blattarians breed at an incredible rate and they can survive against incredible odds. It is fairly widely accepted that their kind will eventually outlive and outnumber humans.

## Four Arms

Blattarians have four functional arms and can use all of them to wield weapons. Each round they can attack with up to four equipped weapons without penalty. They can wield up to two shields (using one hand for each). They can also wield two 2-handed weapons, or any other combination of 1-handed and 2-handed weapons.



## Squishy

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

Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic
1	0	1D4	14	12	15	13	16
2	3,000	+1D4	14	12	15	13	16
3	6,000	+1D4	14	12	15	13	16
4	12,000	+1D4	12	10	13	11	14
5	24,000	+1D4	12	10	13	11	14
6	48,000	+1D4	12	10	13	11	14
7	96,000	+1D4	10	8	9	9	12
8	192,000	+1D4	10	8	9	9	12
9	384,000	+1D4	10	8	9	9	12
10	576,000	+1	8	6	7	7	10
11	768,000	+1	8	6	7	7	10
12	960,000	+1	8	6	7	7	10
13+	+192,000	+1	6	4	5	5	8



## Hideous

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

## Limited Flight

Blattarians can fly a distance equal to their combat movement (40 ft unencumbered), but must land between each such move.

## ZOHM

ZOHM (rhymes with “home” in the common tongue) is a word that is extremely difficult for blattarians to pronounce. Doing so takes almost meditative focus and delicate mandible articulation. It is a sacred word to their kind, meaning something like “web,” but also “lineage” and “immortality.”

ZOHM is a kind of lifeforce generated by the collective psychic connections between all blattarians. The more offspring a blattarian produces, the more lifeforce connections are made, and the more potent his or her ZOHM. The stronger a blattarian's ZOHM, the stronger his lifeforce grips the world and the longer his life is preserved.

Blattarians with strong ZOHM are the reason why the other races occasionally think that “blats” are unkillable, able to survive any trauma or toxic environment. On some level, the stereotype is actually true.

**Generating ZOHM:** Once per day, whenever a blattarian mates with another blattarian of the opposite sex (by the way, the blattarian word for mating is “kek-shee” which loosely translates as “injection ceremony”), he or she conceives 1d4 offspring, which are laid as eggs by the female the following day. The eggs hatch in 36 days. For each offspring conceived, the blattarian gains one point of ZOHM. Blattarians are extremely casual about mating, seeking as many partners as

possible. When a male blattarian meets a female blattarian it would be very unusual for the two to part company without making with the kek-shee (unless the female is already carrying eggs). They don't nurture or teach their young directly, instead their affection and wisdom is automatically passed down through their familial ZOHEM connection.

**ZOHEM vs. Negative HP:** ZOHEM prevents blattarians from going into negative Hit Points. Any damage taken in excess of the blattarian's HP reduces his ZOHEM score instead. For example, if a blattarian with 6 Hit Points and 9 ZOHEM is hit for 12 damage, he is reduced to 0 HP and 3 ZOHEM. Basically, ZOHEM is a form of temporary HP that only kicks in after the character is reduced to 0 HP. Once ZOHEM is reduced to zero, damage is applied normally. For example, if a blattarian with 4 HP and 4 ZOHEM takes 9 damage, he ends up at -1 HP.

**ZOHEM vs. Instant Death:** ZOHEM also protects the blattarian against “instant death” effects (save or die spells, poisons, etc). If a blattarian has any ZOHEM, an effect that would normally kill him instead reduces his HP and ZOHEM to zero.

**Starting ZOHEM:** A new blattarian character starts the game with ZOHEM equal to 1d4 plus or minus his Charisma modifier.

## Blattarian Names

Blattarian dialect is full of “ee” sounds and their common names follow this theme. The same names are given to both sexes.

**Common Names Include:** Beedan, Ceeba, Deeka, Dees, Geen, Gree, Deekan, Kreen, Meetha, Neeka, Reema, Seenik, Shee, Skree, Threed, Weeba, Yeen

**Hyphenated combinations are also common:** Ceeba-Yeen, Beedan-Skree, Shee-Kreen, Neeka-Beedan, etc . . .

# CHARACTER CLASS: NAVIGATOR

Alexander Tovenaar was the first navigator. He spent a decade conducting secret research at the Biomancer's behest and emerged with the ability to breach the Reef using strange mental powers. The Biomancer has since established the Nautican to train new navigators in Tovenaar's methods and assure that the Reef is no obstacle to the expansion of the Chancery's power.

Central to the navigator's practice is the construction of an "inner sea," a mental model of an infinite sea that serves as a sort of blank canvas for the navigator to project his thoughtforms onto. The navigator manipulates the inner sea with such focus that the effects actually manifest in the physical world.

Is the inner sea a "real" place? Is it some sort of solipsistic alternate dimension? These are matters of ongoing philosophical debate among navigators.

## The Wave and the Pillar

Navigators manifest their powers by concentrating on their inner sea, visualizing a wave (representing the psychic power being channeled) rising and breaking against a great stone pillar (which represents the navigator's strength of will). The more powerful the manifestation, the higher the **Crest** of the wave is and the more difficult it is for the pillar to break through.

Navigators activate their abilities by making a **Pillar Roll** (d20 + Pillar bonus). If the result is *equal to or higher than* the **Crest** (☉) of the waveform being attempted, the ability is successfully manifested.

If the result of a pillar roll is *less than* the ☉ of the waveform, the navigator suffers damage equal to the difference. For example, a navigator who attempts a pillar roll against a ☉ of 10, but rolls a total of 6, suffers 4 HP damage. A navigator killed in this way drowns, his inner sea spilling over into his physical body until his waterlogged flesh collapses in a pale heap. Navigators call this phenomena "the Flood."

Level	Experience	HP	Paralyze	Poison	Breath	Device	Magic	Pillar Bonus
1	0	1D6	13	13	16	13	14	+1
2	2,250	+1D6	13	13	16	13	14	+2
3	4,500	+1D6	13	13	16	13	14	+3
4	9,000	+1D6	13	13	16	13	14	+4
5	18,000	+1D6	13	13	16	13	14	+5
6	36,000	+1D6	11	11	14	11	12	+6
7	72,000	+1D6	11	11	14	11	12	+6
8	144,000	+1D6	11	11	14	11	12	+7
9	288,000	+1D6	11	11	14	11	12	+7
10	432,000	+1	11	11	14	11	12	+8
11	576,000	+1	9	9	12	9	8	+8
12	720,000	+1	9	9	12	9	8	+9
13	864,000	+1	9	9	12	9	8	+9
14	1,008,000	+1	9	9	12	9	8	+10
15+	+144,000/	+1	9	9	12	9	8	+10



## The Canon of Waves

The Nautican has developed a canon of waveforms that navigators are trained to manifest. Each waveform is named after the navigator who developed it. All navigators have access to the following waveforms:

### Waveform Helegosa © 5

This waveform allows the navigator to remotely manipulate objects through telekinesis. The navigator chooses an object that he can see, small enough to be held in one hand. If the pillar roll is successful, the navigator can remotely manipulate the object for one turn (10 minutes). Any attacks or other precise actions taken with the manipulated object are at a -2 penalty.

### Waveform Tovenaar © 10

This waveform allows the navigator to “breach the Reef” by forming a psychic barrier around the vessel and its crew, protecting their fragile psyches from the psychic distortion of the Reef. If the pillar roll is successful, the Reef is crossed safely.

### Waveform Mordric © 10

This waveform invites a siren (pg. xx) from the deep to attach itself to the navigator’s vessel. If the pillar roll is successful, a random siren attaches itself to the ship.

### Waveform Draco © 10

This waveform allows the navigator to assault his victim’s mind with a focused wave of psychic violence. The navigator chooses a living creature that he can see, and attempts a pillar roll. If the pillar roll is successful, the target suffers HP damage equal to the amount the roll succeeds by. For example, a roll of 17 would inflict 7 HP damage. If the damage is fatal, the victim suddenly drowns as sea water overflows from its psyche.

### Waveform Opweller © 10

This waveform allows the navigator to manipulate the weather in his proximity. With a successful pillar roll, the navigator

quells an existing storm within two miles or generates a storm that lasts for 1 turn (10 minutes) for each point of Tempest the navigator currently has.

### Waveform Churano © 15

This waveform allows the navigator to teleport to the Place of Placid Waters near the Nautican (hex 2109). With a successful pillar roll, the navigator instantly teleports to the statue of Leviathan on the edge of the Place of Placid Waters, bringing along any objects he is currently wearing or holding.

### Waveform Emrikk © 15

This waveform allows the navigator to defend his or her vessel from incoming attacks. Whenever the navigator’s ship is hit by an attack, he can attempt a pillar roll to prevent the damage. If successful, all damage from the attack is nullified.

### Waveform Sternhammer © 20

This waveform allows the navigator to pummel a large target (usually a ship or whale) with an onslaught of psychic turbulence. It is rarely used and even experienced navigators believe it to be dangerous. The navigator chooses a ship-scale target he can see and attempts a pillar roll. If the pillar roll is successful, the target suffers SHP damage equal to the amount the roll succeeds by. For example, a pillar roll of 29 would inflict 9 SHP damage.

### Waveform Threed © 30

This waveform is said to grant the navigator “wisdom beyond the ink.” No living navigator has conquered it. Instead, they deride it as the “Wall of Threed.” If the pillar roll is successful, the navigator realizes that he or she is a character in a game whose experiences can be manipulated by controlling the movement of spinning polyhedral forms in another dimension. After this epiphany, if the player is unsatisfied with the result of *any* die roll, the navigator can gain 1 Tempest to allow the player to re-roll the die.

## Tempest

Manifesting psychic powers requires tremendous mental exertion. Over time, the strain begins to wear on the navigator and his inner sea becomes . . . stormy.

**Accumulating Tempest:** Each time a 1 is rolled on a pillar roll, regardless of what the total result is, the waveform fails to manifest and the navigator gains 1 point of **Tempest** (track this somewhere on your character sheet). Each point of Tempest adds one to the ☉ of the navigator's pillar rolls.

**Whale Death:** If a navigator is present when a great whale is killed, he must succeed at a save vs. magic or gain 1d4 points of Tempest as the creature's tortured thoughts spill from its dying mind.

**Hair Loss:** Any time the navigator gains a point of Tempest all of his hair falls out in large clumps over the course of the next 1d4 days. Navigators often compensate by shaving their heads entirely and wearing blue, powdered wigs.

**Descent Into Madness:** If a navigator's Tempest ever equals or exceeds his Wisdom ability score, he descends into madness and becomes an NPC under the referee's control.

**Quelling the Tempest:** The tempest can be alleviated by taking a sabbatical. Each week spent meditating in the Place of Placid Waters (hex 2109) reduces the navigator's Tempest by 1.

## Snuff

Navigators have been known to expand their minds and enhance their capabilities by snorting a blue powder composed of ground ambergris and deliria leaves. "Snuff" serves as a mildly psychedelic stimulant, blurring the borders between the inner sea and the physical world.

Each dose inhaled grants the navigator +1 to all pillar rolls made within the next 1d4 hours. Afterward, the navigator gains Tempest equal to the total bonus. So, taking 2 doses would provide a +2 bonus to pillar rolls for d4 hours, after which the navigator would gain 2 Tempest. The maximum number of "safe" doses is three. For each simultaneous dose taken after the third, the navigator must succeed at a save vs. poison or die suddenly from cardiac arrest.

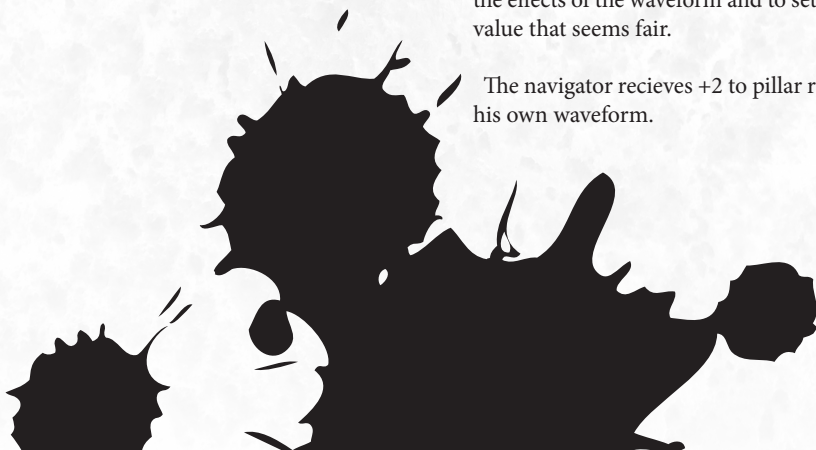
Snuff is legal for sale and widely available in Walfismeer's major cities. It costs 100sp per dose.

## The Magnum Opus

Part of the training involved in becoming a navigator includes the development of a magnum opus, the navigator's own contribution to the canon of waveforms. Very few navigators actually complete their great work.

Upon reaching level 9, the navigator completes his magnum opus. The player can invent a new waveform to add to the canon. Work with the referee to determine the effects of the waveform and to set a crest value that seems fair.

The navigator receives +2 to pillar rolls for his own waveform.





## Nautican Mentor

Roll 1d10 to determine who your navigator had as a mentor during his apprenticeship at the Nautican. You'll always gain a bonus to manifest your mentor's waveform. Some mentors impart other benefits.

### 1. Lord Navigator Alexander Tovenaar

Tovenaar was the first navigator and remains the most powerful. It is rare that he takes on an apprentice, but those he does instruct tend to flourish. +2 to pillar rolls for *Waveform Tovenaar*. Create *Magnum Opus* at level 6 instead of level 9.

### 2. Master Navigator Dray Mordric

[Deceased] Mordric was once the heir apparent to the office of Lord Navigator. When his wife tragically drowned at sea, he descended into madness and spent the rest of his days searching the tides for her ghost. +2 to pillar rolls for *Waveform Mordric*.

### 3. Master Navigatrix Mariah Helegosa

Navigatrix Helegosa is a quiet, focused individual who spends most of her time in silent meditation at the Place of Placid Waters. She is also an unrivaled pistol duellist and encourages her pupils to take up marksmanship as a way to sharpen their minds. +2 to pillar rolls for *Waveform Helegosa*. Start with a masterwork pistol gifted to you by the navigatrix.

### 4. Master Navigator William Churano

[Missing] A world traveler, adventurer, and womanizer. It is said that Churano's adventurous exploits are only outnumbered by his illegitimate children. Churano was the navigator for the infamous VanMeer expedition, which went missing two years ago after last being spotted near the Dwarfgraves (hex 0703). He carried an enchanted dagger called *Skinnerman*. +2 to pillar rolls for using *Waveform Churano*.

### 5. Master Navigator Bellford Draco

Draco believes that a navigator's power should be utilized on the battlefield, but his philosophy has never been widely supported by the Nautican. Rumors persist that he is addicted to snuff. +2 to pillar rolls for *Waveform Draco*. Start with savate training with 0 XP debt.

### 6. Master Navigator Ingris Opweller

Master Opweller is lovingly addressed by his peers as the "old man of the sea." He was among the first navigators trained by Lord Tovenaar and has served aboard countless Chancery vessels in his 112 years. +2 pillar rolls for *Waveform Opweller*. +2 Seafaring.

### 7. Master Navigator Keller Emrikk

Emrikk was once a Synod cleric, but abandoned the clergy for the more "scientific" pursuits of the Nautican. He is wise and patient; a gracious teacher, and a good friend. +2 to pillar rolls for *Waveform Emrikk*.

### 8. Master Navigator Ragnar Sternhammer

Sternhammer embodies every stereotype of a dwarf. Stubborn, hairy, and overly preoccupied with the idea of smashing things. He is a stern but friendly mentor and a wonderful drinking partner. +2 to pillar rolls for *Waveform Sternhammer*.

### 9. Master Navigatrix Skree-Threed

[Deceased] The only blattarian navigator, Skree was methodical, disciplined, and cunning, and expected as much from her students. She died obsessed with the idea that she had discovered a new dimension through her magnum opus. +2 to pillar rolls for using *Waveform Threed*.

**10. Expelled:** You were expelled from the Nautican and forbidden to return (even to the Place of Placid Waters). You start with +500 XP. Roll again on this table to determine which master navigator you pissed off to achieve this disgrace (and, no, you do not gain any of the mentor's mechanical benefits).



## CHARACTER CLASS: VASSAL

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

### Self-Loathing

Vassals have a special stat called **Self-Loathing**.

**Eating Shit:** Vassals are engineered to eat shit, both literally and figuratively. Any time a vassal follows an order from one of its "betters" that goes directly against its own self interest (referee's discretion), it gains a point of Self-Loathing.

**Cowardice:** Vassals are inclined to cower and grovel pathetically in combat. If a vassal spends a combat round cowering instead of attacking or doing something useful, it gains a point of Self-Loathing.



**Lashing Out:** A vassal's Self-Loathing can only be suppressed for so long before it turns into a violent explosion of rage. After making a successful attack roll, a vassal can *lash out* to add its current Self-Loathing to the damage roll. After this attack, the vassal's Self-Loathing resets to zero. This ability is unique to player-character vassals. NPC vassals are more characteristically docile.

### Not Named, but Numbered

Determine your vassal's "name" by rolling 3d10. The resulting three-digit serial number is branded upon the vassal's forehead. After determining the serial number, consult the table on the following page to determine which strain the character was spawned from.

**XP requirements** as Dwarf. **Saving Throws** as Dwarf. **Hit Die** d8.



Number	Strain	Characteristics
01-99	"The First"	These "proto vassals" were the first produced by the Biomancer's Foundry, before his formulae had been finalized. They are the most genetically potent vassals (+2 to all ability scores), but are plagued by physical deformities. "The First" start with a flaw from the table below.
100-199	"Mules"	This batch turned out strong and stupid. They are able to bear incredible burdens. It takes five additional items for a "mule" to gain the first encumbrance point. +2 STR, -2 INT.
200-299	"Surlies"	A botched attempt to correct the stupidity of the 100s strain granted the 200s quite a rebellious streak. "Surlies" inflict an additional 1d4 damage when they <i>lash out</i> .
300-399	"Blabbers"	300s are known for their lack of an internal filter. They run their mouths incessantly, annoying anyone in the vicinity. Blabbers gain 1 <b>Self-Loathing</b> any time their blathering gets them into significant trouble (referee's discretion).
400-499	"Meeks"	This strain is known for being quiet and inconspicuous. They are the preferred strain for domestic servants. Meeks have 3-in-6 chance at Stealth (+1 for each point of DEX bonus).
500-599	"The 500s"	The most feared and mysterious strain of vassals. Never commercially released. An occult accident during their spawning ritual granted them strange magical powers. 500s start with a random 1st level MU spell, which they can cast by spending three points of Self-Loathing.
600-699	"Blues"	The magical properties of the 500s forced the Biomancer to add magic-neutralizing elixirs to his formula. This had the side effect of tinting the vassals' skin light blue and making them nearly spellproof. Blues add their current Self-Loathing to the die result of any save vs. magic.
700-799	"Tasters"	700s are favored by nobles and diplomats. They specialize in testing their masters' food and drink for poisons. Tasters add their current Self-loathing to the die result of any save vs. poison. When a poison enters a taster's bloodstream, its skin turns bright green for one turn (10 minutes).
800-899	"Weepers"	Weepers are known for "leaking" from the eyes, especially when they are physically injured. A weeper can spend a turn (10 minutes) crying pathetically to recover 1 HP for each point of Self-Loathing spent.
900-999	"Asswipes"	The 900s batch came out with long, wide tongues and are therefore the nobility's preferred strain to serve as chamber vassals. Asswipes start with 3d6 Self-Loathing.
1,000+	"Commons"	Commons represent the "perfection" of the Biomancer's spawning formulae and are the most widely proliferated vassals in Walfismeer. Most NPC vassals are commons (PC vassals are intentionally weighted toward the earlier, more interesting strains). No mechanical benefits or drawbacks.

**Flaws of "The First" (d6):** 1. Pigeon-toed (1/2 movement rate), 2. Skin sheds constantly, 3. Mute, 4. Body Odor (-1 to all reaction rolls), 5. Scaly (start with 1d6 Sludgeblight), 6. Prototype (start with cytonetic implant of player's choice)

# CHARACTER CLASS: WHALER

Whalers are driven by obsession: obsession with the sea and its beasts, obsession with the children of Leviathan who have taken from mankind so callously, obsession with the lance and the swift death. They are highly disciplined impaler-philosophers who serve a vital role in Walfismeer's maritime trade economy both as hunters and guardians. Any merchant ship traveling more than a short distance would be wise to hire a whaler to defend the vessel from the great cetacean threat that lurks just below the poisoned waves.

## The Physeter Instinct

Whalers study the anatomy of great whales the way a homesick mariner studies a perfumed letter from his lover. A whaler can "see" how many SHP a great whale has just by looking at it (the referee is expected to provide this information).

## Lancing

Lancing is the art of slaying a whale while causing as little suffering as possible to the creature. It is a strange hypocrisy, but perhaps a noble one as well. Backed by an obsessive level of knowledge about the anatomy of whales, the whaler leaps from a high place on his vessel (usually the crow's nest), lance in hand, and plunges downward toward the foe, attempting to impale the seabeast with a single, decisive thrust. If he fails, he finds himself locked in a deadly duel with his sworn enemy.

A whaler can make a lancing attempt on his initiative segment provided he is armed with a whaling lance (see page xx), unarmored, and properly positioned above a whale in the water. The whaler chooses and declares a maneuver from the list below, then makes a standard melee attack roll, trying to match or exceed the **Accuracy** (Ⓢ) of the maneuver.

**Failure:** On a failed lancing roll, the whaler fails to inflict damage on his target. Instead, the whaler suffers HP damage equal to the difference between his roll and the Accuracy number of the maneuver. For example, if the whaler attempts a Heart Strike (Ⓢ 20) and his total attack roll is 7, he takes 13 HP damage in the fray.

### Ⓢ 8 Flank Strike

*Pure butchery. We men are monsters.* If successful, the whaler inflicts 6 SHP damage on the whale and gains 3 points of Shame.

### Ⓢ 12 Lung Strike

*A clumsy stabbing of a graceful beast.* If successful, the whaler inflicts 12 SHP damage on the whale and gains 2 points of Shame.

### Ⓢ 16 Heart Strike

*A deep, painful puncture.* If successful, the whaler inflicts 24 SHP damage on his target and gains 1 point of Shame.

### Ⓢ 20 Brain Strike

*Even the foe acknowledges the bravery of your thrust.* If successful, the whaler inflicts 48 SHP damage on the whale and his Shame does not increase.

### Ⓢ 24 Flawless Impalement

*Death is a whispered justice. The beast does not suffer.* If successful, the whaler inflicts 96 SHP damage on the whale and gains 1 point of Kyren's Mercy.

If the whale is not killed by a single strike, the whaler enters a life or death melee with the beast. Each round, the whaler attempts another maneuver until either he or the whale are dead or until he decides to "surrender the sea" and withdraw from the battle, which is its own maneuver:

### Ⓢ 16 Surrender the Sea

*I yield the sea to you, great foe.* The lancing attempt ends. If successful, the whaler swims to safety and gains 1 point of Shame.

Neither the whaler nor the whale can take any other actions while engaged in lancing.



## The Whaler's Shame

Every whaler carries the burden of being the killer of a higher life form. "It feels worse than murdering a man," they say, "like my victory is a flaw in the universe."

**Crossing the Brink:** If a Whaler's Shame ever equals or exceeds his Wisdom ability score, he succumbs to despair and commits suicide at the next dramatically appropriate opportunity (player's discretion). Once this threshold has been crossed, there's no going back, there is only tragic death.

**Drowning the Shame:** Most whalers attempt to alleviate their shame at the bottom of a bottle. If a whaler gets recklessly drunk (-4 DEX and all Saving Throws for 2d6 hours), his Shame is reduced by 1.

## Obsession's Reward

**XP Bonus:** Whalers are driven to hunt their prey beyond all concern for their own wellbeing. When a whaler kills a great whale, he immediately gains 1,000 XP.

**Attack Bonus:** A whaler's attack bonus advances at half the rate of a fighter's (see table below) and he gains all the normal fighter combat options (defensive fighting, +4 parry AC, etc).

## What Did the Beast Take?

What drove your whaler to this vengeful pursuit of the seabeast? Roll 1d6 to determine what the whale has taken to inspire such single-minded hatred:

- 1 **"Me arm"** You can wield two-handed weapons in one hand with no penalty. Roll twice and take the worse result for all other two-handed tasks.
- 2 **"Me leg"** Replaced by peg leg. Half normal movement rate, +4 Hit Points
- 3 **"Me pride"** Gain 1d6 Shame and the same amount of Kyren's Mercy. If this makes you cross the brink, reroll.
- 4 **"Me friends"** You had 1d6 close friends die to a whale. For each one that was killed, you can gain a one time +1 bonus to a lancing roll by shouting their name(s) in vengeance. Used independently or all at once.
- 5 **"Me family"** You had 1d4 family members die to a whale. For each one that was killed, you can gain a one time +2 bonus to a lancing roll by shouting their name(s) in vengeance. Used independently or all at once.
- 6 **"Me one true love"** Gain one less Shame when you perform a lancing maneuver.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic	Attack Bonus	Scrimshaw Runes
1	0	1D8	14	12	15	13	16	+2	0
2	2,000	+1D8	14	12	15	13	16	+2	0
3	4,000	+1D8	14	12	15	13	16	+3	1
4	8,000	+1D8	12	10	13	11	14	+3	1
5	16,000	+1D8	12	10	13	11	14	+4	2
6	32,000	+1D8	12	10	13	11	14	+4	2
7	64,000	+1D8	10	8	9	9	12	+5	3
8	128,000	+1D8	10	8	9	9	12	+5	3
9	256,000	+1D8	10	8	9	9	12	+6	4
10	384,000	+3*	8	6	7	7	10	+6	4
11	512,000	+3*	8	6	7	7	10	+7	5
12	640,000	+3*	8	6	7	7	10	+7	5
13+	+128,000	+3*	6	4	5	5	8	+1 every 2 lvls	5

\*Constitution modifiers no longer apply.

## The Lance

They say the whaler's lance is his second favorite body part. He considers it an extension of himself. He shaves with it. He's gripping it during painful shits. He leaps off boats and kills whales with it. The bond is strong.

Every whaler begins play with a whaling lance. If the lance is lost or stolen, the whaler gains 1d3 Shame. If he sells it, he gains 2d6 Shame.

**Whaling Lance:** 60sp, 1d10 damage, two-handed polearm, can be used to attack from the second rank or receive a charge. Required for the whaler's *lancing* class ability. Oversized item for the purpose of encumbrance. Made of great whale bone, counts as *Unyielding* if you use the item breakage house rules (page xx).

A whaling lance is fashioned from the upper jaw bone of a great whale. A single specimen is usually large enough to produce several lances.

## Scrimshaw Runes

During their long nights at sea, whalers pass the time by practicing scrimshaw, an occult method of carving the bones of great whales with runes to "awaken" the strength within them. Great whale bone is stronger than steel and carving it is not a trivial process. Whalers spend countless hours laboring over the bones, a discipline which ultimately serves to "charge" the runes they inscribe.

There are eight rune letters contained in the name of "Leviathan" the great whale god: ᚠ ᚡ ᚢ ᚣ ᚤ ᚥ ᚦ ᚧ. Each rune has a distinct effect that whalers can invoke by carving it into their lance. No one knows where the practice of carving scrimshaw runes originated, but the methods are passed down from whaler to whaler.

**Inscribing Runes:** A whaler may add a new scrimshaw rune onto his lance when he achieves levels 3, 5, 7, 9, and 11. Choose a rune from the table below to inscribe. All rune effects are cumulative.



### Laguz

Once per day per *Laguz* rune, the wielder can instantly recover 1d6 HP.



### Ehwaz

Once per day per *Ehwaz* rune, the wielder can cast *Haste* on himself.



### Uruz

For each *Uruz* rune, wielder gains +1 to hit and damage with this lance (max +5).



### Isa

For each *Isa* rune, he wielder gains +1 bonus to Armor Class.



### Ansuz

For each *Ansuz* rune, the wielder gains 4 Hit Points.



### Tiwaz

For each *Tiwaz* rune, the wielder gains +1 Wisdom (max 18).



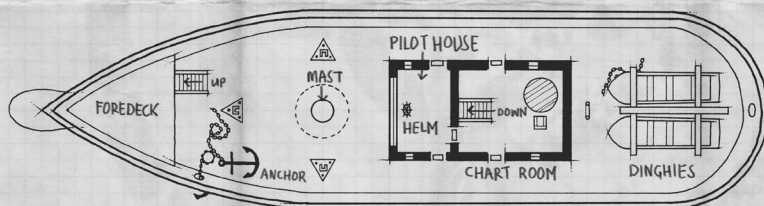
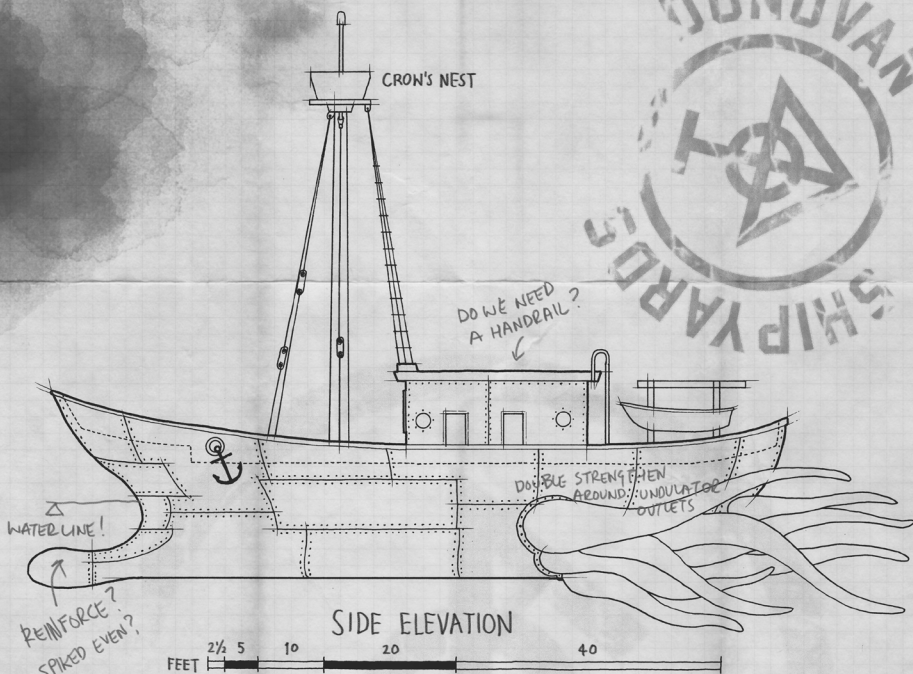
### Hagalaz

For each *Hagalaz* rune, the wielder gains +1 to all saving throws.

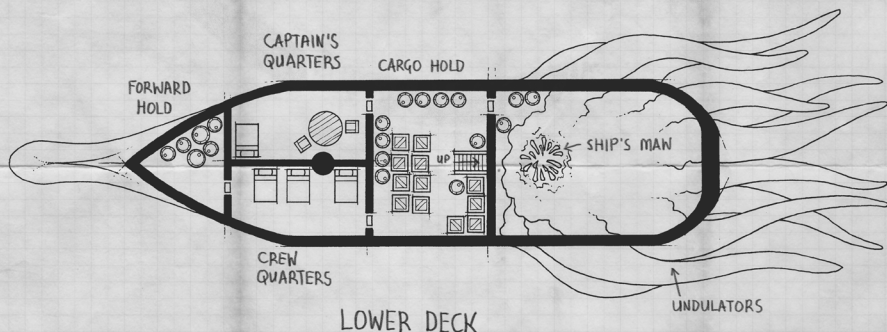


### Nauthiz

For each *Nauthiz* rune, the wielder gains +1 Strength (max 18).



MAIN DECK



LOWER DECK

**TITLE:** GENERAL ARRANGEMENT  
IRON NHALER

**SHIPWRIGHT:** MASTER WILLIAMS, B.

**DRAWING NUMBER:** DS588-100 ISSUE B



**DONOVAN SHIPYARDS**