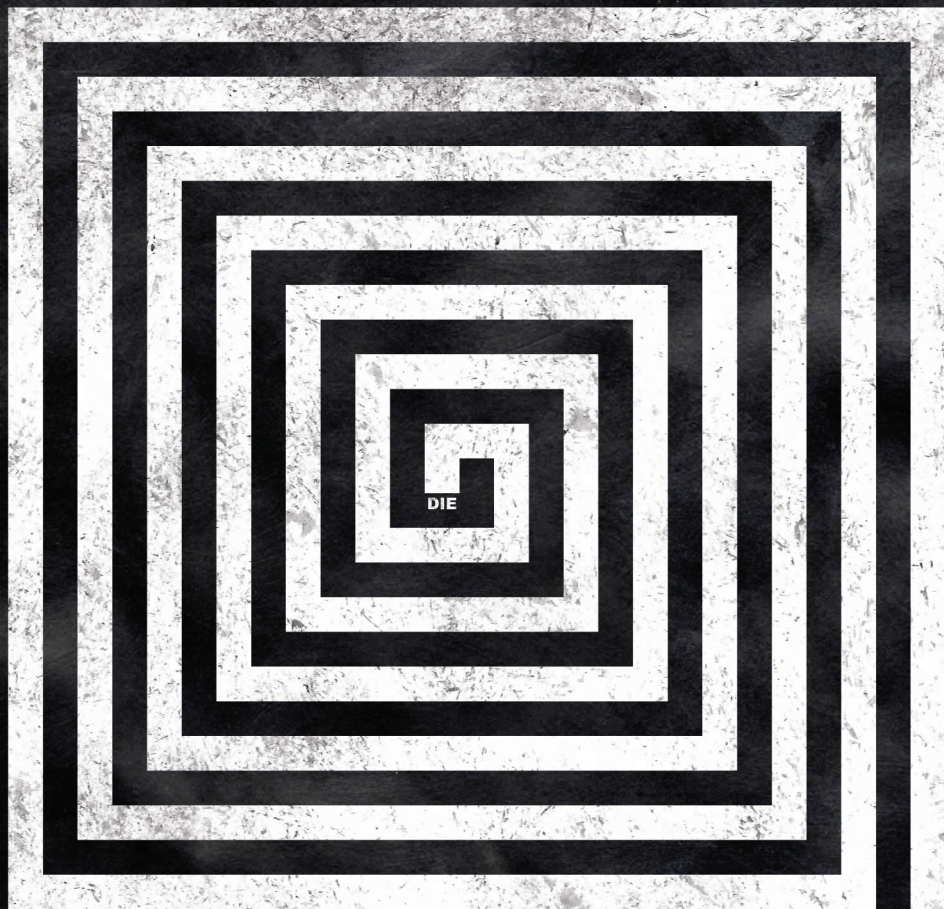


# **SALTMOUTH NEG II**



START

# **NORTH IS NOWHERE**

## Word from the Wreckage

Friends and mariners, I present to you the third and final installment of *Saltmouth*, the *Driftwood Verses* playtest zine.

The previous zine received some very helpful feedback. A couple people mentioned a small issue: with the new *Driftwood* classes being really thematic and unique, it seemed like the standard *LotFP* classes were going to be a bit bland and underpowered when played side-by-side with them. I took that criticism to heart and ended up writing *twelve* new classes for the book. I've added *Driftwood*-flavored takes on all the standard *LotFP* character classes as well as some brand-new denizens of the Omen Coast straight from my own campaign.

You'll also find that a number of characters and concepts have been renamed, but I have faith you'll pick up the cant in no time.

Anyway, I'm currently testing these rules in my home campaign, but I'd love to get more outside feedback. Again, please send your thoughts to [redmoonmedicineshow@gmail.com](mailto:redmoonmedicineshow@gmail.com) and refrain from posting playtest feedback on the Kickstarter page. The deadline for final playtest feedback is December 31st 2017.

Thanks, guys!

Clint Krause  
November 2017

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# OMEN COAST STYLEE

## RECOMMENDED HOUSE RULES

### Insight

Insight is intended to be a kind of meta-game reward. For example, I give each player one Insight just for showing up to a session, and another if they bring drinks or snacks to share. If your Insight exceeds your highest ability score, you immediately gain +1 to an ability score of your choice and your Insight resets to zero.

### The Breakage Test

Damage to or misuse of any item (using a sword to pry open a door, for example) can trigger a test for breakage. Poor quality items have a 1-in-4 chance of breaking. Normal items have a 1-in-6 chance of breaking. Masterwork items have a 1-in-8 chance of breaking. Magical items have a 1-in-10 chance of breaking.

### Critical Hits

When a natural twenty is rolled on an attack roll, the attack inflicts maximum damage and the victim must make a breakage test for his shield and/or armor (if any).

### Fumbles

When a natural one is rolled on an attack roll, the attacker gains one Fatigue and must make a breakage test for his weapon.

### The Death Save

When a character is reduced to zero Hit Points he must succeed at a save vs. poison or die. If the save succeeds, the character is alive but unconscious, and remains at zero Hit Points until healed or until he recovers naturally.

# WIGGLE AND THUNDER

## Quick Rules for Nautical Mayhem

### The Maneuver Roll

When two or more vessels engage in battle, the acting captain of each rig rolls 1d20 and adds his *Seafaring* skill (1-6) and his ship's Wiggle rating (1-4) to the result. Whoever achieves the highest result may execute one Maneuver from those listed below. If the roll is won by ten or more the victor may execute a *Slick Maneuver*.

After the maneuver is resolved, each captain makes another Maneuver Roll and the cycle continues until the battle is resolved.

### Give Thunder (Maneuver)

You open fire on an enemy ship. Make an attack roll for each pounder in your broadside. Apply the gunner's ranged attack bonus as usual. The target's armor class is based on its construction: wooden rigs are AC 14, chitin rigs are AC 16, and iron rigs are AC 18. Each hit inflicts 1d8 SHP damage on the targeted ship.

### Swim Hard (Maneuver)

You push your ship to maximum speed and gain +4 on your next Maneuver Roll.



### Give Hooks (Slick Maneuver)

Your crew entangles an enemy ship with grappling hooks. You can now target this ship with a *Storm the Deck* maneuver.

### Storm the Deck (Slick Maneuver)

Your crew storms the deck of an enemy ship. You can only target a ship with this maneuver if it has already been given hooks. Switch to the standard man-to-man combat rules.

### Ramming Speed (Slick Maneuver)

You plow into an enemy ship at full speed, inflicting 6d8 SHP damage.

### Swim Away (Slick Maneuver)

You disengage from the battle and escape to fight another day.

# MALADIES

Walfismeer is a dreadful place. Maladies represent the region's downward tug, the various forces that exist to make the player-character's lives just a little more miserable. Characters will accrue Maladies from various hazards and creatures in the course of play. Some can be resource-managed away; others are more stubborn.

## Blight

Blight is a terrifying, incurable megacancer caused by exposure to the sludge leaked by ships' undulators. As the disease advances your skin grows brittle patches of black scales in the sludge-exposed areas.

- If your Blight exceeds your Constitution, you vomit blood for 2d6 days then expire in a rattling black seizure.

There is no cure for blight. No magic or medicine will cleanse it. It is the elemental wrath of an angry planet.



## Doom

It seems like God above is trying to write you out of the script. You probably did something to deserve this.

- Any time you suffer damage for any reason, add your current Doom to that damage.

Doom can be cured, albeit stubbornly. Each casting of the *Remove Curse* spell reduces the target's Doom by one. The reverse of that spell, *Bestow Curse*, can cause its victim to gain a point of Doom.

## Fatigue

Fatigue represents the physical toil of living; the thirsts, the hungers, and the pains.

- If your Fatigue exceeds your Constitution, you collapse and your Hit Points fall to zero.

Fatigue is recovered by eating food. For each ration (or equivalent) you eat, your Fatigue is reduced by one.

If a desperate character resorts to cannibalism, each "ration" eaten also increases the his Sorrow and Madness by two.

## Madness

Near-constant exposure to horrible, violent trauma and unknowable supernatural forces leaves many adventurers a bit unhinged.

- If your Madness exceeds your Wisdom, you gain a Derrangement from the table below. After that, reset your Madness to zero.

Smoking a dose of pipeweed calms the mind and reduces your Madness by one. A successful *Remove Fear* spell will also reduce the target's Madness by one. The reverse of that spell, *Cause Fear*, causes its victim to gain one point of Madness.

Roll	Derrangement
1	<b>Gone Gibber:</b> You completely lose your mind and become a gibber (page xx) under the referee's control.
2	<b>Phantom Book Disease:</b> You talk obsessively about a book that does not exist.
3	<b>Eerie Visits:</b> You are plagued by UFO sightings and associated phenomena.
4	<b>Flesh Hound:</b> Each day you don't have sex, you gain 1 Madness.
5	<b>Ideological Possession:</b> You are consumed with a political or religious ideology and are willingly blind to its many faults.
6	<b>Phobic:</b> When you encounter the source of your phobia, you must succeed at a save vs. magic or gain 1d6 Madness.
7	<b>Noose Thoughts:</b> You gain one Sorrow at the beginning of each day.
8	<b>Amnesia:</b> You cannot remember anything before the moment you gained this Derrangement.
9	<b>Broken-Mirror Mind:</b> You now possess 1d4 distinct personalities which come to the fore at different times.
10	<b>Wild Paranoia:</b> You become convinced that everyone is out to get you. You may be right.

## Sickness

These lands are ridden with filth and foulsmo diseases. Sickness represents the degree to which the character's humors are out of whack.

- If your Sickness exceeds your Constitution, you are incapacitated and will die after 2d12 days of fevered suffering.

Sickness can be countered by medicine and magic. A dose of the medicinal herb, angelwort, reduces your Sickness by one. The *Cure Disease* spell reduces the target's Sickness to zero.

## Sorrow

Sorrow represents the icy blue knife of depression and despair, a knife which can pierce the heart of any thinking creature. Walfismeer is heavy with Sorrow. Inter-dimensional travelers claim that the Omen Coast is the suicide capital of the multiverse.

- If your Sorrow exceeds your Wisdom, you give in to despair and commit suicide at the next dramatically appropriate opportunity. Once this threshold has been crossed, there is no going back, there is only tragic death. When the deed is done, your adventuring companions each gain 1d6 Sorrow.

Sorrow can be drowned in drink. Drinking a dose of guzzle (mushroom beer) or bender (weak sweetfern rum) reduces your Sorrow by one.

Having sex reduces your Sorrow by 2d6.

# QUICKSPAWN CHARACTERS

This method will rapidly generate dregs that are a mite more powerful than their standard *LotFP* counterparts. They'll need all the help they can get to survive the myriad existential hazards that lurk ahead in Walfismeer's fogbound crannies

## STEP 1. ROLL ABILITY SCORES

- Roll 3d6 six times and assign each result to an ability score of your choice.
- Write down your ability score modifiers.

Ability Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

If the sum of your ability score modifiers are less than zero you start with a random heirloom magic item.

## STEP 2. CHOOSE CLASS

- Choose your class, then reference the table below to copy down your starting Hit Points (HP), Attack Bonus (AB), and Saving Throw values.

## STEP 3. RECORD BONUSSES

- Add your CON modifier to your starting Hit Points.
- Add your STR modifier (if positive) to *Open Doors* and *Swimming* skills.
- Add your STR modifier to your Melee Attack Bonus.
- Add your DEX modifier to your Ranged Attack Bonus.
- Add your INT modifier (if positive) to Languages skill.

Class	HP	AB	Paralyze	Poison	Breath	Device	Magic
Bohr (dwarf)	10	+1	10	8	13	9	12
Drudge (slave)	8	+1	10	8	13	9	12
Flenser (whaler)	10	+1	14	12	15	13	16
Hexfiend (mage)	6	+1	13	13	16	13	14
Knobber (halfling)	6	+1	10	8	13	9	12
Lector (cleric)	6	+1	14	11	16	12	15
Merk (fighter)	8	+2	14	12	15	13	16
Navigator (psychic)	6	+1	13	13	16	13	14
Pester (fairy)	1	+1	13	13	16	13	14
Rake (rogue)	6	+1	14	16	15	14	14
Skrag (roachman)	4	+1	13	12	15	13	15
Woad (elf)	6	+2	13	12	15	13	15

## STEP 4. CHOOSE ALIGNMENT

Choose your perch in the balance of the cosmos:

### LAW

Known, Anti-magic, Day, Masculine, Civilization, Logic, Angels

### NEUTRAL

Nervously observing the extremes.

### CHAOS

Unknown, Magic, Night, Feminine, Wilderness, Creativity, Demons

## STEP 5. CHOOSE DEITY

Who do you pray to?

### No One (Atheist or Anti-theist)

Required Alignment: Nil

You bow to no god. +1 Intelligence.

### Kyren the Sea Runner

Required Alignment: Law

Angel of the deep. +1 *Seafaring*, +1 Madness.

### Edlyn the Autumn Wyfe

Required Alignment: Law

Angel of hunt and harvest. +1 *Sneak Attack*, +1 Madness.

### Cestra the Dawn Breaker

Required Alignment: Law

Angel of the dawn. +1 *Search*, +1 Madness.

### Melethra the Nocturne

Required Alignment: Law

Angel of the moon. +1 *Stealth*, +1 Madness.

### Phraeya the Cerulean

Required Alignment: Chaos

Elph-angel, mother of woods. +1 *Bushcraft*, +1 Madness.

### The Darkhorse Rider

Required Alignment: Chaos

Nihilist “deity” of the impending apocalypse. +1 Madness. Each time you gain a point of Doom you also gain a point of Insight.

## STEP 6. CHOOSE EQUIPMENT

Choose items from each category below:

### Weapon (choose one)

Truncheon (club, d6)

Mophandle (staff, d6)

Dagger (d4, 10/20/30)

Bittershank (shortsword, d6)

Shank (sword, d8)

Whip (d3, 10ft reach)

Harpoon (d6, 10ft reach, 10/20/60)

Sling\* (d4, 50/300/450)

Heater\* (flintlock pistol, d8, 25/50/100)

Shortbow\* (d6, 50/300/450)

Light Crossbow\* (d6, 50/150/400)

\*Includes ammunition for ten shots.

### Adventuring Gear (choose three)

30\$

6x Rations

4x Guzzle (mushroom beer) with Flagon

4x Quaff (coffee) with Tin Cup

1x Pipeweed with Pipe

10x Extra ammunition for ranged weapon

Dagger (d4, 10/20/30)

Flint and Steel

Bedroll

Smoke Bomb (obscures area)

Buff Coat (AC 14, as leather)

Fighting Jacket (AC 16, as chain)

Winter Clothing

Shield (+1 AC)

Gloamlight (glowing lichen torch)

Hemp Rope (50 ft)

Bag of Caltrops

Small Mirror

Holy Symbol

Thieves' Tools

Alchemist's Kit

Musical Instrument

### Asset (choose one)

Hovel (crappy house)

Bootlegger (Ship) with d3 quirks

Animal (worth no more than 100\$)

Bottle of Mercy Wine (healing potion)

Blackfyre Bomb (high-explosive bomb)

Wreckmantle (diving suit)



We call money “blunt” ‘roun here. 1 Blunt = 1 Silver Piece (in LotFP) = 1 Gold Piece (in most dungeon games)  
The symbol for blunt is a “B” with a vertical line through it (see left).

# BOHR

That’s what we call dwarfs around here. While back I rode the Missing River with a bohr who swore the word was a slur invented by goblins, but that the Brackenmount dwarves had adopted it over time. It fits, on account of their history in the mines. I’ll tell you one thing, I’ve never outworked a bohr on a job site. The stories are all true; they drink and smell and cuss and fight like nothing you’ve seen, but believe you me those dregs work like the dinner bell’s a-riding’.

## Kin to Rocks

- Re-roll your Constitution and keep the new result if it’s better.
- Re-roll your Charisma and keep the new result if it’s worse.
- All bohrs receive +1 to their Constitution Modifier.
- All bohrs have a 3-in-6 *Architecture* skill
- A bohr cannot advance his *Swimming* skill beyond 1-in-6.

## Bearded and Smelly

Bohrs of both genders grow thick beards, which they regard as attractive and functional. The thicker the beard the higher Armor Class bonus it provides and the worse it stinks (reaction penalties are listed for all interactions with nonbohrs). Each bohr chooses one beard style:

Beard Style	AC Bonus	Reaction Penalty
Summershorn	+0	0
Spark Catcher	+1	-1
Messy Forest	+2	-2
Blade Catcher	+3	-3

## Thirsty Internal Mycelia

A bohr recovers 1 Hit Point for each dose of guzzle (mushroom beer) he consumes. This ability cannot be used during combat.

## Miner's Tackle

Bohrs start with the following items in addition to their normal starting equipment:

- Lightbucket (mushroom-leather miner’s helmet with gloamlight)
- Tunnel Apron (AC 14, damage from falling is reduced by 1).
- Drill Axe (pick-axe that can be wielded one-handed for d8 damage or two-handed for d10 damage).
- Belt Cask containing six doses of Guzzle.
- Sapper (bomb-launcher used for excavation) with one blackfyre bomb.



## Clan Lineage

The great dwarven mining clans of old are mostly extinct. Most bohrs now toil in human-run mines. Still, the bloodlines of the great clans run deep, and bohrs still proudly carry their names. Roll 1d6 to determine your bohr's family name:

### 1. Blackvein

The Blackvein company once dominated coal mining in the western Brackenmounts. +2 to save vs. poison.

### 2. Proudinker

The wealthiest and most privileged of the dwarven mining clans. Known for producing fine artisans. +2 *Tinkering*.

### 3. Hammerhead

A small clan known for fist-fights, fast work, and hard partying. Your unarmed melee attacks inflict 1d4 damage.

### 4. Saltwork

This coastal clan is still prominent in Walfismeer. You are unaffected by the standard bohr limit on *Swimming* skill.

### 5. Grayl

A clan of philosopher-miners known to endure endless work hours by engaging in introspective "digging meditations." +2 save vs. magic.

### 6. Ironbrow

Ironbrow bohrs were strong-willed warriors and their fearsome warbands conquered many goblin grottos and troll dens. +2 Hit Points.



Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	10	10	8	13	9	12
2	2,200	+d10	10	8	13	9	12
3	4,400	+d10	10	8	13	9	12
4	8,800	+d10	8	6	10	7	10
5	17,600	+d10	8	6	10	7	10
6	35,200	+d10	8	6	10	7	10
7	70,400	+d10	6	4	7	5	8
8	140,800	+d10	6	4	7	5	8
9	281,600	+d10	6	4	7	5	8
10	422,400	+d10	4	2	4	3	6

# DRUDGE

Drudges are stunted, genderless, albino slaves bred by the Tri-häxan to serve as laborers, servants, and test subjects. They are spawned nameless within the Tri-häxan's Grindery, identified by serial numbers branded into their flesh. Drudges are predisposed toward groveling, self-deprecation, and acceptance of punishment from their "betters" and conditioned to think of the Tri-häxan as their father. A small minority foster more rebellious sentiments.

## Vat-born Albino Slave

All drudges share the following characteristics:

- Your name is a three digit number branded on your forehead. Roll 3d10 to generate your name.
- Drudges were bred to be docile so that any uprising would easier to quell. They cannot wear armor without being incapacitated by mysterious joint pain.
- Drudges don't need sleep and need only minimal food. A single ration will reduce a drudge's Fatigue to zero.
- All drudges are badly pigeon-toed by design to make escape less likely. A drudge's movement rate is 60 ft (half the human rate).
- Drudges have no genitals and cannot reproduce sexually.

## Inconspicuous

Drudges learn through grim experience that it's best to go unnoticed.

- If a Drudge has a positive Wisdom modifier, it adds to his *Stealth* skill.

## Obeying

Each time a drudge obeys a command from a nondrudge that goes against its own self interest (referee's discretion), it gains one point of Sorrow.

## Cowering

A drudge can spend a combat round cowering like a desperate animal to gain one point of Sorrow.

## Leaking

A drudge can cry pathetically to recover from damage and Maladies. For each point of Sorrow spent, the drudge recovers one Hit Point or reduces a Malady (other than Blight) by one. This ability cannot be used during combat.

## Inner Rage

Player-character drudges are more rebellious types who occasionally lash out in seething anger fueled by their long suffering. On a successful melee attack, a drudge can spend Sorrow to add to its damage. Each point of Sorrow spent increases the attack's damage by one.



# Bad Memories

Roll 1d8 to determine the nature of your enslavement:

## 1. Pottymouth

Your cruel masters used your mouth as a chamberpot and cleaned themselves with your tongue. +4 to save vs. poison, +1d6 Madness, +1d6 Sorrow.

## 2. Sheath

You were passed around as a sex slave to the decadent gentry. +4 Hit Points. +1d6 Madness, +1d6 Sorrow.

## 3. Bilge-Rat

You served a merchant house working in the reeking bowels of a mercator. +2 *Swimming*, +1 *Blight*, +1 *Sorrow*.

## 4. Grindery Worker

You toiled in the the Tri-häxan's Grindery, scrubbing floors and processing nameless meats. +1 *Tinkering*, +1 *Blight*, +1 *Sorrow*.

## 5. Fixture

You were used as a table, lamp-holder, or chair in the home of a wealthy person. +1 *Stealth*, +1 *Sorrow*.



## 6. Test Subject

Reckless magical experiments were performed on your body. +4 to save vs. magic, +1d6 Madness, +1d6 Sorrow.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	8	10	8	13	9	12
2	2,200	+1d8	10	8	13	9	12
3	4,400	+1d8	10	8	13	9	12
4	8,800	+1d8	8	6	10	7	10
5	17,600	+1d8	8	6	10	7	10
6	35,200	+1d8	8	6	10	7	10
7	70,400	+1d8	6	4	7	5	8
8	140,800	+1d8	6	4	7	5	8
9	281,600	+1d8	6	4	7	5	8
10	422,400	+1d8	4	2	4	3	6



# FLENSER

Flensers are driven by obsession: with the tragic mystery of the sea, with the great whales and their transcendant anatomy, with the lance and the leap and the swift death. They are whale hunters and protectors of seaborne assets. A skilled flenser brings his patrons great profits with each beast he harvests and any merchant vessel traveling more than a short distance would be wise to hire one to defend the cargo in case of whalesign.

## Saltmouth

- 3-in-6 *Seafaring* skill. Add your Intelligence modifier as well, if it is positive.
- 6-in-6 *Swimming* skill.

## The Physer Instinct

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

## Whale 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 flenser 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.

## Making a Lancing Attempt

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

## Lancing Maneuvers

⑨ 8	<b>Flank Strike:</b> <i>Pure butchery. We men are monsters.</i> If successful, the flenser inflicts 6 SHP damage on the whale and gains 3 points of Sorrow.
⑨ 12	<b>Lung Strike:</b> <i>A clumsy stabbing of a graceful beast.</i> If successful, the flenser inflicts 12 SHP damage on the whale and gains 2 points of Sorrow.
⑨ 16	<b>Heart Strike:</b> <i>The blowhole is a throbbing fountain of red.</i> If successful, the flenser inflicts 24 SHP damage on his target and gains 1 point of Sorrow.
⑨ 20	<b>Brain Strike:</b> <i>Even the foe acknowledges the bravery of your thrust.</i> If successful, the flenser inflicts 48 SHP damage on the whale and his Sorrow does not increase.
⑨ 24	<b>Flawless Impalement:</b> <i>Death is a whispered justice. The beast does not suffer.</i> If successful, the flenser inflicts 96 SHP damage on the whale and gains 1d6 points of Insight.

## Failure

On a failed lancing roll, the flenser does not inflict damage on his target. Instead, the flenser suffers HP damage equal to the difference between his roll and the Accuracy number of the maneuver he attempted. For example, if the flenser attempts a Heart Strike (☉ 20) and his total attack roll is 7, he takes 13 HP damage in the fray.

## Blood and Thunder

If the whale is not killed by a single strike, the flenser enters a life or death melee with the beast. Each round, the flenser 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:

- ☉ **Surrender the Sea:** *I yield the sea to you, great foe.* If successful, the lancing attempt ends. The flenser swims to safety and gains 1 point of Sorrow.

Neither the flenser nor the whale can take any other actions while engaged in a lancing action.

## The Scrimshaw Lance

They say the flenser’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 flenser begins play with a Masterwork Scrimshaw Lance carved from whalebone (d12 damage, ten-foot reach).

## Rune Carving

During their long nights at sea, flensers pass the time by scratching obscure scrimshaw runes into their lances to awaken the strength within the bone. As you know, whalebone is stronger than steel and carving it is not a trivial process.

- Each time a flenser advances to an even level (levels 2, 4, 6, 8, and 10) he adds a rune to his lance. Each rune added grants the weapon a cumulative magical +1 bonus to hit and damage.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	10	14	12	15	13	16
2	2,200	+d10	14	12	15	13	16
3	4,400	+d10	14	12	15	13	16
4	8,800	+d10	12	10	13	11	14
5	17,600	+d10	12	10	13	11	14
6	35,200	+d10	12	10	13	11	14
7	70,400	+d10	10	8	9	9	12
8	140,800	+d10	10	8	9	9	12
9	281,600	+d10	10	8	9	9	12
10	422,400	+d10	8	6	7	7	10

# HEXFIEND

Hexfiends are degenerate occultists who huff elphyn vapours to achieve transcendent states from whence to speak their spells. On the more crooked streets of Walfismeer's cities one can find hazy drug-salons tucked into obscure alleys where hexfiends pour over rare volumes, inundate themselves with dubious substances, and seek accomplices for perverse sex-magick trysts.

## The Second Breath

Hexfiends wear a breather-beak (similar to a plague doctor's mask), which allows them to constantly inhale a drug called Lathenyde, a potent psychotropic elixir developed by the hygh elphs in an attempt to commune with the Elphwyrd.

- When a hexfiend inhales a dose of lathenyde, he gains 1d6 Gnosis and 1d6 Madness.
- Hexfiends start the game with a breather-beak and three doses of lathenyde.

## Ghoul Market Contacts

Hexfiends start with 3-in-6 *Streetwise* skill and possess the contacts necessary to find a lathenyde supplier in any settled area. Lathenyde can be purchased for 100\$ per dose.

## Gnosis

A hexfiend's magic is empowered through Gnosis. Gnosis represents the hexfiend's knowledge of the hidden inner workings of the universe. He uses this hidden power to reshape reality according to his whims.

A hexfiend can cast any spell recorded in his grimoire by spending Gnosis equal to the level of the spell.

## The Grimoire

Every hexfiend keeps an occult diary called a Grimoire. At first level, the grimoire contains three random first-level magic-user spells (roll 3d20):

1	Bookspeak	11	Light
2	Charm Person	12	Magic Aura
3	Comp. Lang.	13	Magic Missile
4	Detect Magic	14	Mending
5	Enlarge	15	Message
6	Faerie Fire	16	Shield
7	Feather Fall	17	Sleep
8	Floating Disc	18	Spider Climb
9	Hold Portal	19	Summon
10	Identify	20	Unseen Servant

Each time a hexfiend advances in level he also gains a random magic-user spell of a level equal to his new character level. For example, at second level, a hexfiend gains a random second-level spell. At level 10, the hexfiend instead completes his magnum opus.

A hexfiend can transcribe spells into his grimoire from scrolls and other sources by gaining Madness equal to the level of the spell transcribed.

## Tryst Magick

If a hexfiend engages in intercourse with one or more partners within twenty-four hours of dosing lathenyde, he gains an additional 1d4 Gnosis.

# Reckless Alchemy

A hexfiend with access to an alchemist's kit or laboratory can spend 1d6 hours and one Gnosis to create a random potion (roll 1d20):

1	Ogre Spunk	11	Witching Oil
2	Elphs Grace	12	Orphan Wine
3	Ox Water	13	Red Rum
4	Study Milk	14	Nightfall
5	Sage Oil	15	Bohr's Oil
6	Maiden Grace	16	Brine Tonic
7	Mason's Milk	17	Fish Tears
8	Sylvan Grace	18	Gutter Milk
9	Monkey Blood	19	Gods Blood
10	Glossolalic	20	Ioun Essence

# Vulgar Familiar

A hexfiend can sacrifice two ability points to summon a Hermit Crow familiar. The familiar follows its master's commands without protest (Loyalty 12). The hexfiend can spend one Gnosis to see and hear through the familiar's eyes and ears for ten minutes. The hexfiend can spend an extra point of Gnosis to cast a spell *through* his familiar.



# The Magnum Opus

When a hexfiend achieves tenth level, he completes his own custom spell, which he can then add to his grimoire. Negotiate the level and effects of your spell with the referee.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	6	13	13	16	13	14
2	2,250	+1d4	13	13	16	13	14
3	4,500	+1d4	13	13	16	13	14
4	9,000	+1d4	13	13	16	13	14
5	18,000	+1d4	13	13	16	13	14
6	36,000	+1d4	11	11	14	11	12
7	72,000	+1d4	11	11	14	11	12
8	144,000	+1d4	11	11	14	11	12
9	288,000	+1d4	11	11	14	11	12
10	432,000	+1d4	11	11	14	11	12

# KNOBBER

Knobbers are hairy-footed halflings from the vast hilly meadows west of here. Their kind are out of place in Walfismeer, like naive children lost in a dirty city that smells of fish. They come seeking work and adventure on the whale sea and they too-often leave addled with drugs and and disease, destined to spend their days overindulging their vices and pestering their humiliated relatives for blunt.

## Just a Wee Dreg

Knobbers are physically small, half the size of an average human. Their stature provides the following benefits and drawbacks:

- +1 Armor Class.
- +1 to Dexterity modifier.
- 5-in-6 *Stealth* skill.
- Cannot wield large (two-handed) weapons.
- Must wield medium weapons two-handed.

## Wonder Lost

Knobbers are sheltered rural bumpkins, easily fascinated by the shiny, exotic world around them. They're touching things they shouldn't, they're setting off traps, and they're making themselves a pain in the ass by exercising their curiosity far more than their common sense. If the referee feels a situation may compel a knobber to exert his curiosity, he can call for a save vs. magic. If successful, the knobber resists the temptation to act and gains one insight. If the save fails, the knobber gives into his curiosity and does something regrettable.

## Covered in Crumbs

A knobber recovers 1 Hit Point for each ration (or equivalent) he consumes. This ability cannot be used during combat.

## Harvest-Wise

A knobber with a positive Wisdom modifier adds it to his *Bushcraft* skill.

## Reminder of Home

Knobbers start the game with a homemade luxury in addition to their normal starting equipment. Choose one:

- Pipe and six doses of pipeweed
- Six extra rations
- Musical instrument
- Set of fine clothes (+1 to reaction rolls)
- A piece of journeybread (knobber-made sweet bread that reduces Fatigue to zero when consumed)
- Masterwork dagger



## Why'd ye leave the knobs?

Roll 1d6 to find out why you came here, shortstuff:

### 1. Escaped the Crow Cages

You were a criminal; exiled and left to die at a crossroads. +1 *Sleight of Hand*, +1 *Streetwise*, +1d6 Sorrow.

### 2. Wanderlust

You've rebelled against the local wisdom and decided to have some adventures. Start with a masterwork dagger and a masterwork fighting jacket.

### 3. Barge-Knobber

You worked the pipeweed barges on the Missing River. +1 *Seafaring*, +1 *Swimming*, +3 doses of Pipeweed.

### 4. Shameful Con Job

You start with 1,000 blunt stolen from your relatives. +1d6 Sorrow.

### 5. Abducted by Slavers

You were snatched from your meadow youth and forced to endure unpeakable toils. +4 Hit Points, +1d6 Madness, +1d6 Sorrow.

### 6. Familial Obligation

You've come here to help a family member who's gotten into trouble. Gain 1d6 Insight if you help them.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	6	10	8	13	9	12
2	2,000	+1d6	8	6	10	7	10
3	4,000	+1d6	8	6	10	7	10
4	8,000	+1d6	6	4	7	5	8
5	16,000	+1d6	6	4	7	5	8
6	32,000	+1d6	4	2	4	3	6
7	64,000	+1d6	4	2	4	3	6
8	128,000	+1d6	2	2	2	2	4
9	256,000	+1d6	2	2	2	2	4
10	384,000	+1d6	2	2	2	2	4

# LECTOR

Sit down, brother. Let me get you some water. You must be weary from your travels. Do the whitefire scars trouble you, brother? The congregation has tithed dutifully and our lectory is well-stocked with mercy wine and provisions. Please rest. Be at peace. Thank you for coming, brother. We have been praying since the harvest that our petition would not be overlooked. The beast has killed seven times since then. I hope by the angels' grace there's something you can do.

## White Fire Baptism

Clerics called to become lectors do so by purifying themselves on the pyre. Those who survive bear full-body burn scars as evidence of their commitment:

- Gain 1d6 Madness
- Re-roll your Constitution and keep the new result if it's better.
- All lectors receive -1 to reaction rolls due to the horrible scarring.

## Morning Prayers

Each morning at dawn, a Lector prays to gain Piety equal to his character level plus a bonus gained by his adherence to his vows:

**Peace:** If the lector did not wear armor, handle weapons of war, or kill a mortal creature in the previous day, he gains +1 Piety.

**Poverty:** If the lector did not handle money or own property in the previous day, he gains +1 Piety.

**Purity:** If the lector abstained from sex and drugs in the previous day, he gains +1 Piety.

Any Piety remaining from the previous day is lost.

## Piety

A lector can cast any cleric spell that he has access to by spending Piety equal to the level of the spell.

Lector Level	Spell Access
1-2	Level 1
3-4	Level 2
5-6	Level 3
7	Level 4
8	Level 5
9	Level 6
10	Level 7

## Penitent Ritual Boxing

Penitent Ritual Boxing is an empty-hand fighting style whose techniques are detailed in the Litany. It allows a lector to defend himself and pursue the enemies of the church without marring his spiritual purity.

A lector's unarmed melee attacks inflict 1d4 damage. He may spend one point of Piety to increase the damage die size by one level (d4, d6, d8, d10, d12) to a maximum of d12. This damage increase lasts until the following day's morning prayers. The damage inflicted is nonlethal by default, but the lector can choose to inflict lethal damage.

## Holy Vestments

A lector begins the game with the following items in addition to his normal starting equipment:

- Copy of the Litany (leather-bound holy book illuminated by monks).
- Aspergillum (blown-glass holy water grenade with sling-rope).
- Omiphorion (a thrice-blessed mantle of monk-woven wool. If the lector is otherwise unarmored, it provides an AC bonus equal to his current Piety. It is a mundane garment to nonlectors).
- Mercy Wine (healing potion composed of saint's blood diluted with holy water. Instantly heals 1d6+1 Hit Points).
- Holy Lavender Snake Poison (ingested to cleanse the soul and demonstrate faith). The lector suffers 3d8 damage and gains 1d6 Piety. If used to poison someone else, the lector gains Doom equal to the damage caused).

## Tithes of the Meek

When a lector visits a temple he is entitled to the hospitality of its lectory, a modest sleeping chamber which is stocked with useful items provided by the tithes of the congregation. Each visit he will find:

Item	# Tithed
Aspergillum	1d4
Omiphorion	1
Mercy Wine	1d6-3
Holy Lavender Snake Poison	1d6-3
Rations	3d6
Bedroll	1
Set of Winter Clothing	1

## Consulting the Litany

The Litany is difficult for the human mind to parse. It is a supernaturally dense document illuminated with hyperlinked interdimensional oracles. Even the most pious lector is likely to peer inside only when the situation is desperate. A lector can read the Litany for ten minutes to gain one Piety and 1d6 Madness. The Litany is written in Phagian, a language only lectors can understand.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	6	14	11	16	12	15
2	1,750	+1d6	14	11	16	12	15
3	3,500	+1d6	14	11	16	12	15
4	7,000	+1d6	14	11	16	12	15
5	14,000	+1d6	12	9	14	10	12
6	28,000	+1d6	12	9	14	10	12
7	56,000	+1d6	12	9	14	10	12
8	112,000	+1d6	12	9	14	10	12
9	224,000	+1d6	10	8	12	8	9
10	336,000	+1d6	10	8	12	8	9

# MERK

Friends, I declare, Walfismeer is full of fighting-men. Thick as a bohr's beard with wars and rumors of wars. There's mad blunt to be made if you're a well-armed bravo who trades in murder. Hell, I'd pick up a musket myself but me legs ain't been steady since the accident in Hammerhead Mine.

## Murderwise

A merk's attack bonus starts at +2 and advances by one each time he gains a level until it reaches a maximum of +10.

Merk Level	Attack Bonus
1	+2
2	+3
3	+4
4	+5
5	+6
6	+7
7	+8
8	+9
9+	+10

## Combat Training

Merks receive the standard fighter combat options: Defensive Attack, Parry, Press (*LotFP*, page 57) as well as two new ones:

- **Dual Wield:** Merks can attack with two one-handed weapons simultaneously with a -4 penalty to both attack rolls.
- **Splinter Shield:** A merk wielding a shield can sacrifice that shield (it breaks) to deflect all damage from one physical attack.

## Bite, Pour, Spit, Tap, Aim

All merks start with 2 in 6 *Reload* skill. A merk with a positive Dexterity modifier adds it to his *Reload* skill.

## Gird Yer Loins, Dreggo

In addition to his normal starting equipment, a merk can choose one of the following to add to his arsenal.

- Musket\* with stabbit (bayonet)
- Longrifle\*
- Pair of heaters\* (flintlock pistols)
- Scattergat\* (blunderbus)
- Longbow\*
- Heavy Crossbow\*
- Dragoon\* (gun-sword)
- Spear and shield
- Madshank (two-handed sword)
- Buff Coat (AC 14, as leather)
- Fighting Jacket (AC 16, as chain)
- Clankmail (AC 18, as plate)

\*Includes ammo for twenty shots.

# Violent Past

Roll 1d10 to determine how you learned to kill:

## 1. Royal Court of Arms

You were privileged to train under the king's own sword master. +1 Attack Bonus, -1 Hit Points.

## 2. Fought in the Woad War

You painted the tundra red with your trigger-finger. +2 *Bushcraft* if you sided with the woads. +1 *Reload* if you fought for the Chancery.

## 3. Chancery Constable

You patrolled the streets and the seas wearing chancery blue. +1 *Seafaring*, +1 *Streetwise*.

## 4. Street Ganger

You were a brutal thug on the streets of Gigenstad. +1 *Sneak Attack*, +2 *Streetwise*, +1d6 Sorrow

## 5. Hunter

You grew up in the woods, hunting to provide for your family. +1 *Bushcraft* +1 *Stealth*, +1 *Sneak Attack*.

## 6. Worked for Slavers

You scoured the Omen Coast, abducting people and selling them into slavery. +2 to grapple attempts, +1d6 Sorrow, +1d6 Madness.

## 7. Ronin

You are a masterless samurai from a distant feudal land. Start with a katana (d8, masterwork) and wakizashi (d6, masterwork).

## 8. Child Soldier in Trabaygo

You spent your childhood trading musketballs with pearl-hungry merks. +2 *Reload*, +1d6 Sorrow, +1d6 Madness.

## 9. Prize Fighter

You were a fighting slave, but won your freedom in the Skragmire arena. +4 Hit Points, +1 damage with melee weapons, +1d6 Sorrow.

## 10. Jacker

You slit throats on the sea as crewman on a jacker shank. +1 *Seafaring*, +1 *Swimming*, +1d6 Sorrow. You bear a mark of reproof (page xx).

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+1d8	8	6	7	7	10

# NAVIGATOR

Alexander Tovenaar was the first navigator. He spent a decade conducting secret psychic research at the Tri-häxan's behest and emerged with the ability to breach the Reef using strange mental powers. The Tri-häxan 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. The Nautican's cadets emerge as disciplined officers armed with an inner arsenal of psychic protocols.

## Helm Grace

3-in-6 *Seafaring* skill. Add your Intelligence modifier as well, if it is positive.

## Placid Meditation Drill

A navigator employs hypnopaedic sleep-focus to chart his protocols. After eight hours of sleep, he gains Focus equal to his character level plus one. Any unspent Focus from the previous day is lost.

## Breaching the Reef

As long as a navigator has one or more Focus available, a vessel he's aboard can safely enter a Reef hex without negative consequences. Each time this ability is employed the navigator must succeed at a save vs. magic or gain one Madness.

## Blue Wig

The extreme strain from a navigator's psychic focus causes his hair to fall out constantly. The Nautican issues each navigator a blue powdered wig, which doubles as a sign of his station.

- Each navigator starts the game with a Masterwork Blue Wig (+1 to reaction rolls while worn).

## Nautican Fencing Trance

Navigators receive special training in the use of the dragoon (pistol-sword), a weapon which they learn to wield with deadly precognitive grace.

- Each navigator starts the game with a masterwork dragoon and enough ammunition for twenty shots.

While wielding a dragoon, a navigator can spend 1 Focus to:

- Deflect all damage from a physical attack.
- Turn a failed attack roll into a successful one.
- Turn a successful attack roll into a critical hit.
- Turn a critical hit into a killing blow. The target's HD must be equal to or lower than the navigator's level.

After resolving the effect, the navigator's weapon must test for breakage (a masterwork dragoon has a 1-in-8 chance of breaking).

## Navigator Protocols

These seven psychic disciplines allow a navigator to bend natural laws through focused application of will.

### Ghost Override Protocol

Spend Focus equal to the HD of a sentient target you can see. The target must attempt a save vs. magic. If the save fails, you possess the target's body and take complete control over its actions. You gain one Madness for each hour spent in possession of the target. Your own body remains in a helpless trance until you choose to return to it. If your body is killed while you are possessing a target, you die and become a wandering ghost.

### Hidden Proximity Protocol

Spend one Focus to teleport to a location that you can see. Gain 3d6 Madness from cognitive misalignment.

### Invisible Overseer Protocol

Spend one Focus to mentally view a distant location as if you were there. Your vision lasts up to ten minutes and you cannot employ other protocols while engaged with it.

### Phantom Combustion Protocol

Spend Focus equal to the HD of a target you can see. The target must attempt a save vs. magic. If the save fails, the target bursts into blue flames that inflict 1d4 damage each round until a 1 is rolled. These flames cannot be extinguished by normal means.

### Secret Tempest Protocol

Unleash a crackling bolt of electricity at a target within thirty feet. The bolt hits automatically and inflicts 1d6 damage for each point of Focus you spend. Unfortunately, you suffer the same amount of damage that you inflict and your clothing is badly scorched (it becomes *poor clothing*).

### Silent Voice Protocol

Spend one Focus to communicate telepathically for up to ten minutes.

### Unseen Hand Protocol

Mentally levitate a target that you can see. For each Focus you spend, you exert one "hand" worth of force on the target for up to ten minutes. Attacks made with levitated weapons are made at a -2 penalty to hit.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	6	13	13	16	13	14
2	2,250	+1d6	13	13	16	13	14
3	4,500	+1d6	13	13	16	13	14
4	9,000	+1d6	13	13	16	13	14
5	18,000	+1d6	13	13	16	13	14
6	36,000	+1d6	11	11	14	11	12
7	72,000	+1d6	11	11	14	11	12
8	144,000	+1d6	11	11	14	11	12
9	288,000	+1d6	11	11	14	11	12
10	432,000	+1d6	11	11	14	11	12

# PESTER

Every household in Walfismeer is accustomed to incursions by rats and other wee nasties, but there is a special revulsion reserved for an invasive pester. A pester is the lowest form of fairy, the rock-bottom of the degenerate unseelie heap. They differ from their sinister cousins in that they tend toward mischief rather than malevolence.

## Unseelie Cricket-Pixie

- If your Strength is higher than your Dexterity, switch the scores.
- Just one hit point. A pester's Hit Points do not increase with level nor are they affected by his Constitution modifier.
- 6-in-6 *Stealth* skill
- Pesters cannot use normal weapons or equipment. They require tiny equivalents that inflict 1 damage at most.
- A pester can hover and fly by thrumming its wings rapidly. Movement rate 180 ft (60 ft combat move).
- -6 to all reaction rolls when dealing with nonpesters.
- A pester can only be hit by a physical attack if the attacker rolls a natural twenty.
- When hit with a physical attack, a pester may attempt a save vs. paralyze. If successful, he flits out of the way at the last moment and avoids all damage.
- All Pesters are Chaos-aligned.

## Stabby Bothers

A pester can spend an action bothering a creature within melee range. Until the pester's next turn, any attacks made against the bothered creature gain an additional to-hit bonus equal to the pester's level.

## Glimmer and Mischief

Each night, when the moonlight touches his skin, a pester gains Glimmer equal to his character level. He can then spend Glimmer to activate the various michiefs described below:

### Clabber Knocky

Spend one Glimmer to create a dramatic knocking, scratching, or similarly conspicuous sound nearby.

### Dancing Mania

Spend Glimmer equal to the HD of a target you can see. The target must attempt a save vs. magic. If the save fails, the target begins to dance uncontrollably for a number of minutes equal to your level. Anyone who witnesses dancing caused by this spell must also attempt a save vs. magic or start dancing themselves.

## Elph Cap

Spend 1 Glimmer to grow an elph cap mushroom from the ground. Eaten by a pester, it counts as one ration. Eaten by anyone else it can inspire a deep hallucinogenic trip. The mushroom eater gains 1d6 Madness and 1 Insight as well as experiencing extreme hallucinations.

## Glimmer Flit

Spend one Glimmer to re-roll a failed flitting roll (see previous page).

## Lovesie Dovesies

Spend Glimmer equal to the target's HD. If the target fails a save vs. magic he falls in love with the next living creature that he sees regardless of species or sexual orientation. This condition lasts a number of days equal to the your level.

## Nightsy Wind

Spend one Glimmer to extinguish every light source (even gloam and magical lights) within one hundred feet.

## Snoozie Woozies

Spend Glimmer equal to the HD of a target you can see. If the target fails a save vs. magic, he falls asleep for a number of hours equal to your level.

## Spook Light

Spend one Glimmer to manifest a mysterious, floating orb of white phosphorescence. It flits and flies under your control for a number of minutes equal to your level.

## Tumsy Turvey

Spend one glimmer to place a spoiling spell on a piece of food. If consumed, the eater must succeed a save vs. magic or be rendered unable to do anything but desperately empty his bowels for a number of hours equal to your level.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	1	11	12	15	13	17
2	3,000	1	11	12	15	13	17
3	6,000	1	11	12	15	13	17
4	12,000	1	9	10	13	11	15
5	24,000	1	9	10	13	11	15
6	48,000	1	9	10	13	11	15
7	96,000	1	7	8	11	9	13
8	192,000	1	7	8	11	9	13
9	384,000	1	7	8	11	9	13
10	576,000	1	6	6	9	7	11

# RAKE

Scuse me, blud. Can you conjure a kindness for a man in need? It's just that my doxy here is mad fond of yer cloak and I'm not blunted right to buy her one. Maybe you'd just lend it over, eh? Nep, nep, nep, hold it... no quick moves... just keep it placid or this heater's gonna spit a blackfyre hole in yer noggin... Off with the cloak, drop your purse-belt, and pry off that pretty ring for me. Nothin personal, blud. I got ugly needs and Marla here don't poke cheap.

## Sketchy Hustler

All rakes start with a 3-in-6 *Streetwise* skill. Add your Charisma modifier as well, if it is positive.

## Wasted Youth

Roll 1d6 to see which path led you into the gutter:

### 1. Orphan

You were raised on by the Sisters of the Scorned Order in a remote island orphanage. +1 *Bushcraft*, +1 *Search*, +1 *Sleight of Hand*, +2 *Blight*, +1 *Sorrow*

### 2. Urchin

You grew up fending for your self on the streets. You can eat inedible objects as if they were rations, but each time you do, you gain one *Sickness*. +1 *Blight*, +1d6 *Madness*, +1d6 *Sickness*, +1d6 *Sorrow*

### 3. Assassin

You were trained from birth to become an assassin for the silk cartels. +1 *Climbing*, +1 *Sneak Attack*, +1 *Stealth*, +2d6 *Madness*, +1d6 *Sorrow*.

### 4. Street Ganger

You were in a cutthroat street gang +1 *Sneak Attack*, +2 *Streetwise*, +1d6 *Sorrow*.

### 5. Slave

You were worked senseless by a cruel master. +4 *Hit Points*, +1d6 *Madness*, +1d6 *Sorrow*.

### 6. Sewer Rat

You grew up in the strange and winding tunnels below Gigenstad. +1 *Architecture*, +1 *Climbing*, +1 *Stealth*, +1 *Swimming*. +1 *Blight*, +3d6 *Madness*.

## The Lawless Arts of Bluntcraft

Gutter life quickly provides a rake with an arsenal of dubious survival skills. At first level you receive four points to allocate as you will to specialist skills. Unless otherwise modified, all skills start at 1-in-6. Each point allocated adds 1-in-6 to the skill's chances of success. Available skills include:

<i>Architecture</i>	<i>Search</i>
<i>Bushcraft</i>	<i>Sleight of Hand</i>
<i>Climbing</i>	<i>Sneak Attack</i>
<i>Languages</i>	<i>Stealth</i>
<i>Open Doors</i>	<i>Streetwise</i>
<i>Reload</i>	<i>Swimming</i>
<i>Seafaring</i>	<i>Tinkering</i>

Each time a rake advances in level, he gains two additional points to allocate into his skills.

## In Debt

You owe somebody 1d6 x 1,000 blunt. At the end of each day that your debt is not paid, gain 1 Sorrow.

## On the Run

Roll 1d4 to see who's after you:

### 1. Your Ex

Your infidelities have spawned a true nemesis. Chances are you're a real bastard.

### 2. The Law

Your name is featured on wanted posters all over town. Constables and bounty hunters will be looking for you.

### 3. A Former Associate

You fucked somebody on a deal and they wanna take it out on yer hide. They've got some rough dregs tailing you as we speak.

### 4. The Church

The Knights of Righteous Arsony have been on your back since you were caught in bed with a bishop's spouse. They aim to purify your ass with God's righteous fire.

## Underworld Affiliations

Who's holding your leash? Roll 1d6:

### 1-2: No Affiliation

You're flying solo for the moment.

### 3. Dank Mob Operative

Max Blunted, the fat knobber who leads Dank Mob, has been throwing you some small-time smuggling work.

### 4. Gigenstad Larcenist's Union

Remember that debt you just incurred? Well, the Larcenist's Union saw your potential and took on your debt. So, now you're bound to work it off as an agent of the Larcenist's Union.

### 5. Jacker Crew

You're part of a jacker crew. You bear a mark of reproof (page xx) and receive +1 *Seafaring*, +1 *Swimming*, and +1d6 Sorrow.

### 6. RVST

You're a "corrosive." That's what RVST calls friendly operatives in their on-going guerilla war against the Chancery. You gain +1 *Tinkering* and have a Secret Castle cypher wheel.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	6	14	16	15	14	14
2	1,500	+1d6	14	16	15	14	14
3	3,000	+1d6	14	16	15	14	14
4	6,000	+1d6	14	16	15	14	14
5	12,000	+1d6	11	12	14	13	12
6	24,000	+1d6	11	12	14	13	12
7	48,000	+1d6	11	12	14	13	12
8	96,000	+1d6	11	12	14	13	12
9	192,000	+1d6	9	10	12	11	10
10	288,000	+1d6	9	10	12	11	10

# SKRAG

Skrags are hideous, bipedal roachmen who emerged long ago from the swamps south of here, probably because of an occult experiment gone wrong. Skrags are known to be shrewd merchants, brutal slavers, and deadly assassins. Perhaps most unnerving is their natural fecundity and ability to survive in hazardous environments. Skrags breed at an incredible rate and we've not yet seen one die of old age. It is widely accepted that their kind will eventually outlast the other mortal races, whom they already outnumber.

## Four Arms

Skrags 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 two-handed weapons, or any other valid combination of one-handed and two-handed weapons.

## Squishy

A skrag cannot wear armor. His chitinous exoskeleton cannot function properly in it. As a result, skrags are stuck with the standard unarmored AC of 12 + Dexterity modifier. Skrags *can* benefit from shields and magical effects that increase AC.

## Hideous

Skrags are instinctively repulsive to almost everyone and receive a -3 to all reaction rolls when interacting with nonskrags.

## Limited Flight

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

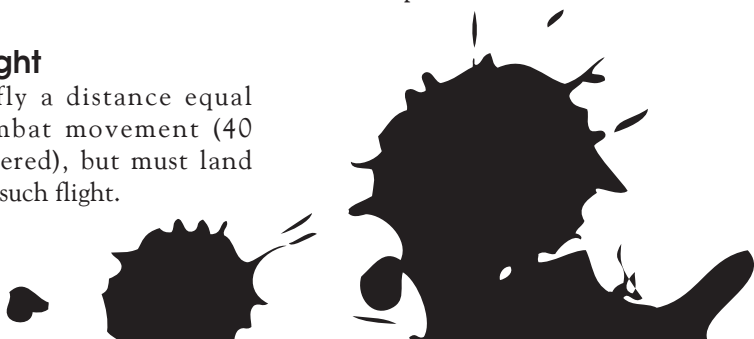
## Gutter-hatched

Skrags can thrive in any environment, but they are particularly at home when stewing in the reek of urban decay. If you have a positive Wisdom modifier, it adds to your *Streetwise* skill.

## ZOHM

ZOHM (rhymes with “home” in the common tongue) is a word that is extremely difficult for skrags 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 skrags. The more offspring a skrag produces, the more lifeforce connections are made, and the more potent his or her ZOHM. The stronger a skrag's ZOHM, the stronger his lifeforce grips the world and the longer his life is preserved.



### How ZOHM Works

Skrags with strong ZOHM are the reason why the other races often believe that “bugs” are unkillable, able to survive any trauma or toxic environment. On some level, the stereotype is actually true.

- All skrag start the game with one point of ZOHM.
- When a skrag mates with another skrag of the opposite sex, he or she conceives a clutch of eggs and gains one point of ZOHM.
- A skrag can spend one point of ZOHM to re-roll a failed death save.

Skrags are extremely casual about mating, seeking as many partners as possible. When a male skrag meets an eggless female it would be rude for him to part without offering to inseminate her (unless she is already carrying eggs).

Skrags don’t nurture their young directly, instead their collective affection and wisdom (such as it is) is automatically passed down through the ZOHM spiritual network

### Common Skrag Names

Beedan, Ceeba, Deeka, Dees, Geen, Gree, Deekan, Kreen, Meetha, Neeka, Reema, Seenik, Shee, Skree, Threed, Weeba, Yeen



Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	4	10	8	13	9	12
2	3,000	+1d4	10	8	13	9	12
3	6,000	+1d4	10	8	13	9	12
4	12,000	+1d4	8	6	10	7	10
5	24,000	+1d4	8	6	10	7	10
6	48,000	+1d4	8	6	10	7	10
7	96,000	+1d4	6	4	7	5	8
8	192,000	+1d4	6	4	7	5	8
9	384,000	+1d4	6	4	7	5	8
10	576,000	+1d4	4	2	4	3	6

# WOAD

Woads are blue-skinned wood elphs who dwell among forgotten gods in our oldest and most isolated forests. They live in familial groups called “covens,” which are always named after trees. Woads are known for their archery and for their strange dominion over animals. It is said that some even possess a witchery that allows them to assume the form of a beast. Woads are commonly hunted for their valuable antlers, which too-often strains their relations with neighboring races.

## Blue-skinned Forest Elph

- Re-roll your Dexterity and keep the new result if it's better.
- Re-roll your Strength and keep the new result if it's worse.
- All woads have long pointy ears and light blue skin. They are shorter than men, but still look down on bohrs and knobbers.
- All woads are Chaos-aligned.
- Woads, like most fairy-kin, are vulnerable to silver. They suffer double damage from silver weapons.
- Woads never need to sleep and are immune to sleep induced by magic.
- If a woad has a positive Wisdom modifier, it adds to his *Bushcraft* skill.
- Heightened senses provide a 2-in-6 *Search* skill.

## Elphyn Crown

Male woads grow deer-like antlers as they age. This is called the woad's “crown,” which is shed, like a deer's, once per year in the winter. Woad antlers are composed of elphbone which is strong, light, and flexible; highly valuable for its material qualites. So valuable, in fact, that antler-poaching woad hunters recently sparked the *Woad War* between the the Chancery and the woad covens of the North Marches.

- When a woad sheds his antlers or has them poached from his head, they are worth the wearer's level x 300\$

## Spirit-guided Archery

While wielding a shortbow, a woad adds his character level to his Ranged Attack Bonus.

Woads are skilled at firing multiple arrows with a single draw of the bow. Up to 3 arrows can be fired at once.

Arrows Fired	Damage on Hit	To-Hit Penalty
1	1d6	-
2	2d6	-4
3	3d6	-8

# Skinwalking

Woods share their essence with the beasts of the wild and can learn to walk in their skins.

A woad can take on a point of Fatigue to shapeshift into an animal form (called a “skin”) that he has mastered. The woad’s equipment and clothing drops to the ground where he stood (this is why woads prefer to wear minimal clothing). He remains in animal form until he takes on another point of Fatigue to shift back to woad form.

While assuming animal form, the woad employs the creature’s physical characteristics (Hit Points, Movement Rate, natural attacks and abilities) but retains his own mental characteristics (Intelligence, Wisdom, etc).

If a woad is reduced to zero Hit Points while in animal form, he immediately reverts to woad form but remains at zero Hit Points.

## Mastering New Skins

A woad can master a new animal form by eating an Elph Cap mushroom (page xx) and sacrificing ability score points equal to *twice* the HD of the desired animal. This represents the Woad committing part of his spiritual essence to manifest the skin of the beast.

For example, a woad who wants to learn the skin of a Brackenmount Grizzly (HD 6) must sacrifice twelve ability score points, whereas mastering the skin of a fox (HD 1) only requires the sacrifice two of points.

A woad can learn a maximum number of skins equal to his character level.

Level	XP	HP	Paralyze	Poison	Breath	Device	Magic
1	0	6	13	12	15	13	15
2	3,000	+1d6	13	12	15	13	15
3	6,000	+1d6	13	12	15	13	15
4	12,000	+1d6	11	10	13	11	13
5	24,000	+1d6	11	10	13	11	13
6	48,000	+1d6	11	10	13	11	13
7	96,000	+1d6	9	8	9	9	11
8	192,000	+1d6	9	8	9	9	11
9	384,000	+1d6	9	8	9	9	11
10	576,000	+1d6	7	6	7	7	9

# THE FRATERNAL ORDER OF BOSUNS IS NOW RECRUITING FOR HONORABLE OPERATIVES

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The Fraternal Order of Bosuns is now open to applicants of any sex and, though it has been a scandalous reform, no applicant will be denied on the basis of sex identity. A more pressing requirement is the applicant's tolerance for being called "Brother" by other operatives, as that is the traditional term we've always used and we've already fuffed-about with our traditions quite a lot, haven't we? We'd have to re-write all the songbooks. It is a ridiculous proposition.

---

## THERE IS TRUTH

AND THE BROTHER BOSUN WIELDS IT.

## THERE IS WISDOM

AND THE BROTHER BOSUN SEEKS IT.

## THERE IS HONOR

AND THE BROTHER BOSUN ENACTS IT.

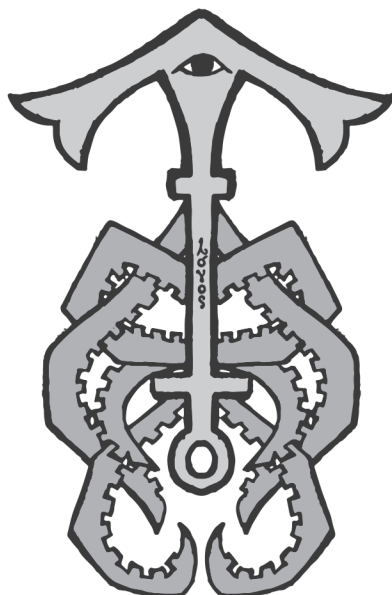
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## APPLY TODAY

BECOME A BROTHER BOSUN BY SENDING  
A FORMAL, HANDWRITTEN LETTER OF  
APPLICATION TO THE FOLLOWING ADDRESS:

THE FRATERNAL ORDER OF BOSUNS  
734 FOUCHER ST  
NEW ORLEANS, LA 70115  
UNITED STATES OF AMERICA

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## THERE IS A VERY IMPORTANT RULE

WE DO NOT SPEAK OF THE FRATERNAL ORDER OF BOSUNS  
ON THE INTERNET. FAILURE TO COMPLY WILL RESULT IN  
DEEP INNER SHAME AND KNOWLEDGE THAT YOU'RE  
JUST SO AWFUL.