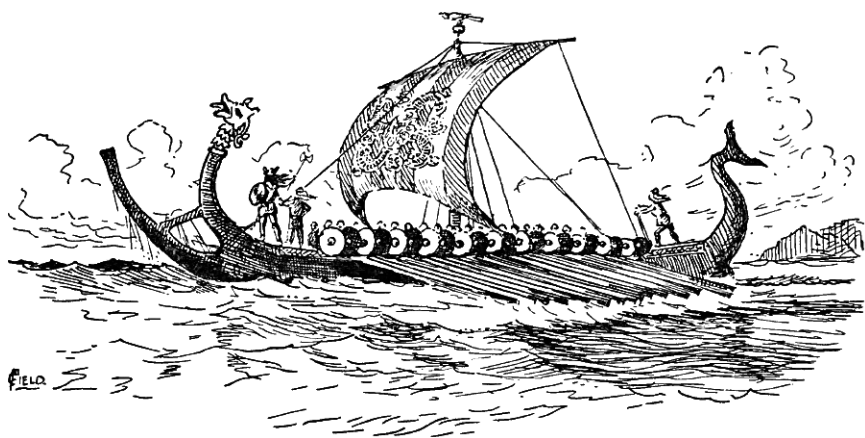


Wolves Upon the Coast



*Your history is gone.
It was taken from you,
or you from it.*

*You were thralls.
Now your master lies dead
in the bottom of a raiding vessel,
equipped for adventure.*

You are free.

Luke Gearing

Table of Contents

Characters.....	1
Weapons	2
Armor	4
Shields	4
Supplies and Encumbrance.....	4
Supplies	5
Livestock	6
Resolution	6
Timekeeping.....	6
Tests	6
Saves	7
Combat	7
Combat Complications	7
Creatures.....	8
Healing	8
Morale.....	9
Advancement	10
Boasts	10
Companions & Hirelings.....	11
Travel	12
Abreast the Sea.....	12
Wind	13
Storms	13
Becoming Lost at Sea.....	14
Naval Combat.....	14
Sinking.....	14
Drowning	15
Upon the Land.....	15
Becoming Lost on Land.....	15
In Darkness.....	16
Timekeeping.....	16
Light	16
Movement	16
Encounters	16
Key Concepts	17

Characters

Roll 3d6 for each characteristic.

A characteristic of 15 or higher grants a bonus.

Characteristic	Description	≥ 15 Bonus
Strength	Physical power	+1 attack
Agility	Deftness	+1 dodging saves
Constitution	Toughness	+1 physique saves

You begin with:

- 1 hit die (HD). All HD are d6s. Roll your HD to determine your starting hit points (HP).
- +2 to attacks.
- Knowledge of half of 1d6 languages (not rounded). You can use a half-known language to conduct trade, but you can't understand nuance, read, or write. All characters should share at least one half-known language—the speech of your erstwhile captors. Usually, you can wait to declare you know a language until you encountered it.
- 3d6 × 10 hacksilver (sp) worth of equipment. Anything not spent is lost.

The party begins with:

- 1 karvi, a small raiding vessel.
- A crew of 12 fellow ex-thralls who look to you for leadership.
- Food and water for four days (including the crew).

A sword age, a wind age, a wolf age.

No longer is there mercy among men.

Weapons

- **Weight.** A weapon's weight determines the damage dealt by a successful attack.

Weight	Damage
Light	2d6, keep lowest
Medium	1d6
Heavy	2d6, keep highest

- **Exploding (*).** If you roll a 6 on a damage die, roll another d6 and add it to the total damage.
- **Reach (†).** You can attack from behind another creature.
- **Riposte:** If an attack roll against you is less than 8 (not counting your AC), you can immediately counter-attack. The number in parentheses indicates how many times you can do this each round.
- **Two-Handed (#).** Attacking requires two hands.

Weapon	Cost	Weight	Special Properties
Battleaxe	10	Medium	-3 damage and attack again. If you hit, you can disarm the target of a weapon, shield, or other held item.
Club	5	Light	Forgo damage, and the target must succeed a physique save or lose a round; +3 to attacks against the target.
Dagger	5	Light	Throwable. Heavy damage against a prone target.
Flail	8	Medium	Ignores shields.
Greatsword †	40	Heavy	On a killing blow, attack again.
Handaxe	6	Light	Throwable. If you deal at least 4 damage with your throw, it bounces. Attack again.

Javelin	5	Medium	Throwable.
Longbow ‡	30	Medium	For each round spent aiming gain +1 to your attack.
Polearm ††	15	Heavy	Choose adjacent ally. Creatures attacking your ally do so with a -2 penalty.
Poleaxe ‡	20	Heavy	Treat target AC as 7.
Quarterstaff ‡	5	Light	Automatically hit targets that fail a dodging save on approach.
Shortbow ‡	15	Medium	Can attack while moving.
Shortsword	8	Light	Riposte twice.
Sling	1	Light	Can launch grenades.
Spear †	4	Medium	Can hold attack until target is within reach.
Sword	12	Medium	Riposte once.
Two-handed axe *‡	25	Heavy	+1 to attacks against you.
Warhammer ‡	25	Heavy	Target must succeed a physique save or be pushed back a number of feet equal to the damage dealt minus target HD.

Ammunition	Cost
Arrow	1
Sling Bullets (5)	1

Armor

- **Armor Class (AC).** AC determines how difficult a target is to hit with an attack. AC affects other things as well, including your encumbrance limit, initiative in combat, and drowning.
- **Dodging Modifier.** Your dodging saves are modified depending on the armor you wear (or eschew).

Armor	Cost	AC	Dodging Modifier
Unarmored	—	9	+4
Light (Fur)	15	7	+2
Medium (Gambeson)	75	5	—
Heavy (Byrnie)	150	3	-2

Shields

- **Shields.** A shield costs 15 sp. Equipping a shield reduces your AC by 1.
- **Sundering.** When you are hit by a conventional attack but before damage is rolled, you can sunder your shield to negate the damage, destroying the shield.

Supplies and Encumbrance

- **Capacity.** You can carry a number of items equal to your AC plus 5. Equipped items don't count towards this limit.
- **Encumbrance.** If you exceed your limit, you are encumbered. You move at half-speed, and are prone to accidents. Carrying more than twice your limit can result in exhaustion.
- **Coins.** 250 coins count as one item.

Supplies

Supplies	Cost	Supplies	Cost
Backpack	5	Mirror, metal, large	10
Bandages (5)	10	Mirror, metal, small	20
Bottle	5	Mirror, silver, small	5
Box, iron, large	30	Net	10
Box, iron, small	15	Oil, pint flask	5
Candle, tallow	1	Pole, 10-foot	5
Candle, wax	2	Ration, dry day	5
Cart	50	Ration, trail day	2
Case, map	5	Rope, hemp 50-foot	5
Checkers	5	Rope, silk 50-foot	70
Chest, wood (lg)	15	Sack	1
Chest, wood (sm)	8	Shovel	5
Compass	100	Shovel, wood	5
Crowbar	5	Water or wineskin	15
Dice	2	Skiing equipment	15
Flint and steel	5	Sled	20
Grappling hook	10	Sleeping bag	2
Hammer and wood stakes	10	Snare	1
Laboratory	150	Spike, iron	3
Lantern, bullseye	12	Tent	15
Lantern, hooded	7	Tinderbox	10
Lock picks	25	Torches (6)	1
Map, local	20	Wagon	150

Livestock

- **Beasts of Burden (†).** Can carry 24 items.

Livestock	Cost	Livestock	Cost
Chicken	1	Mule †	20
Cow	10	Ox †	15
Dog	15	Pigeon	1
Donkey †	8	Piglet	1
Goat	3	Pig	3
Hawk	20	Pony †	15
Horse, draft †	30	Sheep	2
Horse, war	200	Songbird	25
Horse, riding	25		

Resolution

Timekeeping

- **Rounds.** Each round lasts about 6 seconds.
- **Minutes.** Each naval combat turn lasts about 1 minute.
- **Turns.** Each turn lasts about 10 minutes.

Tests

The Referee might determine your characteristics are tested. To succeed, roll under your characteristic, depending on the difficulty of the task (determined by the Referee).

Difficulty	Dice Rolled
Easy	2d6
Challenging	3d6
Hard	4d6

Saves

In response to action or the need for you to muster your defenses, the Referee might call for you to roll d20 for a save. The target number you must meet or exceed depends on the save:

Save	Use	Target Number
Dodging	Avoid peril	15
Physique	Fight poison and disease	13
Warding	Resist magic	17

High characteristics, wards, or magic items can grant a bonus to saves.

Combat

- **Initiative.** Roll d10. If the result is equal to or less than your AC, you act before your foes. Your companions and hirelings act on your initiative. The Referee might require you to roll initiative each round.
- **Attacks.** Roll d20 plus attack bonus, any modifiers, and the target's AC. If the result is at least 20, you hit the target and roll damage (determined by your weapon). Damage is subtracted from the target's HP.
- **Death.** If you are reduced to 0 HP, you die in 2 rounds, unless you receive assistance (for example, another character tends to your wounds with bandages). A creature reduced to 0 HP dies.

Combat Complications

- **Flanked.** +2 to attacks for each ally attacking the same target.
- **Mounted.** +3 to attacks against unmounted foes, and deal 2d6 with a couched weapon (held perpendicular to your body).
- **Prone.** Melee attacks automatically hit.
- **Unaware.** Mortals are instantly slain if you can ensure a killing blow.

Creatures

Creatures add half their HD to their attacks. Creature HD also affects the number of attacks a creature makes each round.

HD	Attacks Each Round
1-3	1
4-6	2
≥ 7	3

Some creatures have bonuses to their saves.

Creature Type	Save Bonus
Fast	+4 to dodging saves
Tough	+4 to physique saves
Magical	+6 to warding saves

Healing

- **Night's Rest.** Recover 1 HP for each HD.
- **Full Day's Rest.** Recover 3 HP for each HD.

Reaction

When you encounter others for the first time or thereafter, the Referee might test the reaction of friends or foes. Reaction rolls are modified to a maximum of ± 4 (determined by the Referee).

2d6	Reaction
≤ 2	Hostile
3-5	Negative inclination
6-8	Disinterested
9-11	Positive inclination
≥ 12	Friendly

Morale

In strenuous situations, the Referee might test the morale of friends or foes. Morale checks are modified up to a maximum of ± 3 (determined by the Referee).

Morale check triggers might include:

- loss of fighting strength
- retreating or surrendering allies
- a leader's death, surrender, or retreat
- being ambushed
- presence of horrific or massive foes
- a raging fire on a vessel

2d6 Morale	
≤ 2	Disorganized retreat or surrender
3–6	Organized retreat
≥ 7	Morale holds

*There's always a better choice than cowardice, if you
have business to take care of.*

*One day long ago my life was already shaped, and
my fate was fixed.*

Advancement

Boasts

- **Make a Heroic Boast.** Gain 1 HD or +1 to attacks. You can only have one boast pending at a time.
- **Failing a Boast.** You lose your boast's benefits.
- **Shirking a Boast.** If anyone finds you shirked your boast, you fail it, and might not be able to boast again (until the Referee agrees).
- **Claim Rights.** If you satisfy your boast, its benefits are permanent, and you can claim any wager or reward offered by others. You can also make a new boast.
- **Challenges and Complications.** A friend or rival might complicate your boast. For each complication, you might gain another HD or +1 to attacks (determined by the Referee). If you refuse a challenge, your challenger takes on the boast with all complications.

Companions & Hirelings

- **Companions.** For each 1000 sp of wealth you have, you might attract a companion. Adventuring companions take half the share a character takes from all loot.
- **Hirelings.** You can hire as many hirelings as you can find and pay each day.
- **Hit Points.** Each hireling has 1 HD. Roll it and add any listed bonus HP to the result.
- **Shield in Hand (†).** Some hirelings arrive with a shield in their equipment. Like characters, creatures with a shield equipped reduce their AC by 1.
- **Skirmishers (‡).** Must succeed a morale check to enter a melee, and each round they remain.

Hireling	Cost/Day	AC	HD + HP
Non-combat	2	—	1 + 0
Skirmisher ‡	5	9	1 + 1
Footman †	10	7	1 + 1
Marine	12	7	1 + 1
Armored Footman †	20	5	1 + 2
Horseman †	40	5	1 + 1

Travel

- **Hexes.** Map hexes are 6 miles across.

Abreast the Sea

Vessels

- **Light Vessel (†).** Doesn't require a port; can be beached.
- **Hit Dice.** Roll for vessel HP.
- **Speed.** Hexes traveled each day. Parentheses indicate river travel. Travel against a river's current is at half speed.
- **Cargo.** Encumbrance capacity.
- **Crew.** Parentheses indicates crew required to be marines.
- **Value.** The ransom for return of a captured vessel (not including recovered cargo). Purchasing a vessel is triple the ransom value.

Vessel	HD	Speed	Cargo	Crew	Value
Raft †	1	3 (3)	20	1	10
Boat †	2	4 (4)	40	2–10	50
Karvi †	4	6 (4)	60	8–24	1000
Knarr	5	7 (3)	100	8–13 (2)	2000
Snekkja †	6	8 (4)	100	(20–50)	3000
Galley, small	6	8 (3)	160	50 (10)	5000
Galley, large	8	9 (5)	240	120 (30)	8000
Skeid †	9	9 (5)	240	(60–80)	10000

Wind

- **Movement Bonus.** If the wind is directly behind your vessel, apply the bonus to its speed. If the wind is one step adjacent, apply the number in parentheses instead. For example, a strong wind blowing north-east modifies the speed of a vessel traveling north by +1.
- **Raise Sails.** Ignore bonuses and rely on oars.

2d6	Wind Strength	Movement Bonus
2-3	Calm	—
4-8	Light	+1 (+1)
9-11	Strong	+2 (+1)
12	Gale or storm	+3 (+2)

- **Duration.** Wind strength persists for 1d6 days.
- **Direction.** Roll d6 each day to determine change in wind direction:

1d6	Direction Change
1-2	One step counter-clockwise
3-4	No change
5-6	One step clockwise

Steps are calculated using an 8-way directional compass. One step clockwise from west is northwest. One step counterclockwise from west is southwest.

Storms

- **Visibility.** Up to 1 day's travel away.
- **Disorientation.** 4-in-6 chance of becoming lost.
- **Capsizing.** 30% chance each day. If capsized, loose cargo is lost and there is a 40% chance the vessel begins sinking.

Becoming Lost at Sea

- **Landmarks.** 2-in-6 chance when no landmarks are visible. Under clear skies, adjacent hexes and mountains up to 4 hexes away are visible.
- **Maps.** The Referee might hide the map and continue play without it until you re-establish your position. While lost, your vessel moves in a random direction.

Naval Combat

- **Naval Combat Turns.** Naval combat turns are 1 minute in length.
- **Attacking Vessels.** Siege weapons and sea monsters can attack vessels, treating their AC as 7. Melee attacks against vessels hit automatically.
- **Boarding.** You can leap from one vessel to another by succeeding an easy Agility test. Marines automatically succeed.
- **Ramming.** Deals 1d6 damage for each remaining vessel HD, and deals 1d6 damage to your vessel.
- **Fire.** Deals 1d6 damage. On a 6, the fire increases, dealing an additional 1d6 each round. If a 1 is rolled, the fire decreases by 1d6. A fire with no damage die is extinguished.
- **Sinking.** If a vessel takes at least 6 damage from a hit, it might begin sinking (determined by the Referee).

Sinking

- **Beginning to Sink.** There is a 50% chance the vessel sinks within 3d6 naval turns. Any further sinking result halves the remaining time before the vessel sinks.
- **Preventing Sinking.** If half the crew works to save the vessel for 1d6 rounds, there is a 70% chance the vessel is saved. A crew under attack can't prevent sinking.

Drowning

If you remain in water for 1 minute, roll d20. If the result is greater than your AC, you drown.

Upon the Land

- **Speed.** Hexes traveled each day. Numbers in parentheses indicate riding a horse to death (2-in-6 chance of dying each day, and the steed might never ride again).
- **Difficult Terrain.** Halves movement (rounded down).

Method of Travel	Speed
On foot	2
Wagon or cart	3
Horses	4 (6)

Becoming Lost on Land

- **Landmarks.** 2-in-6 chance when no landmarks are visible. Under clear skies, adjacent hexes and mountains up to 4 hexes away are visible.
- **Difficult Terrain.** Increase the chance of becoming lost to 3-in-6.
- **Maps.** The Referee might hide the map and continue play without it until you re-establish your position. While lost, you move in a random direction.

In Darkness

Timekeeping

- **Turns.** Each turn represents about 10 minutes. Most activities take 1 turn, for example, searching for traps, unlocking doors, or clearing obstacles.
- **Rest.** After combat or an hour of exploration, you should take one turn to rest. If you push on, the Referee might impose a -2 penalty to d20 rolls until you rest for 2 turns.

Light

- **Torches.** Burn for one hour (6 turns).
- **Lanterns.** A pint flask of oil burning in a lantern lasts 4 hours (24 turns).
- **Monsters.** Might be able to see in darkness.

Movement

- **Cautious Movement.** 240 feet each turn, and you can map, check for traps, and make close observation.
- **Hasty Movement.** 960 feet each turn, but you might become lost, stumble into ambushes, or trigger traps, especially when moving through areas you haven't fully mapped yet (determined by the Referee).

Encounters

- **Encounters.** Each turn, there is a 1-in-6 chance of an encounter.
- **Surprise.** Light and sound might determine whether you are aware of others. Unaware parties have a 2-in-6 chance of being surprised.
- **Distance.** When an encounter begins, each group begins $2d6 \times 10$ feet apart. If anyone is surprised, the distance is halved.

Key Concepts

- **Characters.** "Characters" means the player characters.
- **Creatures.** "Creatures" includes non-player characters (NPCs), including humans, monsters, or any other being with a spark of life (or undeath).
- **Rounding.** Unless otherwise specified, round numbers up.

Postscript

The great tool of creation is the knife.

Credits

This unofficial player's guide to *Wolves Upon the Coast* is an independent production and is not affiliated with Luke Gearing. This material reprinted with permission, and has been edited for clarity, consistency, or concision. Game rules relevant only to the Referee are omitted entirely. Special thanks to Luke Gearing for providing insights to authorial intent.

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<https://callmepartario.github.io/wutc>



NAME	BOAST	BENEFITS
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Characteristics

Combat

Strength	Agility	Constitution	Attack	AC	HP
MODIFIERS	MODIFIERS	MODIFIERS	MODIFIERS	MODIFIERS	MAX
					HD

Saves

Dodging	Physique	Warding
TARGET 15	TARGET 13	TARGET 17
MODIFIERS	MODIFIERS	MODIFIERS

Languages

Language	Half	Full
	O	O
	O	O
	O	O
	O	O
	O	O

Equipment

Encumbrance Limit (AC+5)

E	Item	Qty.	E	Item	Qty.
O		1	O		9
O		2	O		10
O		3	O		11
O		4	O		12
O		5	O		13
O		6	O		14
O		7	O		15
O		8	O		16