

HUNT OF THE STORMCATCHER

When you first arrived in Balvik, an unassuming fishing town, you would have never expected captain Abelard. The old mallard fisherman desperately wants you to go on a hunt with him.

LAKE UMBRAL

The lake is a large body of dark and deep water, with steep cliffs lining its edges. The only easy access to the water goes through Balvik, the small fishing village on its southern-most tip.

Here, a small fleet of fishing boats is anchored to the docks. A hand-full of seedy tavern service the fishers and every evening, a thick fog draws in from the lake.

LUCKY FISHING ROD

Abelard used to have a lucky fishing rod that grants a boon to fishing (Rulebook p103) and doubles the number of fish you catch.

One day while out fishing on his boat, he was attacked by Old Gulpy and dropped it into the water. He is convinced that Old Gulpy swallowed his lucky fishing rod and wants nothing more than to get it back from the belly of the beast.

HUNTING PLANS

The old captain is looking for capable hunters and fighters to go after Old Gulpy and recover his lucky fishing rod. He tells your group of rumors that the giant fish has over the year swallowed loads of treasure. He tries to entice you with the offer that this hoard could be all yours if you help him hunt down Old Gulpy.



CAPTAIN ABELARD

Abelard is a grumpy, old fishing boat captain with a grudge against Old Gulpy. He is obsessed with his vendetta and tends to yell at people who tell him that he should let it go.

MOVEMENT: 8 **DAMAGE BONUS:** — **HP:** 8

SKILLS: Hunt.& Fish. 15, Seamanship 11 Evade 8

WEAPON: Harpoon (skill level 12, damage 2D8)

SLEEP DEPRIVED: Due to nightmares about Old Gulpy, captain Abelard is sleep deprived and cannot recover from the DAZED condition.

HIRING ON

Once you have agreed to hire on for the hunt, captain Abelard will explain the different roles aboard his vessel and ask you to fill one of the following posts, except, of course, the role of captain.

CAPTAIN: The captain's role is to coordinate all crew activity on board a boat. Their two main tasks are to get the job done and get everyone home safely.

Captain Abelard takes his role to mainly involve the former. He will frequently boss around people on his boat to go faster or "FIND THAT DEMON OF A FISH!"

HELM: The helm is at the rudder of the boat and steers its movements. They should be skilled in SEAMANSHIP to maneuver the boat safely and evade any rocks jutting out of the water near the cliff edges of Lake Umbra.

LOOKOUT: A fishing boat usually has one crew member tasked with watching out for schools of fish or potential danger. The lookout needs a good AWARENESS to spot any dark shadows just below the water's surface.

GUNNER: Abelard needs a crew member who is good with CROSSBOWS to make good use of his newly installed Scorpio, a small ballista-like weapon on the front deck of the Stormcatcher.

BOATSWAIN: If the boat gets damaged it can start leaking water. It is therefore imperative to have someone skilled in CRAFTING on board to patch up leaks.

To patch a hole or break in the boat's hull, roll for CRAFTING. If successful, you can repair 2D6 HP to its hull. The boat needs to be stationary during repairs.

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THE SEARCH

Out on the waters of Lake Umbral, the search for Old Gulpy begins. Use the journey rules (Rulebook p101), but roll SEAMANSHIP instead of BUSHCRAFT, roll a D8 for mishaps (p. 102) and adapt them to make sense in context. You can search for two shifts, but you don't want to be out on the lake at night.

If you succeed, you find signs of Old Gulpy nearby and can start looking out for it. For every stretch following the signs, the lookout must make an opposed AWARENESS roll against Old Gulpy's SWIMMING (skill level 10). If you win, you spot it and can engage it in boat combat. If you lose three times, you lose sight of the signs and don't find it again this shift.

BOAT COMBAT



THE STORMCATCHER

An approximately 12 meter long fishing boat with a single sail, equipped to hunt large fish.

CREW: 3-6 **CARGO:** 100 **HP:** 100 **ARMOR:** 5

MOVEMENT: 18 (sail) / 6 (2 oars) / 12 (4 oars)

WEAPONS: 1x Scorpio **MANEUVERABILITY:** 2

MOVEMENT

The helm determines the boat's movement. They can split up the movement and move 6 meters as part of any crew member's turn, including their own and Abelard's.

HEX MAP: For an easier boat combat, use a hex map (see appendix), rounding movement to the nearest 6.

ROTATE: The boat can make a number of (45° or 60°, depending on the grid) rotations equal to its MANEUVERABILITY rating once for every 6 meters of movement.

ROWING: If at least two members of the crew grab oars and row (action), the boat gains 6 meters of movement. For two additional rowers, it gains another +6 meters.

FALLING OVERBOARD: If you fall overboard, you have to roll for SWIMMING (Rulebook p.53). Getting back on board requires a successful ACROBATICS roll.

CREW ACTIONS

During boat combat, each player gets their own turn as normal and can perform any of the following actions:

ADJUST SAIL (CREW): Make a SEAMANSHIP roll to either gain an additional rotation or an additional 6 meters of boat movement this round (only once per round).

RAM (HELM): If you ram into another boat or creature head-on, both take 1D8 bludgeoning damage for every 6 meters your boat has moved in a straight line, and your boat loses its remaining movement this round.

When ramming or being rammed, every crew member must succeed on an ACROBATICS roll or drop prone. On a demon, you fall overboard.

OTHER: You can perform any other action you want to, like attacking a sea monster, or casting spells.

MAGIC: Certain magic spells, like GUST OF WIND or TIDAL WAVE, can push boats a number of meters forward, but unless they ram into another boat, creature or rocks, they don't take any damage from it.

THE SCORPIO

A huge crossbow mounted on a 180° swivel. Next to it, a basket containing 20 large arrows.

SIZE: Normal **HP:** 25 **ARMOR:** 4

WEAPON SKILL: Crossbows **GRIP:** 2-handed

DAMAGE: 3D8 (piercing) **RANGE:** 90 meters

RELOAD: Before you can shoot the scorpio, you must load a large arrow. This requires an action (no roll), but can be done by a second character.

AIM: Aiming the scorpio takes a free action (no roll, but you only have one free action per turn).

SHOOT: Fire the scorpio using your CROSSBOW weapon skill. If the target is moving, you must aim and shoot on the same turn.

Scorpio attacks can be dodged but not parried.



OLD GULPY (GIANT CATFISH)

"Old Gulpy" is the oldest and largest catfish in the whole of Lake Umbra. It has grown up to 8 meters long and weighs about as much as a fishing boat. The local tales tell that Old Gulpy has swallowed a whole hoard of valuables in its day, and whoever catches it will become rich beyond their dreams.

- ◆ **Treasure:** If you defeat Old Gulpy, you find that is swallowed 4 treasure cards worth of valuables and Captain Abelard's lucky fishing rod.

FEROCITY: 2 **SIZE:** Huge

MOVEMENT: 18 **ARMOR:** 4 **HP:** 40

STRATEGIC: The giant catfish normally uses a D4 for monster attacks. Once a target is in the water near to it, it switches to a D6 for monster attacks.

SELF-PRESERVATION: Once its HP drops to 15, the giant catfish dives and tries to flee combat. If it gets away, your lookout must try to spot it again. For each stretch hiding, it regains 1D6 Hit Points.

MONSTER ATTACKS

D4 ATTACK

- 1 **RAMMING!** The giant catfish swims head on into the boat, inflicting 3D6 damage. Every character on board must make an ACROBATICS roll or be knocked down. On a demon you fall overboard.
- 2 **TAIL SLAMI** The giant catfish slams its tail down on two player characters within 2 meters of each other. Both victims suffer 2D6 bludgeoning damage and are knocked down.
- 3 **DIVE!** The giant catfish uses all its movement to dive deep down into the water. It cannot be seen or attacked until its next turn.
- 4 **SPLASH!** The giant catfish splashes down next to the boat, causing a great wave to wash over it. All untethered objects and creatures on the boat are pushed 2D6 meters away.

D6 ATTACK – with nearby target in the water

- 5 **GULP!** The fish swallows an opponent in the water, inflicting 2D6 damage. The player character can keep attacking the giant catfish from within, where it has no armor. For each round spent in the fish's belly, the victim suffers D6 damage on their turn (armor has no effect). The victim gets out once the monster is dead.
- 6 **DROWNING!** The giant catfish pulls an opponent into the deep and the victim immediately begins to drown (Rulebook, p53). The player character cannot move or perform actions that require movement, except trying to break free, which takes a STR roll with a bane. Others can help.