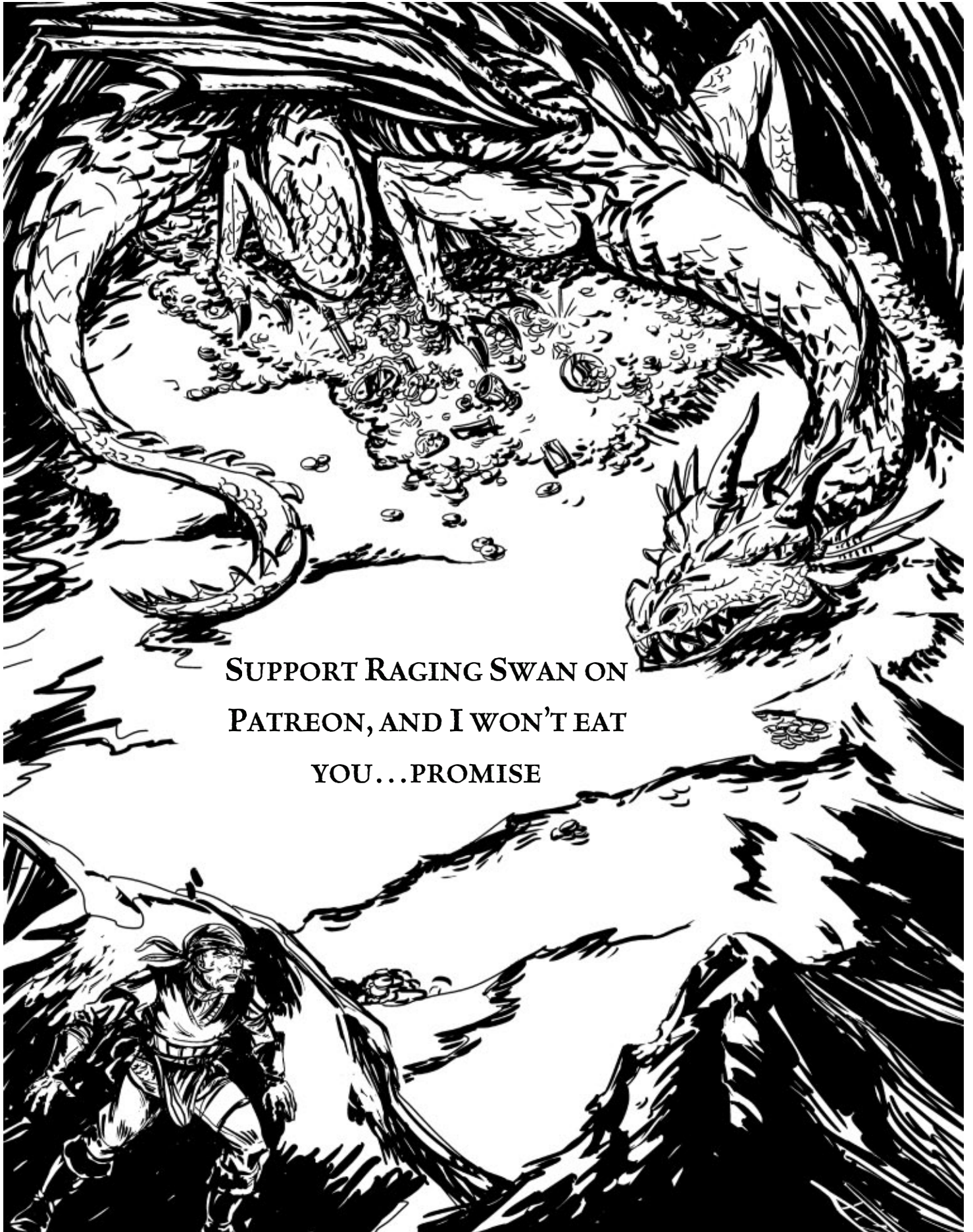


RAGING SWAN PRESS

VILLAGE BACKDROP:
SEA BITCH





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VILLAGE BACKDROP: SEA BITCH

Perched hard against steep cliffs and protected on the landward side by an earth ditch and berm, the small fishing village of Sea Bitch is a windy place. Founded fifteen years ago by the all-female crew of the eponymous pirate vessel, its inhabitants are famed for the trained eagles they use to hunt the seabirds nestling in the nearby cliffs.

Sea Bitch is known all along the coast as a place of shelter for women of all races fleeing from brutish, bullying husbands. But now the village is under threat—a warlike tribe of orcs have taken up residence in an ancient fortress in the nearby woods and Sea Bitch’s spiritual leader, the druid and ex-pirate Allindra Squallweather, has been spreading rumours of lost orcish treasure in the hopes of attracting fearless adventurers to the village.

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Thank you for purchasing *Village Backdrop: Sea Bitch*; we hope you enjoy it and that you check out our other fine print and PDF products.

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SEA BITCH AT A GLANCE

Perched hard against steep cliffs and protected on the landward side by an earth ditch and berm, Sea Bitch is a windy place. A small harbour protects the village's dozen or so fishing boats, and the villagers are renowned for the trained ernes (sea eagles) they use to hunt the seabirds nesting in the nearby cliffs.

Sea Bitch was founded fifteen years ago by the all-female crew of the eponymous pirate vessel, following the death of their captain in a ferocious battle with the *Relentless Kraken*, another pirate ship. The *Sea Bitch's* captain, Elyse Killigrew, was slain by a crossbow bolt through her eye, fired by a cowardly young goblin sniper lurking in the *Kraken's* crow's nest. Allindra Squallmaven, the first mate, took command of the *Sea Bitch* and used her druidic magic to call lightning down on the enemy and drive them off, thus winning the battle. With her captain dead and many of her crew slain, the *Sea Bitch* put in at a sheltered harbour to the east of Deksport.

She never left. Allindra and the surviving pirates beached the ship and set about establishing a new home for themselves on land, using wood from the nearby forest to build homes, fishing boats and a jetty. Over the last decade and a half, the village of Sea Bitch has grown into a small but thriving fishing community. To supplement their piscine diet, Allindra used her affinity with wild birds to attract a congress of ernes to the village, and to train them to hunt the razorbills and puffins nesting high in the cliffs. As Sea Bitch's population grew, men came to live in the village, but women are still very much in the majority, and the community is renowned for sheltering women of all races fleeing from brutish, bullying husbands.

Sea Bitch trades regularly with Deksport and the nearby villages of Revenge and Red Talon. However, life in the village is complicated by trouble brewing in the nearby forest. A warlike tribe of orcs inhabits an ancient ruined fortress, once more. Loggers have been attacked, and the orcs have made several attempts to attack Sea Bitch itself. It's only a matter of time before the savage humanoids are able to breach the village's defences and put it to the torch. The villagers have been spreading rumours of lost orcish treasure in the ancient fortress, in the hopes of attracting fearless and heroic adventurers to Sea Bitch, willing to take on the orcs.

DEMOGRAPHICS

Ruler Allindra Squallmaven

Government Magical

Population 89 (65 humans, 11 half-orcs, 6 halflings, 4 half-elves, 3 dwarves)

Alignments CN, CG, N

Languages Common, Orc

Corruption -3; **Crime** +0; **Economy** -1; **Law** -1; **Lore** +3; **Society** -3

Qualities Isolated, Notorious

Danger +10; **Disadvantages** None

NOTABLE FOLK

Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:

Allindra Squallmaven (location 2; CN female human druid [aquatic] 8) Retired pirate, founder of Sea Bitch and the village's spiritual and secular leader.

Erwyn Splintertusk (location 1; N male half-orc commoner 2) Hoary old beachcomber who makes his home in what's left of the *Sea Bitch* and sells interesting flotsam in the market.

Finelle Hornswaggle (location 6; N female human fighter 2/expert 2) Former pirate and ship's carpenter, Finelle runs the Merry Maiden Inn with her partner Nyssa.

Ildiko Squallmaven (location 7; CN female human fighter 1) Allindra's fiery young daughter yearns to pursue her mother's old life as a pirate.

Krog the Flyer (location 9; CE male orc fighter 6) Bloodthirsty leader of the orc tribe living in the nearby woods.

"Shiphape" Selma (location 5; CG female dwarf expert 3) This meticulous ex-pirate quartermaster runs the trading post.

NOTABLE LOCATIONS

Most of the village comprises peasant homes. A few locations, however, are of interest to adventurers:

1. **The Sea Bitch:** The rotted hull of this pirate ship lies on the beach and is home to Erwyn Splintertusk.
2. **Druid's Cave:** Allindra lives in a sea cave at the cliff's base.
3. **Puffin Heights:** The cliffs to the east of the village are home to hundreds of nesting puffins and razorbills.
4. **Aeries:** Trained sea eagles build their nests high on the cliffs.
5. **The Stores:** This well-stocked trading post sells fishing gear, dry goods and other equipment.
6. **The Merry Maiden:** The village inn is a lively place where patrons can enjoy good ales, hearty food, music and dancing.
7. **The Docks:** Always busy with fishing boats and merchant vessels arriving from Deksport and points beyond.
8. **Village Defenses:** An earth ditch and berm protects the village.
9. **Forest:** An ancient orcish fortress stands in the dense woods to the northwest of Sea Bitch, occupied once more by feral orcs.

MARKETPLACE

Resources & Industry Fishing, hunting, forestry

Base Value 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 4th; **Minor Items** 2d4; **Medium Items** 1d4; **Major Items** –

When the PCs arrive, the following items are for sale:

- **Potions** *pass without trace* (50 gp), *barkskin* +2 (300 gp)
- **Scroll (Divine)** *calm animals* (25 gp), *commune with birds* (25 gp)
- **Wondrous Item** *efficient quiver* (see location 1; 500 gp)

VILLAGE LORE

A PC making a Knowledge (geography) or Knowledge (local) check may know some information about Sea Bitch. A successful check reveals all the information revealed by a lesser result.

DC 10: The villagers use trained sea eagles to hunt seabirds for food.

DC 15: Sea Bitch was originally founded by an all-female pirate crew, and has a reputation for offering refuge to women in need.

DC 20: An ancient fortress stands in the forest to the northwest of the village; it was once home to the infamous orc king, Ogzug the Betrayer, and is rumoured to hold lost treasure.

VILLAGERS

Appearance The villagers are mostly women of diverse appearance and ethnic backgrounds. Many were former pirates and usually have at least one or more tattoos.

Dress Sea Bitch's inhabitants wear thick, hooded cloaks over their simple shirts and breeches to protect themselves against the strong winds blowing in from the sea.

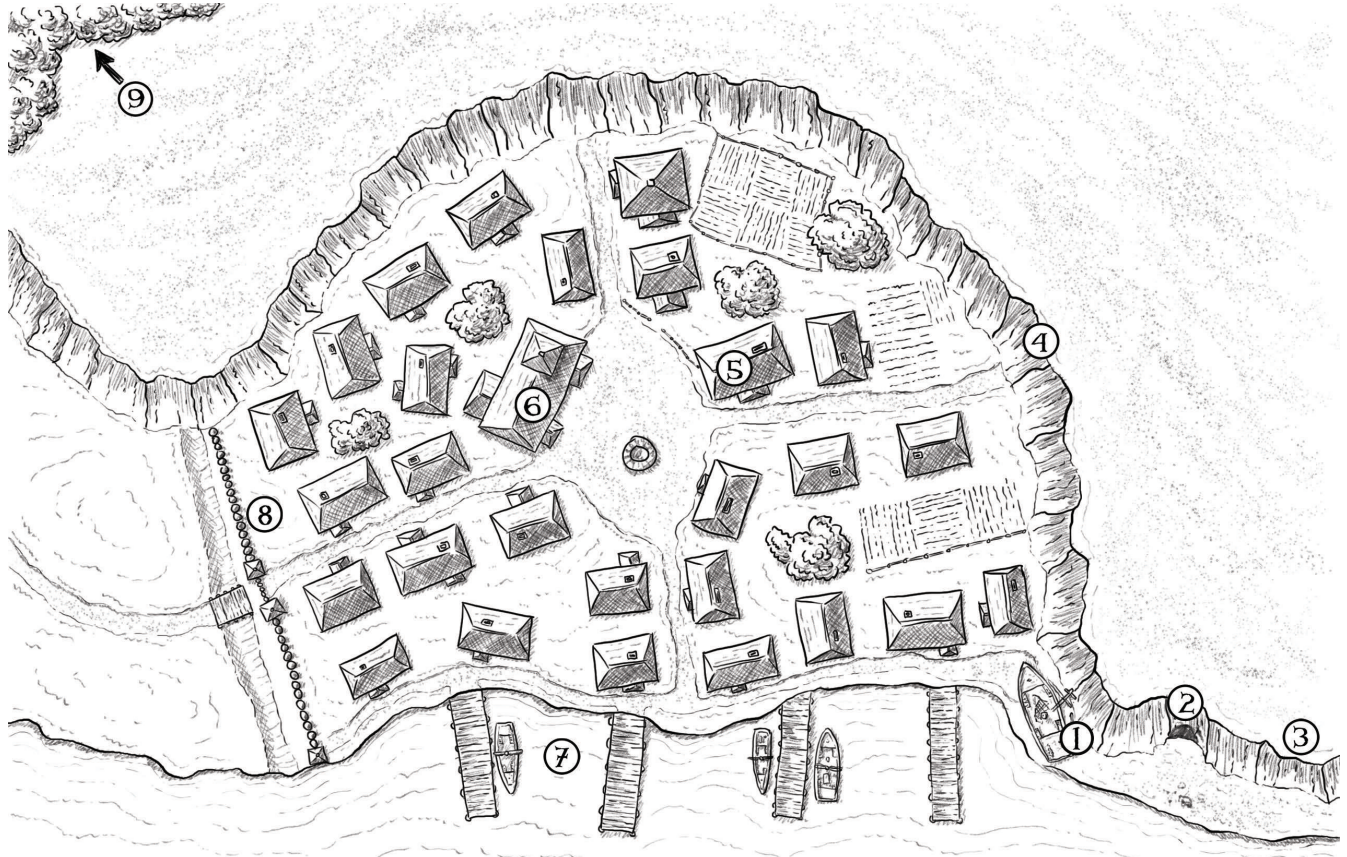
Nomenclature *female* Gia, Hanife, Kerrie, Rafat, Tierna; *male* Brion, Muirin, Tady; *family* Delaney, Grogwether, Inkspott, Redsail.

WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Sea Bitch and its surroundings. This takes 1d4 hours and requires a DC 10 check. A PC exceeding this check gains one additional rumour for each 5 points by which he exceeded DC 10. Use the table below to determine which rumour(s) the PC learns.

D6	RUMOUR
1	Nyssa came to Sea Bitch to get away from her violent husband. He followed her here, but Finelle Hornswaggle and others forcefully persuaded him it wouldn't be a good idea to try and drag her home again.
2	Ildiko Squallmaven's father is a well-known pirate captain in Deksport and she's thinking about paying him a visit.
3	Erwyn Splintertusk found a treasure map inside a bottle that washed up on the beach the other day. X marks the spot!
4	The forest orcs are searching the ruined fortress for a mighty magical amulet which once belonged to Ogzug the Betrayer.
5	The captain of the <i>Sea Bitch</i> was slain by a crossbow bolt fired by a cowardly goblin pirate; the goblin survived the battle but must surely be dead by now.
6*	Erwyn Splintertusk came to Sea Bitch to escape the massive gambling debts he ran up in Deksport.

*False rumour



NOTABLE LOCATIONS

1: THE SEA BITCH

On the beach at the eastern end of the village, above the high tide mark, the former pirate vessel, the *Sea Bitch*, lies on its side in the sand. The weather has taken its toll on the ship, and parts of the hull have rotted away, but enough remains to provide shelter from the rain and winds sweeping in from the sea. The grizzly old half-orc Erywn Splintertusk (N male half-orc commoner 2) lives inside the wreck. Erwyn is a man of few words, nervy, with a manic look in his yellowish-green eyes. He fled to Sea Bitch from Red Talon to escape the cannibal cult of Ukre'kon'ala, and fears they might still come after him. Now, he ekes out a living combing the beach for flotsam which he sells on market days from his rickety cart. Amongst the mundane gear, messages in bottles and worthless bric-a-bric, Erwyn sometimes has a magic item for sale. When the PCs arrive in the village, he is hoping to get at least 500 gp for the *efficient quiver* he found washed up on the beach.

2: DRUID'S CAVE

Set in the side of the cliffs surrounding the village, this sea cave is home to the druid Allindra Squallmaven. Sea Bitch's founder and spiritual and secular leader likes to live as close to the wind and waves as she can. The front of the cave gets partially flooded at high tide to a depth of around a foot, so there are rockpools just inside the entrance, lined with seaweed and inhabited by anemones, limpets and bright blue (edible) crabs. Further back, worn, slick natural steps lead up to a broad ledge 10 feet above the cave floor. Allindra lives up here where it's dry, sleeping on a wooden cot piled high with furs. Wooden crates and shelves contain her food supplies, herbs and potions, and she often has a cauldron bubbling over a small fire. Although a fissure in the high ceiling provides some ventilation, the back of the cave can get smoky when the fire is burning, and it is cold in winter. It didn't take long for Allindra's daughter, Ildiko, to move into a nice warm cottage as soon as she was old enough to look after herself.

Allindra (CN female human druid [aquatic] 8) is in her early forties, with long grey hair, usually tied in a ponytail, but let loose when she is performing druidic rituals. She has a well-worn face and a tanned complexion from many years at sea, and still dresses in simple sailor's clothes and walks barefoot. Her animal companion, a large black and white erne named Kayla, often perches on her gloved arm as she wanders around the village. It was Allindra who brought more eagles like Kayla to the village, training them to hunt the local seabirds for food. The former pirate is fiercely devoted to Sea Bitch's inhabitants and works hard to keep the village safe from outside threats. Worried about the danger from the orcs in the forest, Allindra

encourages the PCs to deal with them by making sure they hear the rumours about Ogzug the Betrayer's lost treasure. Although she has had a few brief flings since settling down in Sea Bitch—including with Ildiko's father—Allindra's heart still belongs to her former captain, Elyse Killigrew. If Allindra discovered that Elyse's killer was still alive, she would stop at nothing to avenge her death.

3: PUFFIN HEIGHTS

Hundreds of seabirds nest in large colonies on the steep 300 foot tall chalk cliffs to the east of Sea Bitch. Razorbills (predominantly black birds with white plumage on their fronts) and puffins (smaller black and white birds with multi-coloured beaks) come to the cliffs and lay their eggs on narrow ledges, in crevices and in burrows, from the beginning of spring through to the end of the summer. During this time, the constant squawking of the birds can be heard throughout the village. There are so many seabirds that Sea Bitch's trained ernes are able to swoop into the colonies unopposed, grabbing their prey in their talons before flying back to their handlers. Unsurprisingly, the cliff walls are covered in guano the villagers harvest as fertiliser for their crops. Some daring ex-pirates have even been known to lower themselves down from the top of the cliffs on ropes to steal bird eggs.

4: AERIES

Brought to the village by Allindra and trained as hunting eagles, four pairs of ernes (treat as eagles) have built nests high on the cliffs overlooking Sea Bitch. These great black and white sea eagles have razor-sharp orange beaks and talons, and impressive seven-foot wingspans. Each morning in the spring and summer, their handlers, known as ernstringers, call the birds down onto their gauntlets. Each eagle has leather jesses (strips) and bells attached to its feet, but their excellent training has meant there is no need for them to wear hoods. Mild-mannered Zanris (NG male half-elf expert 2/druid 1), Allindra's apprentice, is the head ernstringer who supervises each hunt. The ernes are flown up to Puffin Heights to seize razorbills and fat, juicy puffins in their talons and bring them back to their handlers, who fill their sacks with birds. The seabirds are quite tasty when eaten as long as they are properly skinned—rather than plucked—before eating to get rid of their oil glands.

5: THE STORES

This immaculately kept and extremely well-stocked shop serves as the village's main trading post. The Stores is filled from floor to ceiling with fishing gear, falconry equipment and farming

implements, as well as dry goods of all sorts. PCs coming to the store should be able to purchase most normal adventuring gear.

The Stores is run by “Shipshape” Selma (CG female dwarf expert 3), a fastidious, bespectacled shopkeeper who once served as quartermaster on the *Sea Bitch*. Her job on board was to make sure all weapons, gear and loot were properly accounted for, down to the last nail and copper piece, and she has applied the same attention to detail to running her trading post. Selma travels to Deksport every couple of weeks to purchase new stock; on her last trip, she saw the goblin crossbowman who killed Elyse Killigrew, the *Sea Bitch*’s captain. Named Bral, the ugly goblin is now the feared pirate captain of the *Screaming Hydra*. Selma is wondering whether or not to tell Allindra.

6: THE MERRY MAIDEN INN

Located in the centre of the village, on the northwest side of the market square, is the Merry Maiden Inn, *Sea Bitch*’s only hostelry. Outside the entrance stands the gaudily painted figurehead of the *Sea Bitch*—a bare-breasted mermaid with lurid red lips and bright green hair. Inside, the inn is a lively place with cheap ales on tap and hearty food on the menu (mostly seabirds and fish dishes), accompanied by music and dancing. The inn is run by Finelle Hornswaggle (N female human fighter 2/expert 2), a larger-than-life ex-pirate with a sailor’s gait and a hearty laugh. Finelle served as the carpenter on the *Sea Bitch* and built the timber inn with her own calloused hands. Her partner, Nyssa (LN female human bard 1/expert 1) is a talented musician and singer who plays sea shanties and jigs on her lute in the evenings. Nyssa fled to *Sea Bitch* from Deksport to escape her violent husband, a sadistic pirate named Torrek Fourfingers. Torrek followed her here to bring her back home, but Finelle and some of her former shipmates beat him to teach him a lesson about bullying and sent him back to Deksport, barely alive, on the next ship. Nyssa fell in love with her saviour and moved in with her. Meanwhile, Torrek’s broken bones are on the mend, and there’s every chance he will return soon to seek revenge.

7: DOCKS

Sea Bitch’s wooden docks are most busy at dawn when the village’s fishing boats head out, and again when they return in the late afternoon with the day’s catch. Bigger merchant vessels from Deksport, Red Talon and other towns and villages along the coast also call in at the docks on the twice weekly market days.

Alliana’s daughter, Ildiko Squallmaven (CN female human fighter 1) can often be found here, chatting to the sailors on the ships, listening to their stories of pirates and sea monsters and practicing her sword-fighting skills. The young girl is bored of *Sea*

Bitch and is desperate to follow in her mother and father’s footsteps and become a pirate. Her father, Pyllak Drand, is a well-known pirate captain in Deksport, and she’s thinking about hopping onto the next ship bound for the town and tracking him down.

8: VILLAGE DEFENSES

Sea Bitch is protected on its western side by a ditch and earth berm topped with a 15-foot high wooden stockade. The road from Deksport crosses the ditch by means of a wooden bridge leading up to a pair of sturdy gates, barred shut from dusk till dawn. Two guards from the village militia are stationed at the gates at all times to keep watch.

9: FOREST

Dense woods lie to the northwest of *Sea Bitch* along the northern side of the Deksport road. The villagers use timber from the forest to build their homes and fishing boats, but loggers avoid venturing too far into the woodlands for fear of the orcs living therein. Several months ago, a savage, warlike tribe led by a huge orc named Krorg the Flayer (CE male giant orc fighter 6) took up residence in an ancient fortress in the heart of the forest. This ruined castle was once the home to Ogzug the Betrayer, the notorious orc warlord who terrorized the peninsula and the lands around several hundred years ago. Ogzug was said to possess a magical amulet that enabled him to blast his enemies into smithereens merely by pointing at them with his six-fingered hand. The orc lord’s reign came to an ignominious end when he choked to death on a fishbone at a victory feast. None of his lieutenants came to Ogzug’s aid—instead, they fought over his corpse for his magic amulet. By the end of the violent clash, all of them lay dead and the amulet had mysteriously vanished. Rumours persist to this day that Ogzug’s faithful skull bearer had hidden it somewhere in the fortress.

Now Krorg and his orcs have moved in and are searching the ruins for the powerful magic item and other loot. The ancient, squat fortress has six towers, one of which have collapsed, and is overgrown with trees, bushes and vines, and their search so far has been both slow and fruitless.

Krorg the Flayer is nearly nine feet tall and grossly fat, with a missing ear and a broken tusk from the brutal fights that won him the right to lead the tribe. Krorg is a bloodthirsty, savage ruler with a penchant for flaying his enemies alive. His tribe, the Skin Rippers, numbers around sixty orc warriors, more than enough to take *Sea Bitch*, flay its puny human women and put their homes to the torch. So far, the orcs have just been testing the village’s defences: the real raid comes next.

LIFE IN SEA BITCH

Life in Sea Bitch is generally peaceful and uneventful but with the recent orc threat from the woods, the villagers have become more wary, particularly when venturing outside the gates.

TRADE & INDUSTRY

Predominantly a fishing village, the waters around Sea Bitch provide enough fish to feed the villagers, with plenty for sale to visiting traders in the twice-weekly village market. The seabirds caught by Sea Bitch's trained ernes are the village's other main export; the birds are popular on the tavern menus in Deksport and elsewhere on the coast. The villagers use the nearby woods to provide timber for building houses and boats, and grow vegetables in allotments at the base of the cliffs.

LAW & ORDER

Sea Bitch's militia stand guard at the western gates and on the docks. The militia comprise eight tough female ex-pirates (human or half-orc warrior 1) in leather armour armed with cutlasses and crossbows. They answer to Allindra Squallmaven. Until the orcs arrived, dealing with angry and violent men looking for their runaway wives was what kept them most busy.

EVENTS

While the PCs are in the village, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	Allindra learns the goblin who slew Elyse Killigrew is Bral, captain of the <i>Screaming Hydra</i> , and is still alive. She sets off for Deksport immediately, seeking revenge.
2	Krogr the Flayer leads a full-scale night-time raid on the village.
3	A vicious aerial battle takes place between two rival male ernes over a desirable female.

KAYLA, ANIMAL COMPANION

N Small animal (sea eagle)

Init +4; **Senses** low-light vision; Perception +1, Sense Motive +2
Speed 10 ft., fly 80 ft. (average); **ACP** 0; Fly +11

AC 21, touch 16, flat-footed 16; **CMD** 21

(+4 Dex, +1 dodge [Dodge], +5 natural, +1 size)

Fort +7, **Ref** +9 (evasion), **Will** +4; +4 vs. enchantments
hp 49 (7 HD)

Space 5 ft.; **Base Atk** +5; **CMB** +6

Melee bite +11 (1d4+2) and
2 talons +11 (1d4+2)

Abilities Str 14, Dex 18, Con 14, Int 2, Wis 14, Cha 6

SQ tricks (attack [any creature], come, down, fetch, guard, heel, seek, stay)

Feats Dodge, Weapon Finesse, Weapon Focus (bite, talons)

4 Ildiko Squallmaven has gone missing. The word in the Merry Maiden is that she's sailed to Deksport to find her father, Pyllak Drand. Allindra asks the PCs to go after her and bring her home.

5 Cultists of Ukre'kon'ala arrive from Red Talon, looking for Erywn Splintertusk. If they find him, they attempt to kidnap him and take him home to be sacrificed to their dark cannibal god.

6 Torrek Fourfingers, Nyssa's husband, turns up with a bunch of thugs in tow. He is out for revenge on both Finelle and Nyssa.

ALLINDRA SQUALLMAVEN

CR 7 (XP 3,200)

This woman in her early forties has long grey hair and a well-worn, tanned face. She wears sailor's garb but no shoes.

Female human druid (aquatic) 8

CN Medium humanoid (human)

Init +1; **Senses** Perception +10, Sense Motive +3

Speed 30 ft., swim 15 ft. (natural swimmer); **ACP** -1; Swim +14

AC 15, touch 11, flat-footed 14; **CMD** 18

(+2 armour [leather], +1 Dex, +1 natural [+1 amulet of natural armour], +1 shield [light wooden])

Fort +8, **Ref** +4, **Will** +9; +4 vs. water spells or exceptional or supernatural abilities of aquatic or water creatures

hp 59 (8 HD)

Space 5 ft.; **Base Atk** +6; **CMB** +7

Melee +1 scimitar +8/+3 (1d6+2/18-20)

Special Actions wild shape (2/day; Natural Spell; *beast shape II, elemental form I*)

Druid Spells Prepared (CL 8th; concentration +2 [+6 casting defensively or grappling]; spontaneous casting [*summon nature's ally*])

4th—*cure serious wounds, ice storm* (DC 17)

3rd—*call lightning* (DC 16), *dominate animal* (DC 16), *greater magic fang, sleet storm* (DC 16)

2nd—*barkskin, fog cloud, gust of wind* (DC 15), *lesser restoration*

1st—*charm animal* (DC 14), *commune with birds, cure light wounds, entangle* (DC 14), *faerie fire*

0—*create water, detect magic, flare* (DC 13), *guidance*

Combat Gear *potion of cure light wounds, potions of magic fang (2), potion of barkskin*

Abilities Str 12, Dex 13, Con 14, Int 10, Wis 17, Cha 16

SQ aquatic adaption, nature's bond (animal companion), wild empathy (+11, +7 vs. Magical beasts)

Feats Brew Potion, Combat Casting, Lightning Reflexes, Natural Spell, Scribe Scroll

Skills as above plus Handle Animal +14, Heal +8, Knowledge (geography) +5, Knowledge (nature) +13, Profession (sailor) +10, Spellcraft +7, Survival +12

Languages Common, Druidic

Gear as above plus spell component pouch, 93 gp

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