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Overview: Captain Spike and his PiRat vikings have pillaged the coast of its precious paper and kidnapped villagers saying things like, "you look like a rat queen." The villagers have collected a small amount of money to hire you to help them. The village leader introduces you to a swarm of rats in a trenchcoat who teleports you to The Witch of the Waves, a magical ship, to pursue Captain Spike to his lair so you can save the kidnap victims and stop this menace once and for all.

Summoning Swarm: This swarm of rats is a battery that powers, and shares a consciousness with, The Witch of the Waves. It has the power to teleport anyone within the swarm to the deck of The Witch of the Waves. If too many rats die they need to return to the boat to replenish their numbers. It's a teleporting anchor that's powered by the souls of the willing.

The Witch of the Waves (they/them): This sentient viking longboat made a promise to a sea goddess to never harm another ship, but gets around that promise by having the adventurers do it. They used to be Captain Spike's ship, but now they need adventurers to crew them to save their kidnapped boatling children from their previous owner. "I don't want my kids in this life I was in." There are buttons and levers that can do the following: polymorph everyone on deck into a rat, hurl spiky quills in all directions, its wool sails secrete a healing balm, polymorph the entire ship and its occupants into a giant rat ship.

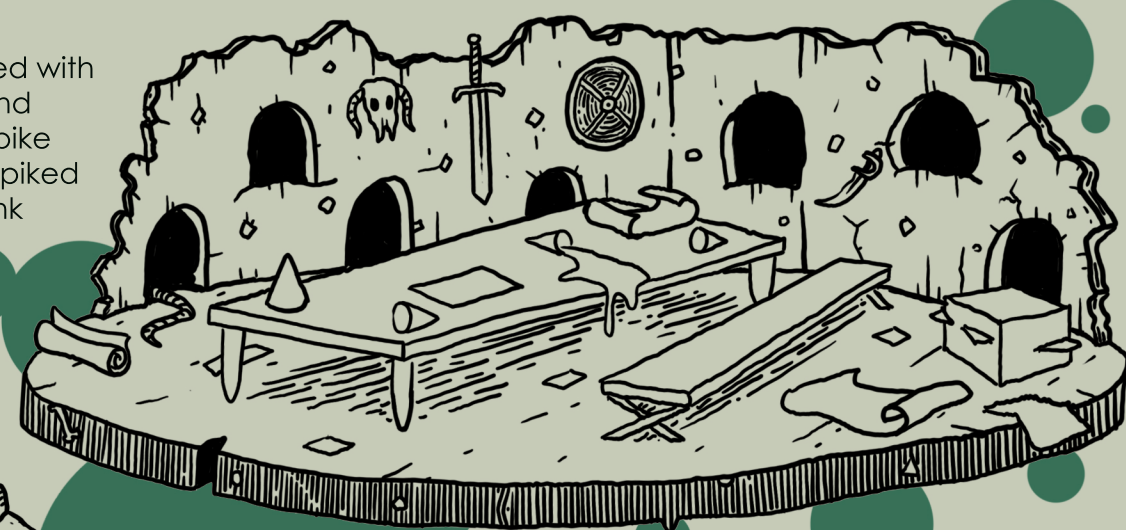
Captain Spike (he/him): This muscled viking has a spiky sea urchin head and is obsessed with the collecting and transport of paper. He has a spike for a hand, and can make you vomit caltrops with his magic eye patch's gaze attack. This sea gangster has strong-armed every town down the coast to deliver to him books, reams of paper and rat queen tributes. All are now being carefully transported to their lair by his PiRat armada of 15 ships that are each crewed by 50 PiRats. His ship, The Malicious Intent, contains a kiddie pool of The Witch of the Waves' kidnapped babies.



The PiRat Nest: This massive pile of garbage floating in the ocean is encircled by a 50-foot-tall paper mache dam that holds back the waves, like a giant bowl made around a massive balloon that was popped generations ago. Paperapets, battlements and towers line the top of the wall, and are peopled with guards and lookouts. There's a large main gate for the ships to come in, but there are also underwater sewer entrances. A magic dampness permeates the entire structure and fire, even magical fire, cannot exist here.

PiRats: These humanoid rats wear tricorn hats and are armed with cutlasses and muskets. While crewing their ships, they roll and smoke cigarettes with the precious paper when Captain Spike isn't looking. Minibosses are: Snoop has attack bulldogs in spiked collars, Marster is a vampire and Degrassi is a pregnant punk rocker with a bad attitude.

Mead Hall: This is the living space for all of the denizens of The PiRat Nest. The perimeter of this massive room contains piles of papers built into nests and burrow holes. Families are replenishing wet paper with fresh dry paper. In the center of the room is an incredibly long table that is set for tonight's feast of small animals, insects, grain, seeds and paper cups of mead. If you stand on this magic table and boast, you'll grow to twice your size for one minute. There are dozens of spell scrolls shoved randomly into nests. Captain Spike prefers to roll his cigarettes with scrolls when he can find one.



Dolls Room: All of the failed, dried out queen attempts live here as animated paper dolls. They'll try to prevent anyone from attempting the Queen's Throne when Captain Spike isn't around. They are jealous of all non-dolls and in love with Captain Spike. Paper dolls have a paper cut attack and can become invisible if they turn sideways. The paper dolls are holy to the PiRats.



The Queen's Throne Room: Below the mead hall, through guarded PiRat tunnels, is a massive viewing room with hundreds of balconies overlooking an ornate throne with arm & leg straps and a metal helmet built into it. The captives are chained to the floor around it. Captain Spike takes one at a time and straps them to the chair to find out if this victim will be his new queen of the PiRats. When strapped to the chair, roll a "20" on a d20 and transform into the new rat queen with the power to summon and command rats. But if you fail, it sucks your essence out to add to the throne's power, reducing you to a shriveled, withered husk of paper and you're ushered to the Doll Room.

