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# TOWN BACKDROP: DEKSPORT



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# TOWN BACKDROP: DEKSPORT

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*Huddled behind an ancient breakwater of unknown provenance and hemmed in by dense woodlands, the pirate stronghold of Deksport is an isolated, violent place. Orcs and goblins openly walk the streets among the human inhabitants and serve on the many predatory vessels sailing from the port. Built upon the ruins of an old logging town swept away long ago in a tide of blood and slaughter great quantities of loot, treasure and slaves flows through the dilapidated, ruined port. Ruled by a loose coalition of three powerful, vicious and depraved co-rulers, Deksport is a nest of suffering, self-interest and barely restrained racial violence. Each of the three co-rulers plots ceaselessly against their peers, working to become the undisputed lord of the pirates and thus the town perpetually teeters on the edge of bloodshed and chaos. With nearby kingdoms growing increasingly angry with the pirates' depredations, the call has gone out for brave adventurers to crush the pirate threat once and for all.*

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## CONTENTS

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|                                      |    |
|--------------------------------------|----|
| Folk of Deksport.....                | 2  |
| Deksport at a Glance.....            | 4  |
| Demographics .....                   | 4  |
| Town Lore .....                      | 4  |
| Notable Locations .....              | 4  |
| Notable Locations by Category .....  | 4  |
| Inhabitants.....                     | 6  |
| Notable Folk.....                    | 6  |
| Marketplace.....                     | 6  |
| Whispers & Rumours .....             | 7  |
| Deksport's Hinterland.....           | 8  |
| Immediate Environs.....              | 8  |
| Forest of Gray Spires.....           | 9  |
| History .....                        | 10 |
| Daily Life .....                     | 11 |
| Festivals & Traditions.....          | 11 |
| Law & Order.....                     | 11 |
| Trade & Industry .....               | 11 |
| Sights & Sounds .....                | 12 |
| Events .....                         | 13 |
| Minor & Generic Locations .....      | 14 |
| Fortifications.....                  | 14 |
| Generic Tenements.....               | 14 |
| Ruined Tenement .....                | 14 |
| Minor Businesses .....               | 14 |
| Street Vendors.....                  | 15 |
| Taverns & Inns .....                 | 15 |
| Notable Locations .....              | 16 |
| 1: Spire of the Beacon Eternal ..... | 16 |
| 2: Dorn's Breakwater .....           | 16 |
| 3: The Docks.....                    | 17 |
| 4: The Scorched Anchor .....         | 18 |
| 5: The Welcome Mermaid .....         | 18 |
| 6: The Pens.....                     | 18 |
| 7: Dead Man's Bluff .....            | 19 |
| 8: Hall of the Creator .....         | 19 |

|                                 |    |
|---------------------------------|----|
| 9: Shrieking Sailor.....        | 20 |
| 10: Ovlon's .....               | 20 |
| 11: The Wailing Tower .....     | 21 |
| 12: The Mottled Palace .....    | 21 |
| 13: All That Glitters .....     | 22 |
| 14: Anything & Everything ..... | 22 |
| 15: House of Whispers .....     | 22 |
| 16: The Pit .....               | 22 |
| Did you Know? .....             | 35 |

## FOLK OF DEKSPORT

|                             |    |
|-----------------------------|----|
| Reading Stat Blocks .....   | 24 |
| Pirates .....               | 25 |
| Goblin Pirate .....         | 25 |
| Veteran Goblin Pirate ..... | 25 |
| Human Pirate .....          | 26 |
| Veteran Human Pirate .....  | 26 |
| Orc Pirate .....            | 27 |
| Veteran Orc Pirate .....    | 27 |
| Movers & Shakers .....      | 28 |
| Dunn .....                  | 28 |
| Sakari .....                | 29 |
| Pirate Captains.....        | 30 |
| Ariquis Pyloninn .....      | 30 |
| Bral.....                   | 31 |
| Cyanae Malninrae .....      | 31 |
| Yorg.....                   | 32 |
| Rulers .....                | 33 |
| Aune.....                   | 33 |
| Olmi.....                   | 33 |
| Nargor .....                | 34 |



## STAT BLOCKS BY CR

| CR  | NAME                  | DETAILS   | PAGE |
|-----|-----------------------|---|------|
| 1/2 | Goblin Pirate         | NE male goblin warrior 1/expert 1                 | 25   |
| 1/2 | Human Pirate          | NE male human warrior 1/expert 1                  | 26   |
| 1/2 | Orc Pirate            | CE male orc warrior 1/expert 1                    | 27   |
| 2   | Veteran Goblin Pirate | NE male goblin warrior 3/expert 1                 | 25   |
| 2   | Veteran Human Pirate  | NE male human warrior 3/expert 1                  | 26   |
| 2   | Veteran Orc Pirate    | CE male orc warrior 3/expert 1                    | 27   |
| 6   | Bral                  | NE male goblin rogue (sniper) 7                   | 30   |
| 6   | Sakari                | NE male human cleric 7                            | 29   |
| 7   | Ariquis Pyloninn      | NE male elf fighter 5/rogue 2/duellist 1          | 30   |
| 7   | Cyanae Malninrae      | CN female elf sorcerer (draconic [red]) 8         | 31   |
| 7   | Yorg                  | NE male half-orc fighter 8                        | 31   |
| 8   | Dunn                  | NE male human rogue (charlatan) 9                 | 28   |
| 8   | Aune                  | NE female human fighter 2/rogue 3/assassin 4      | 32   |
| 9   | Olmi                  | LE male greater barghest rogue (thug) 2/fighter 1 | 32   |
| 11  | Nargor                | LE male half-orc fighter (weapon master) 12       | 33   |



## DEKSPORT AT A GLANCE

---

A pirate enclave surrounded by dense woods on three sides and the ocean's tumultuous waters to the east, Deksport is a perfect base from which to raid nearby shipping lanes. Built at the mouth of a valley opening into a sheltered bay the town possesses a deep, safe natural anchorage. Protected by a slippery, seaweed-fringed breakwater of decrepit construct at any time up to a dozen ocean-going ships and scores of smaller craft rest at anchor in the harbour.

While predominantly a human town, Deksport has a sizeable contingent of orcs and goblins among its populace. Each of the three main races represented in the town has their own self-centred, despotic leader who constantly vies with their rivals for wealth, prestige and power.

### DEMOGRAPHICS

**Rulers** Aune (NE female human fighter 2/rogue 3/assassin 4), Olmi (LE male greater barghest rogue [thug] 2/fighter 1) and Nargor (LE male half-orc fighter [weapon master] 12)

**Government** Council (The Admirals' Council)

**Population** 4,628 (2,145 humans, 956 goblins, 734 orcs, 475 half-orcs, 136 half-elves, 127 others, 19 dwarves, 17 elves, 12 gnomes, 7 halflings)

**Alignments** CE, NE, LE, CN

**Languages** Common, Orc, Goblin

**Corruption** +1; **Crime** +2; **Economy** +1; **Law** -3; **Lore** -1; **Society** +3

**Qualities** Notorious, rumourmongering citizens, strategic location

**Danger** 15; **Disadvantages** None

### TOWN LORE

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

**DC 10:** Deksport is a pirate stronghold. It is a dangerous place and possesses a deep, natural anchorage.

**DC 15:** Evil humanoids openly walk Deksport's streets and many serve on the pirate vessels operating from the port.

**DC 20:** Deksport's three rulers plot against one another, but none of the three is powerful enough to rule without the others.

### NOTABLE LOCATIONS

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

1. **Spire of the Beacon Eternal:** This temple-fortress stands on a rocky island linked to the mainland by Dorn's Breakwater; its beacon guides vessels to Deksport at night and its clergy-shipwrights make an excellent living repairing pirate vessels.
2. **Dorn's Breakwater:** This slippery, seaweed-fringed breakwater is of ancient and unknown construction.

3. **The Docks:** This confused jumble of wharves, jetties and ramshackle warehouse is always busy.
4. **The Scorched Anchor:** This busy inn standing hard against the docks is surprisingly free from brawls and murders; the reputation of its owner keeps all but the foolhardiest of pirates in line.
5. **The Welcome Mermaid:** Almost entirely underground, this tavern is popular with orcs, half-orcs and goblins.
6. **The Pens:** One of the most odorous and shunned places in town, the Pens are home to Deksport's pernicious (and profitable) slave trade.
7. **Dead Man's Bluff:** On this windswept bluff, the pirates execute those guilty of serious crimes.
8. **Hall of the Creator:** One of the largest buildings in Deksport, a stout stone curtain wall protects the priests and alchemists hard at work within.
9. **The Shrieking Sailor:** The best and safest tavern in town.
10. **Ovlon's:** Run by a bad-tempered duergar weaponsmith, the best weapons in the town are to be found here.
11. **The Wailing Tower:** In this stout donjon the pirates keep those prisoners worthy of ransom.
12. **The Mottled Palace:** From this grim fortification Nargor rules Deksport. Behind its stout walls he is (mostly) safe from his rivals' machinations.
13. **All That Glitters:** The dwarf Morild Ovlag runs this jewellers and moneychangers. She hires out space in her secure vault to those with valuables to store.
14. **Anything & Everything:** A pawnbrokers and general store, this large shop has an incredible and diverse range of stock.
15. **House of Whispers:** Here dwells Dunn, the Whisper Master. He lives in a secret suite of luxurious rooms and is guarded by a cadre of well-paid mercenaries.
16. **The Pit:** Dug outside Deksport's walls, this huge refuse pit is teeming with gigantic, ravenous rats and feral goblins.

### NOTABLE LOCATIONS BY CATEGORY

**Inns & Taverns** the Rusty Anchor, the Shrieking Sailor, the Welcome Mermaid

**Personal Residences** House of Whispers (Dunn's home), Mottled Palace (Nargor's home)

**Businesses** All That Glitters (jeweller & moneychanger), Anything & Everything (pawnbroker and general store), Ovlon's (weaponsmith), the Pens (slaves), Spire of the Beacon Eternal (shipbuilding and repair), the Wailing Tower (prisoners)

**Fortifications** Dorn's Breakwater, Mottled Palace,

**Temples** Hall of the Creator, Spire of the Beacon Eternal





## INHABITANTS

**Appearance** The dirty and unkempt inhabitants of Deksport pay little attention to their cleanliness or appearance. Clothing is serviceable and hardwearing while their weapons and armour are normally in good condition (and well used).

**Dress** Most folk dress in shabby, well-used clothes. As the result of looting, drunken shopping trips and limited funds, styles and fashions are “eclectic.”

**Nomenclature** Each of Deksport’s major races have their own nomenclature:

- **Goblin:** *male* Fug, Hek, Kror, Thag; *female* Bori, Igne, Ova, Vol; *family* goblins don’t bother with family names.
- **Human:** *male* Aaro, Ilari, Panu, Valto, Viljo; *female* Asta, Helmi, Kaija, Satu, Viivi; *family* Erola, Keto, Outila, Purho, Varala.
- **Orc:** *male* Davor, Keth, Oggor, Sog; *female* Davga, Igga, Ogan, Uzen; *family* orcs often use epithets such as Destroyer, Mighty, Throat-Cutter and the like.

## NOTABLE FOLK

Most of the population are normal pirates and sailors or their families. A few, however, are of interest to adventurers:

- Aaro Laitnen** (location 14; LN male human expert 2/warrior 1) runs Anything & Everything. A pragmatist he knows many of the things he sells are likely stolen.
- Amzir** (location 5; LE female orc fighter 2/monk 3/bard 2) The landlady of the Welcome Mermaid is a skilled pugilist.
- Ariquis Pyloninn** (location 3; NE male elf fighter 5/rogue 2/duellist 1) The quick-to-anger captain of the *Crimson Gorgon* is a skilled warrior.
- Aune** (location 3b; NE female human fighter 2/rogue 3/assassin 4) Clever, cunning and as ruthless as a shark, Aune is a skilled assassin who loathes her co-rulers.
- Bral** (location 3; NE male goblin rogue [sniper] 7) The *Screaming Chimera’s* captain is an amazing shot with his crossbow.
- Cullen Baire** (location 3; N male human wizard [evoker] 5) Captain of the *Black Fury*; beloved by his crew.
- Cyanae Malninrae** (location 3; CN female elf sorcerer [draconic {red}] 8) The *Sea Jackal’s* captain will soon suffer a mutiny if she doesn’t stop destroying ships with her magical fire.
- Dunn the “Many Ear”** (location 15; NE human rogue [charlatan] 9) One of the most powerful people in Deksport, Dunn has many spies who report to him on all manner of goings on. He uses this information for his own gain.
- Einar Burca** (location 3; CE male half-orc fighter 5) Captain of the *Howl of the Sea* and a savage warrior renowned for cruelty.
- Fardulf Nantua** (location 4; N male human wizard [evoker] 7) Fardulf is widely believed to be a powerful wizard. He runs the (comparatively peaceful) Scorched Anchor inn.
- Jar-zit** (location 3; CE male sahuagin fighter 7) The captain of the *Sea Devil* is reviled (and feared) throughout Deksport. Five sahuagin serve among his crew.

**Joray Farlink** (location 6; CE male middle-aged human fighter 3/rogue 5) The slave master deals in suffering and misery, and is widely hated and feared by the populace.

**Morild Ovlag** (location 13; LN female dwarf rogue 6) is the town’s preeminent jeweller and moneychanger. She is an honest, shrewd businesswoman.

**Naillae Natityrr** (location 11; LE female half-elf fighter 3/rogue 2) Warden of the Wailing Tower, Naillae is ferociously loyal to Nargor (with whom she is desperately in love).

**Nargor** (location 12; LE male half-orc fighter [weapon master] 12) Nargor leads the orcs of Deksport and openly courts the half-orcs (who he sees as the balance of power in the chaotic power struggles besetting the town).

**Olmi** (location 3c; LE male greater barghest rogue [thug] 2/fighter 1) Evil beyond mortal reckoning, Olmi chafes at his goblin followers’ lowly position in Deksport.

**Ovlon** (location 10; NE male duergar fighter 3/expert 2) This famed weaponsmith is as bad tempered as he is skilled.

**Sakari** (location 8; NE male human cleric [Abarin] 7) Leading Abarin’s flock, Sakari receives gifts and payment from all the pirate captains to keep their vessels stocked with alchemist’s fire and other weapons of war.

**Sor Gart** (location 1; CN male human cleric [Serat] 7/expert 3) Sor leads Serat’s faithful in Deksport

**Tarl** (location 3; CE male orc fighter 3/barbarian 5) The ferocious captain of the *Tireless* is famed for going into battle drunk.

**Ulp Longshanks** (location 3; CE male orc barbarian 5) The captain of the *Furious* is renowned for charging into battle and slaying all who stand before him. He hates goblins.

**Urmis Murmi** (location 1; CN female half-orc fighter 4/cleric [Serat] 3) Urmis is loud, pious and an excellent warrior.

**Vazror** (location 12; CE male orc barbarian 1/fighter 6) A relative newcomer to Deksport, Vazror possesses a trained wyvern mount and a burning hatred for the adventurers who all but wiped out his tribe.

**Yorg** (location 3; NE male half-orc fighter 8) Many whisper the *Blood Shadow’s* captain is particularly favoured by Nargor.

## MARKETPLACE

**Resources & Industry** Piracy, shipbuilding

**Base Value** 2,000 gp; **Purchase Limit** 10,000 gp; **Spellcasting** 5th; **Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

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

- **Armour** +1 breastplate (1,700 gp), +1 leather (1,160 gp), +1 studded leather (1,175 gp)
- **Potions & Oils** bear’s endurance (300 gp), grease (50 gp)
- **Rings** force shield (8,500 gp), sustenance (2,500 gp)
- **Scrolls (Divine)** doom and sanctuary (50 gp), inflict moderate wounds (150 gp), speak with animals (25 gp)
- **Wand** ghoul touch (37 chgs.; 3,300 gp)
- **Weapons** +1 greataxe (2,320 gp), +1 shock short sword (8,310 gp), +3 heavy flail (18,315 gp)
- **Wondrous Items** harp of charming (7,500 gp)



## WHISPERS & RUMOURS

A PC can use Diplomacy to gather information about Deksport 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.

| D%*   |   |
|-------|---|
| 01-02 | A secret hoard of gold is hidden beneath the docks, buried deep in the silt.  |
| 03-04 | The captain of the <i>Sea Jackal</i> needs new crew, and she is not above press ganging likely recruits.  |
| 05-06 | When mist rolls in from the east, people die.   |
| 07-08 | The <i>Black Fury</i> made port last night with dozens of barrels of brandy taken in a raid. Unfortunately, it turns out some of the brandy was being used to preserve several strange corpses. |
| 09-10 | Strange ripples have been seen in the harbour. Something odd is living in those murky waters.   |
| 11-12 | Several pirates have been murdered recently. Each had their eyes gouged out and replaced with worn silver coins of unknown origin.  |
| 13-14 | Ghosts of long-dead sailors haunt the breakwater and seek to entice the living to a watery grave.   |
| 15-16 | The <i>Sea Devil</i> is always on the lookout for new recruits; new crewmen do not last long!   |
| 17-18 | The crew of the <i>Ebon Wind</i> are cannibals. Detestable folk, they eat all who fall into their clutches – sometimes the captives are still alive!  |
| 19-20 | All the ships' captains are to meet in council; a big score is in the wind!   |
| 21-22 | Brawling is rife; 23 people died last night as a result of arguments.   |
| 23-24 | The air smells of storm; something big is going to make landfall soon.  |
| 25-26 | A reward has been posted for Derk Hilgar, after he was caught in the arms of his captain's mistress.  |
| 27-28 | Some of the waterfront buildings are so badly built, they'll likely collapse during the next storm.   |
| 29-30 | Someone stole the <i>Tireless'</i> figurehead last night. When it's found, there'll be hell to pay.   |
| 31-32 | The crew of the <i>Blood Shadow</i> captured a powerful cleric on their last foray. They are selling her spellcasting services to the highest bidder.   |
| 33-34 | Gert Tralstar possesses a magic sword that floats on water. It's impossible for its owner to drown.   |
| 35-36 | Deksport is built on a pre-human burial ground.   |
| 37-38 | Five years ago, the <i>Scanty Maid</i> was reported lost with all hands after a fierce battle. Why, then, has the ship's first mate been skulking about town?                                   |
| 39-40 | Aune is a skilled assassin. She came to Deksport after her last job garnered too much attention. Aune is not her real name.   |
| 41-42 | Dunn the "Many Ear" knows everything of importance occurring in Deksport and shares his knowledge in return for gold or secrets.  |

|        |   |
|--------|---|
| 43-44  | Something is living in Dorn's Breakwater. Strange ripples have been seen in the water and several vessels have lost crewmen.              |
| 45-46  | Something terrible lives in the surrounding woodlands. People who go in don't come out.   |
| 47-48  | Someone or something has been stealing the bodies of those killed on Dead Man's Bluff.  |
| 49-50  | The rats endemic in the town are getting increasingly aggressive.   |
| 51-52  | A small band of feral goblins dwells in tunnels they've excavated at the bottom of the Pit (location 16) and hunt the endemic giant rats. |
| 53-54  | The orc and goblin tribes of the woods are forging an alliance against Deksport.  |
| 55-56  | Demonic elves and hideous cyclops dwell in the Forest of Grey Spires.   |
| 57-58  | Dorn's Breakwater is built upon the bones of sea serpents.  |
| 59-60  | Serat's followers hoard great wealth in sunken caverns below the Beacon Eternal.  |
| 61-62  | Fardulf Nantua (owner of the Scorched Anchor [location 4]) is a powerful wizard.  |
| 63-64  | A vampire lurks in one of the ruined warehouses.  |
| 65-66  | Shadowy figures have been skulking about the town walls.  |
| 67-68  | Someone has removed the corpses of the last unfortunates executed at Dead Man's Bluff.  |
| 69-70  | Several of the ruined buildings in the town are ready to collapse.  |
| 71-72  | The shadows about the docks seem deeper and longer than they should.  |
| 73-74  | Someone tried to break into Olmi's warehouse last night. The thief's screams lasted for some time.  |
| 75-76  | Dead Man's Bluff is haunted.  |
| 77-78  | The Wailing Tower is so named for the lamentations of those incarcerated within.  |
| 79-80  | The Shrieking Sailor is a safe place to stay.   |
| 81-82  | Avoid the docks at night; they are not safe.  |
| 83-84  | A sea dragon has been seen swimming near Dorn's Breakwater.   |
| 85-86  | Olmi is plotting against Nargor.  |
| 87-88  | The spirits of those slain during the town's fall yet lurk in some of the more damaged areas.   |
| 89-90  | The folk of Black Wyvern commune with ancient nature spirits.   |
| 91-92  | Five corpses washed up on the Breakwater yesterday.   |
| 93-94  | Agents of several powerful merchants work to destroy Deksport by inciting the pirate's rivalries.   |
| 95-96  | Loggers recently killed a treant and are auctioning its trunk to serve as a ship's mast. Several captains have sworn it will be theirs.   |
| 97-98  | The folk of Red Talon are devil-worshippers.  |
| 99-100 | Roll again; wildly exaggerate the indicated rumour using fantastical elements.  |

\*The GM determines the veracity of any rumour as he desires

## DEKSPORT'S HINTERLAND

Deksport perches upon a wooded peninsula at the head of a deepwater, sheltered bay. Dense woodland surrounds the town on three sides, but the pirates' haphazard artifice and constant need for wood to repair their vessels has pushed back the forest's boundaries.

- **DC 10 Knowledge (local)** Old orc and goblin strongholds dot the woodlands; some are still in use.
- **DC 15 Knowledge (local)** The pirates log the woodlands, using much of the timber to repair their vessels.

### IMMEDIATE ENVIRONS

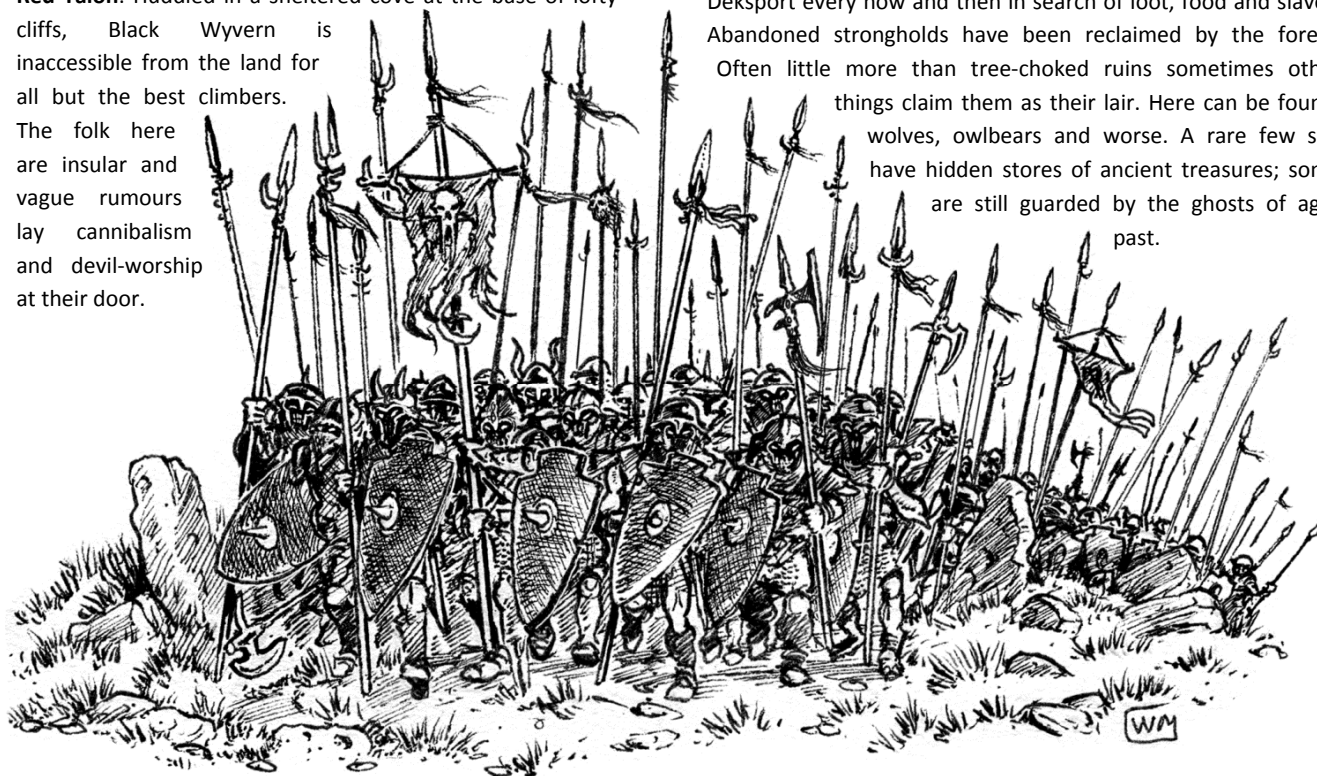
Nearer to Deksport, the land has been cleared of trees and small farms have sprung up here and there. Most comprise little more than a retired pirate's freeholding, but along the coast, perhaps at the mouth of a minor river or huddled in sheltered cove, old comrades have banded together to found small hamlets of a half-dozen or so houses. Many of these nascent settlements are named for the vessels upon which their founder served. This makes for some colourful local names. Here, the inhabitants fish and work the sea as well as farming the surrounding area. Almost without exception these settlements have at least rudimentary defences – perhaps a ditch or wood stockade. Such settlements include:

- **Red Talon:** Huddled in a sheltered cove at the base of lofty cliffs, Black Wyvern is inaccessible from the land for all but the best climbers. The folk here are insular and vague rumours lay cannibalism and devil-worship at their door.

- **Black Wyvern:** Black Wyvern straddles the trail leading from Deksport to the encroaching woodlands. The main industries here are lumber and hunting. A stout, well-repaired stockade surrounds the village and its folk are vigilant against raids from the orcs and goblins lairing in the nearby woodlands.
- **Revenge:** One of the largest and oldest villages, Revenge has grown from humble beginnings to straddle both banks of a wide estuary. The surrounding land is fertile, if prone to occasional flooding, and few of the folk here have ever served on a pirate ship.
- **Sea Bitch:** 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. The villagers are renown for owning and training birds of prey, which they use to hunt the sea birds nesting in the nearby cliffs.

While the pirates do not formally claim the woodlands covering much of the peninsula, few dare to enter then without their leave for doing so is often fatal. Often pirates wandering into the woodlands do not re-emerge.

Ancient orc and goblin strongholds dot the wooded uplands. Most now lie abandoned and forgotten, although a few are yet occupied by tribes clinging to the old ways. These tribes are no friends of the pirates. Jealous of the pirates' wealth, they raid Deksport every now and then in search of loot, food and slaves. Abandoned strongholds have been reclaimed by the forest. Often little more than tree-choked ruins sometimes other things claim them as their lair. Here can be found, wolves, owlbears and worse. A rare few still have hidden stores of ancient treasures; some are still guarded by the ghosts of ages past.



PCs exploring the forest have a 1 in 20 chance every hour of a significant encounter. To determine what they discover, consult the following table:

| D12 | CR | ENCOUNTER                   |
|-----|----|-----------------------------|
| 9   | —  | Hunters                     |
| 3   | —  | Loggers                     |
| 7   | 2  | Orcs (6)                    |
| 1   | 2  | Yellow musk creeper (1)     |
| 2   | 3  | Assassin vine (1)           |
| 5   | 4  | Dire boar (1)               |
| 6   | 4  | Goblins (4), goblin dog (2) |
| 4   | 4  | Owlbear (1)                 |
| 11  | 5  | Giant spiders (4)           |
| 8   | 5  | Wolf (2), dire wolf (1)     |
| 10  | 8  | Dire tiger (1)              |
| 12  | 8  | Treant (1)                  |

## FOREST OF GRAY SPIRES

Far to the west, atop a lofty plateau, the woodlands give way to the Forest of Gray Spires. Here, tall, slender spires of grey rock tower above the densely-packed trees clustering thickly about their flanks. Eroded into weird and fantastical shapes by the frequent, fierce rains lashing the plateau, these jagged splinters

of limestone rear from the forest like the towers of some legendary, lost fortress.

- **DC 10 Knowledge (local)** The Forest of Gray Spires extends for hundreds of miles and is all but impassable.
- **DC 15 Knowledge (local)** Rumours place the vestiges of many ancient civilisations within the forest.

Rumours and legends about the forest are legion. Some tales tell of a race of semi-intelligent apes dwelling deep in its most inaccessible reaches atop spires they have carved to suit their atavistic tastes. Others speak of a fallen race of forsaken, demon-worshipping elves or even a lingering enclave of cyclops yet clinging to their ancient heritage amid the crumbling, mossy ruins of their ancient kingdom.

The forest is a torturous, labyrinthine place which has remained almost completely unexplored by the pirates. Few paths pierce its depths and no accurate maps are known to exist of the interior. The dense forest and horrendous terrain effectively blocks all but the most determined or desperate of travellers from reaching Deksport's environs. Thus, at least, from land Deksport is shielded from invasion.



## HISTORY

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A century ago, Deksport was a prosperous trading town. Nestled in a sheltered cove separated by many leagues of ocean and woodland it was an isolated place. Behind its stout walls dwelled loggers and hunters who delved deep into the surrounding dense forest.

The town was blessed with a deep, sheltered anchorage and merchants often put into port to trade finished goods with its inhabitants for the wood, furs and rare herbs brought forth from the surrounding wilderness.

Many adventurers also flocked to Deksport enticed by rumours of ancient orcish strongholds hidden deep in the forest. The orcs were said to be rapacious raiders who hid within their fortresses the treasures seized on countless raids. Many adventurers plunged into the wilderness, but not all returned. Those that returned invariably did so carrying sacks and packs bulging with loot wrested from the orcs and their monstrous allies and had tall tales to tell of ancient many-towered tribal fortresses teeming with orcs and other fell creatures.

These repeated raids did not go unanswered. Eventually, the tribes of orcs and goblins dwelling closest to the town descended upon Deksport and in a week-long orgy of fire and blood put its inhabitants to the sword and raised much of the town to the ground. A few score terrified townsfolk escaped the slaughter, fleeing aboard the few merchant ship in the harbour when the orcs began their assault. The survivors' tales of bloody massacres, brutal atrocities and the orcs' shocking savagery ensured no one was particularly keen to wrest control of the town from the orcs' clutches.

For their part, the surviving orcs and goblins – their tribal strength all but broken – forged an alliance of necessity and took up residence in the ruins of their conquest.

A few decades passed and except for the occasional foray by adventurers, Deksport and its inhuman inhabitants were essentially ignored by the nearby kingdoms. After all, the orcs and goblins could not sail – and in any event possessed no ships – and therefore posed no real threat to the merchantmen cruising up and down the coast. During this time the orcs and goblins dwelled in the ruined town, fighting sporadically amongst themselves as tribal alliances waxed and waned.

This state of affairs changed dramatically when the pirate Anarven Redsail was forced to anchor in Deksport's harbour to elude a vengeful flotilla charged with hunting him down. The vessels blockaded the port for several weeks and when Anarven and his crew failed to emerge it was assumed they had fallen foul of the humanoids still dwelling in the ruins.

In reality, the canny captain had forged a loose alliance with the orcs and goblins of the place gifting their chieftains much of the loot in his hold in return for safe haven. This arrangement benefited both parties and self-interest ensured its survival even

after the flotilla pursuing Anarven sailed over the horizon. Thus did Anarven find sanctuary in Deksport.

For the next decade or so Anarven used Deksport as a bolthole when his depredations stirred nearby kingdoms to send vessels to capture or kill him. In time, word of his arrangement spread and other pirates began to use Deksport as a haven. Inevitably, given the nature of piracy, the vessels putting in at Deksport were always lacking crew. It was not long before orcs and goblins – driven by their twin lusts for violence and loot – were sailing alongside human pirates.

Loot and tributes began to pour into the port. This greatly pleased the orc and goblin chieftains who gained much for little risk. Most were blind to the gradual shift of power away from them and into the hands of the pirate captains. As this became more apparent bloody skirmishing broke out in the ruins. Although the populace was never numerous, this fighting was bloody and savage. Almost all the chieftains fell in the ensuing battles. The few who proved strong enough to resist the pirates' advances were promptly bribed with the ships of fallen captains or captured merchantmen. In this way was Deksport's tribal structure broken.

Although the chieftains' power was broken the inhabitants are still loosely organised along racial lines, with the various pirate captains taking the place of chieftains. A dominant captain – Aune for the humans, Olmi for the goblins and Nargor for the orcs – leads each race. These three sit together on the Admirals' Council and make broad policy. Of the three, Nargor is the strongest both by virtue of his personal prowess and his savage followers and so he is tacitly acknowledged by the others as Deksport's ruler. Today, a peace of sorts ensures organised inter-racial violence does not mar Deksport. Thus the pirates serve on mixed race vessels and prey on shipping for hundreds of miles in all directions.

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### WHAT'S IN A NAME

Named for the sea captain who first charted this section of coastline, Deksport – literally Dek's Port – has never been known by another name. Dek was the first to anchor behind the ancient breakwater (location 2) and he subsequently claimed the area as his own. He named the breakwater "Dek's Port" to underscore the point. The village, and then town, growing upon the shore took the same name and was soon shortened to "Deskport."

Dek was a good sailor and a canny merchant and he (and his descendants) oversaw the burgeoning town. They were dismissive of the savages dwelling inland, however, and ignored the many warning signs heralding the orcs' and goblins' assault on the town.

## DAILY LIFE

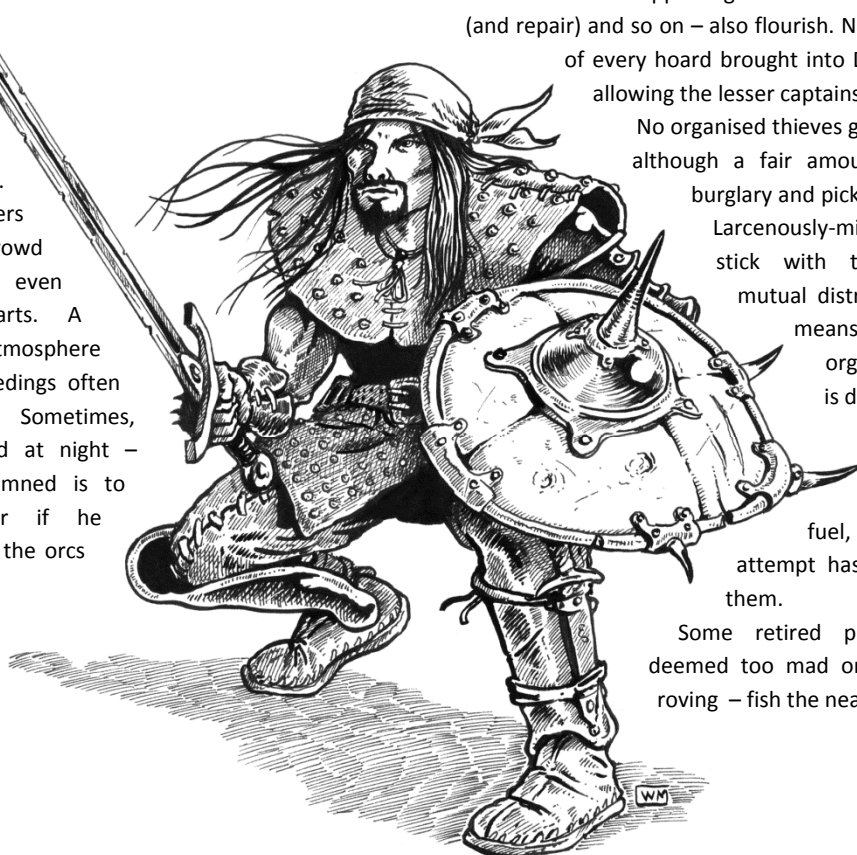
Life in Deksport is chaotic, dirty and frequently violent. While Nargor rules the town with an iron fist, he cares little for the normal worries a ruler must entertain. Sanitation, infrastructure, the health and wellbeing of the populace – all these subjects hold no interest whatsoever to Nargor.

### FESTIVALS & TRADITIONS

The populace celebrate no fixed festivals, except for a few observed by Serat's and Abarin's faithful. Almost everyone in the Deksport relies on the pirates for their livelihood and the sudden influx of wealth their depredations bring into the town. The return of a pirate captain with his ship's hold groaning with loot is a cause for celebration throughout Deksport.

Serat's faithful celebrate the coming of the spring tide. During the neap tide, or Still Water, they also worship their goddess. Abarin's faithful observe only one festival: the Day of Creation. Celebrated on the first day of the year, in honour of his creation of the world, the festival is a time when craftsmen show off their best creations and new inventions. Normally, only pious pirates attend the festival themselves but afterwards boozy celebrations often spill out into the streets. Such celebrations last long into the night.

The executions held on Dead Man's Bluff are also keenly anticipated by the populace. On such days, the town all but empties as many trek up to the bluff to witness the entertainment. During such events, traders move through the crowd selling pies, drinks and even souvenirs from handcarts. A festival-like atmosphere predominates, and proceedings often last much of the day. Sometimes, executions are performed at night – particularly if the condemned is to suffer through fire or if he committed crimes against the orcs or goblins of the town.



### LAW & ORDER

Law and order in Deksport is sudden and brutal. In most regards, the pirates look after their own. Thus, if a pirate is wronged it is up to him to set matters right. Assaults, brawls and theft normally go unreported and unremarked upon.

However, Nargor and his fellow pirate captains know that widespread violence and looting are bad for business and their profits and thus operate a rudimentary watch system. Such crimes are punishable by death – normally in some suitably grizzly fashion atop Dead Man's Bluff.

Deadly rivalries between pirate crews are commonplace in the town. Pitched battles and skirmishing between crews is strictly forbidden. If such breaks out, the uninvolved captains band together to annihilate the warring rivals. In this fashion, is the peace maintained in Deksport.

No crimes are punished by incarceration. Rather, lawbreakers suffer heavy fines, mutilation, enslavement (if they can't pay their fine) or death. Thus, major crimes such as murder, rape and arson are surprisingly rare in Deksport.

### TRADE & INDUSTRY

Deksport's industry is built on piracy, and its practise dominates life in the town. Supporting industries – slavery, shipbuilding (and repair) and so on – also flourish. Nargor claims one-tenth of every hoard brought into Deksport as a tithe for allowing the lesser captains to berth in the town.

No organised thieves guild exists in Deksport, although a fair amount of murder, theft, burglary and pick pocketing does occur. Larcenously-minded thieves tend to stick with their shipmates and mutual distrust among the crews means any attempt to organise on a larger scale is doomed to failure.

The nearby woodlands are used for lumber and fuel, but no organised attempt has been made to clear them.

Some retired pirates – and those deemed too mad or inexperienced to go roving – fish the nearby waters.

## SIGHTS & SOUNDS

Deksport's streets are lively places. Use the table below to generate the sights and sounds the PCs encounter as they travel about the town.

| D%    |  |
|-------|--|
| 01-02 | A skinny cat pads down the road with a limp rat in its mouth.  |
| 03-04 | A pirate leans against a wall and retches into the gutter.   |
| 05-06 | A pirate staggers down the road. Obviously drunk, he hums a tune to himself and repeatedly swigs from a wine flask.                    |
| 07-08 | A pirate staggers down the road, before collapsing against a wall.   |
| 09-10 | The sound of crying emanates from behind a shuttered window.   |
| 11-12 | Seabirds wheel and soar above the street. Their cries add to the town's hubbub.  |
| 13-14 | Two pirates stand in the mouth of an alley, arguing ferociously about whose turn it is pay for the next round.                         |
| 15-16 | An old horse pulls a wagon carrying mounds of rope down the street.  |
| 17-18 | Four pirates swagger down the street toward the party. They refuse to step aside.  |
| 19-20 | An open wagon carrying four recently captured sailors being taken to the Pens trundles passed.   |
| 21-22 | A dirty urchin runs passed the PCs clutching a loaf of bread. Behind him, a baker shouts curses.                                       |
| 23-24 | A well dress man carrying a sack over his shoulder wanders along the street.   |
| 25-26 | A one-legged pirate sits atop an old barrel at a street corner begging for spare coins. He is not doing very well.                     |
| 27-28 | A scream from a nearby alley suddenly splits the air, but no one investigates.   |
| 29-30 | A goblin girl saunters down the street carrying a basket of fish heads and other off-cuts.   |
| 31-32 | A dog barks ferociously at all passersby from a shadowed alley.  |
| 33-34 | Two skinny dogs fight over a cat's mauled corpse.  |
| 35-36 | A drunk pirate staggers, chased by an angry madam, down the street. She screeches at the top of her voice that he owes her money.      |
| 37-38 | An old pirate perches on a barrel, weaving old ropes into new.   |
| 39-40 | A pirate stomps down the street, swearing and cursing. As the party watches, he rips up a map and casts the parchment into the gutter. |
| 41-42 | Several pirates sit on the side of the road, playing instruments to themselves.  |
| 43-44 | Two goblins and an orc stand in the shadow of an alleyway and give the PCs hard stares as the party walks by.                          |

|        |   |
|--------|---|
| 45-46  | A richly dressed merchant, surrounded by four heavily-armed guards, scurries down the street. |
| 47-48  | The drunken laughter of several women and men emanates from a second-storey window.           |
| 49-50  | Two goblin children stand at a corner selling suspicious-looking meat pies.                   |
| 51-52  | Two grinning pirates roll a barrel down the street.   |
| 53-54  | The crash and clatter of fighting emanates from a nearby house.                               |
| 55-56  | Two sea gulls fight over a dropped meat pie.  |
| 57-58  | An apprentice bumps into a drunk pirate. The pirate roughly pushes him aside.                 |
| 59-60  | A battered and bruised orc hobbles along.   |
| 61-62  | Rubbish and detritus choke an alleyway.   |
| 63-64  | The stench of excrement hangs heavily in the air.   |
| 65-66  | A goblin woman struts down the street; she wears the flag of a nearby nation as a poncho.     |
| 67-68  | A chain of slaves – led by their new master – trudges by.                                     |
| 69-70  | Two brawny townsfolk stagger along the street under the weight of a large, rolled carpet.     |
| 71-72  | A bored youth stands at a corner with a sign advertising cheap drinks at a nearby tavern.     |
| 73-74  | An orc – clearly very angry and drunk – stalks down the street, muttering under his breath.   |
| 75-76  | A pirate slips in the mud (or worse) and falls over. His companions find this hilarious.      |
| 77-78  | The walls of this building look like they'll collapse at any moment.                          |
| 79-80  | This stretch of street smells like an open sewer.   |
| 81-82  | A goat, trailing a length of rope around its neck, saunters down the street.                  |
| 83-84  | A couple lean against the wall, kissing passionately.   |
| 85-86  | The common room of a nearby tavern erupts in shouts and cheers.                               |
| 87-88  | The common room of a nearby tavern erupts with the sound of fighting.                         |
| 89-90  | A barking pack of dogs scampers among the crowd.  |
| 91-92  | A handsome, naked pirate, clutching his clothes and equipment, rushes out of a nearby alley.  |
| 93-94  | A pile of boxes and barrels watched by several armed pirates half blocks the street.          |
| 95-96  | Standing atop an empty barrel a bard entertains passerby, few of whom heed his attempts       |
| 97-98  | A black, three-legged cat hisses at the party as they pass.                                   |
| 99-100 | Vile graffiti describing in lurid details Nargor's parentage decorates a wall.                |

## EVENTS

Deksport is a lively place. Use the events on the table below to initiate minor encounters to emphasis Deksport's unique flavour.

| D%    |   |
|-------|---|
| 01-03 | Two orcs – obviously drunk – beat a goblin senseless in the mouth of an alleyway. If no one intervenes, they kill the goblin.   |
| 04-06 | A pirate walks toward the PCs. Refusing to step aside, he barges through the party's ranks. He is in a foul mood and spoiling for a fight.  |
| 07-09 | With a scream, a pirate is knocked through an upstairs window and lands in the street. He doesn't get up. His fate heralds laughter and merriment among those witnessing his fall.  |
| 10-12 | Six ragged goblin children rush through the streets. Curses and threats follow in their wake. They grab any unattended valuables within arm's reach.  |
| 13-15 | Without warning, a woman empties a chamber pot into the street below her window. Passersby curse her, as its contents splash their clothes. Several shout dire threats, which she ignores.                                  |
| 16-18 | A scantily clad lady of the night beckons enticingly to the PC with the lowest Charisma. If he even hesitates for a second, she redoubles her efforts.  |
| 19-21 | A young boy runs up to the PCs and tells them the Welcome Mermaid serves the best drinks in town. He offers to guide the PCs there.   |
| 22-24 | Jorn (CN male human warrior 1/expert 1) approaches the PCs and offers to sell his beloved masterwork short sword for only 250 gp. He is desperate and needs the money to pay off a debt before he must pay in other ways... |
| 25-27 | Perel (NE human male rogue 1; Bluff +9) approaches the PCs and offers to sell them a (bogus) treasure map for 100 gp showing the location of a buried hoard.  |
| 28-30 | A scream splits the air. It seems to come from a nearby alley, but no one investigates. If the party investigates they are ambushed by a small group of goblin pirates.   |
| 31-33 | A human child (Bort; N male young human commoner 1) approaches the party and offers to show them around for only 1 gp a day.  |
| 34-36 | A pirate captain, surrounded by a score of crewmen, stalks down the street. Several of his men carry obviously heavy chests; everyone gets out of their way.  |
| 37-39 | A half-orc child stands in the street, crying. Its mother appears and gives it a hard slap across the back of the head before dragging it back into their tenement building.  |

|        |  |
|--------|--|
| 40-42  | A water boy hails the party and tries to sell them a "refreshing drink." In reality, the water is less than clean. If they complain, he offers to guide them to the "best tavern in town." |
| 43-45  | A pirate staggers from a nearby alley and collapses. A dagger protrudes from his back. He shudders and then goes still.  |
| 46-48  | A bare-chested orc struts past. A crude tattoo of a bear decorates his back. It seems to writhe and twist as the party watch.  |
| 49-51  | A half-orc pushes a small barrow holding a barrel of ale and a dozen meat pies. He tries to sell one to the PCs.   |
| 52-54  | A small brawl erupts in front of the PCs.  |
| 55-57  | A goblin lies face down in the street. Passersby step around the body; no one stops to help.   |
| 58-60  | A shouted warning is followed by a scream. Down the street a short distance, a cart has just run over a pedestrian.  |
| 61-63  | A scantily clad lady (or man) stands outside a tavern. She spots the PCs and starts selling them on the quality of the drinks to be found inside.  |
| 64-66  | Smoke – a lot of smoke – begins to pour from the window of a nearby building.  |
| 67-69  | A pirate drives a wagon toward the PCs. He seems oblivious to pedestrians and most people quickly get out of the way.  |
| 70-72  | A drunk orc staggers down the street carrying a comatose goblin over his shoulders.  |
| 73-75  | A pirate standing on a barrel shouts loudly that his captain is recruiting new crew.   |
| 76-78  | A woman pushes a barrow filled with fresh fish down the street. She's selling them for 1 cp each.  |
| 79-81  | Several pirates, wineskins in hand, slump against a wall. They loudly reminisce about their last voyage and berate any goblins that dare to pass.  |
| 82-84  | One of the PCs is struck on the back of the head by a small stone. Behind them, a filthy child cackles and runs off. If the PCs give chase, the child leads them into an ambush.           |
| 85-87  | Several large rats dig through the refuse on the side of the road. A pirate gives one a hefty kick, and it sails through the air to land at a PC's feet.                                   |
| 88-91  | Three jovial pirates stagger down the road carrying a large rolled-up rug.   |
| 92-94  | A dirty-faced female goblin stands in the middle of the road crying her eyes out; no one cares.  |
| 95-97  | A burly orc bumps into a small cart holding meat pies and knocks it over. The owner protests and demands payment. The orc ignores him.   |
| 98-100 | The sounds of a violent argument emanate from a nearby alley.  |



## MINOR & GENERIC LOCATIONS

The information on these pages enables the GM to breathe life into the many minor locales scattered throughout Deksport.

### FORTIFICATIONS

Ramshackle, crumbling walls surround the town. Gates – Seagate and Woodgate – pierce the wall in two places.

### GENERIC TENEMENTS

Originally conceived as a logging town, little space was given over to gardens and small holdings within the town's walls. Rather, the workers and their families were housed in two- and three-storey tenements.

Use the table below, to generate minor points of interest for tenements the PCs visit.

| D12 | TENEMENT FEATURE   |
|-----|--|
| 1   | Grubby children play in front of the tenement.   |
| 2   | Washing hangs from the tenement's windows.   |
| 3   | This four-storey tenement leans over the street, casting most of the passersby in shadow.                                  |
| 4   | The roof of this building has been crudely patched in several places.  |
| 5   | Several windows on the highest floor are boarded up. A gaggle of people have congregated at the tenement's front entrance. |
| 6   | Well tended trees provide shade in front of this tenement.   |
| 7   | A rusted and pitted run of spiked metal railings surrounds this building.  |
| 8   | Twin statues of bears flank the main entrance to this tenement. The statues are badly damaged.                             |
| 9   | Scaffolding covers one wall of this building and several folk work to repair the stonework.                                |
| 10  | Faded yellow and blue paint covers the tenement's walls. In places, graffiti mars the once-fine paint work.                |
| 11  | Once ornate carvings of fierce demons and devils leer down into the street from the roofline of this tenement.             |
| 12  | In an excellent state of repair this tenement sports a new roof and obviously recently repointed stonework.                |

### RUINED TENEMENT

During the sack of the town, many of the tenements were badly damaged. Some have since been crudely repaired by either the orcs or goblins. Others have been claimed and restored by the returning humans. Some of the tenements were so badly damaged, however, they were deemed unsalvageable. Now they stand empty – decaying monuments to Deksport's better days.

Use the table below, to generate minor points of interest for ruined tenements the PCs visit.

| D12 | RUIN FEATURE   |
|-----|--|
| 1   | While the outer walls of the tenement stand, most of the roof and inner floors have collapsed.                       |
| 2   | The tenement's walls are scorched by fire.   |
| 3   | Part of the roof has collapsed, although some of the inner floors and walls yet remain intact. Beggars dwell within. |
| 4   | Heaps of rubble buttress the front of this tenement.   |
| 5   | This tenement is nothing but a heap of rubble.   |
| 6   | Wind moans through the tenement's vacant windows; rumours whisper of ghosts lurking within.                          |
| 7   | Vines and creepers cloak the tenement's walls and windows.   |
| 8   | A foul stench issues from the tenement's boarded-up windows.   |
| 9   | The doors of this tenement are nailed shut.  |
| 10  | The ruin is dangerously unstable; periodically bits of roof and wall fall into the street.                           |
| 11  | The upper floor has collapsed, but a few desperate, near-penniless folk dwell on the ground floor.                   |
| 12  | One corner of the tenement has collapsed, exposing the weather-damaged rooms within.                                 |

### MINOR BUSINESSES

Few merchants maintain a permanent presence in Deksport; doing so is simply too dangerous. This enables a profusion of minor traders to prosper in the town. Few if any of these businesses cater specifically to visitors or outsiders. Thus, if the service or stock would not interest pirates and their ilk, visitors are unlikely to find it in Deksport.

| D12 | MINOR BUSINESS                  |
|-----|---------------------------------|
| 1   | Clothier and shoemaker/repairer |
| 2   | Peddler                         |
| 3   | Grocer                          |
| 4   | Brothel                         |
| 5   | Moneychanger/pawnbroker         |
| 6   | Fishmonger                      |
| 7   | Apothecary/herbalist            |
| 8   | Rat catcher                     |
| 9   | Butcher                         |
| 10  | Blacksmith                      |
| 11  | Furrier and leatherworker       |
| 12  | Provisioner                     |

## STREET VENDORS

There is no market square in Deksport. Rather, vendors transport their wares on handcars and sell them wherever they please. Such vendors often congregate on Deksport's main thoroughfares as here are found the most potential customers.

To determine what a vendor sells, consult the table below:

| D12 | VENDOR IS SELLING  |
|-----|--|
| 1   | Water  |
| 2   | Weak ale and sour wine   |
| 3   | Meat pies and other prepared food                                    |
| 4   | Fresh and salted fish  |
| 5   | Rope and string  |
| 6   | Old, serviceable shoes and clothes                                   |
| 7   | Daggers, short swords, rapiers and other small, light-weight weapons |
| 8   | Torches, lanterns, oil and candles                                   |
| 9   | Cheese and other dairy products                                      |
| 10  | Fruit and vegetables   |
| 11  | Miscellaneous items  |
| 12  | Roll again; the vendor also sells news and rumours                   |

## TAVERNS & INNS

Taverns and inns exist in great profusion in Deksport. Most are of low quality and brawls are commonplace. Almost uniformly, they comprise shadowy and dingy common rooms selling cheap, low quality beer and wine. A few also provide basic food and may rent flea-infested chambers for a few silvers a night.

| D12 | TAVERN NAME    | QUALITY | LODGINGS         |
|-----|----------------|---------|------------------|
| 1   | Scurvy Knave   | Poor    | No               |
| 2   | Laughing Ogre  | Poor    | No               |
| 3   | Salty Goblin   | Poor    | Common room only |
| 4   | Craven Orc     | Poor    |                  |
| 5   | Orc and Shark  | Poor    |                  |
| 6   | Three Helms    | Poor    | Yes              |
| 7   | Green Rat      | Poor    |                  |
| 8   | Mariner's Rest | Common  |                  |
| 9   | Wave and Cup   | Common  |                  |
| 10  | Iron Gauntlet  | Common  | Yes              |
| 11  | Blue Ghost     | Common  | Yes              |
| 12  | Captain's Rest | Good    | Yes              |



## NOTABLE LOCATIONS

### 1: SPIRE OF THE BEACON ETERNAL

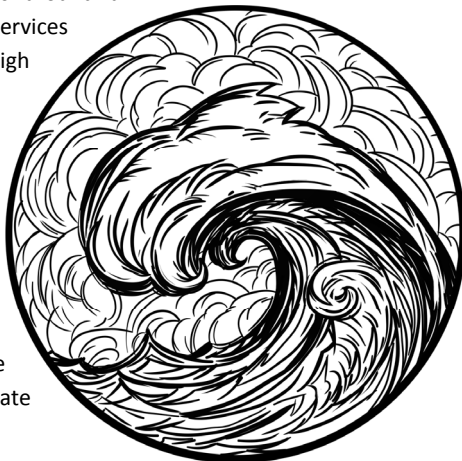
Home to Serat's faithful, the Spire of the Beacon Eternal serves as both a hall of worship and a beacon to approaching vessels. Standing at the farthest reach of Dorn's Breakwater (location 2) upon a steep-sided rocky island, the spire, wreathed in eternal flame, is visible from almost any point in Deksport. By Nargor's proclamation no vessel may be attacked within sight of the Beacon Eternal.

- **DC 10 Knowledge (local)** The home of Serat's faithful, the priests therein are also skilled shipwrights.
- **DC 15 Knowledge (local)** During services the faithful cast offerings into a blowhole. Much treasure could surely be reclaimed from its depths.
- **DC 10 Knowledge (religion)** Serat is the capricious Mistress of Storms. Sailors placate her so she does not sink their boats.

A narrow bay pierces the landward side of the island. Here the shipwright clergy have built a stout dock and make much gold repairing pirate vessels. The dock can hold only two ships, and they are normally full – a pirate's life is dangerous, after all. Berths are at a premium and priority is given to true worshippers. Consequently, most captains publically profess their veneration of Serat.

- **Sor Gart** (CN male human cleric [Serat] 7/expert 3) is the wild-haired high priest of Serat in Deksport. A clever man, and a skilled shipwright, he knows most of the pirate captains pay only lip service to his mistress's faith.
- **Urmas Nurmi** (CN female half-orc fighter 4/cleric [Serat] 3) oversees the Spire's defences, and captains *Storm's Fury*, the sleek warship built with tithes from the faithful. Urmas is loud, pious and an excellent warrior, having been a pirate before finding her true calling.

The temple stands around a large blowhole. Services coincide with high tide – when the blowhole explodes the faithful believe Serat moves among them. During services, worshippers cast trinkets into the blowhole to placate their goddess.



### 2: DORN'S BREAKWATER

This low, rambling mass of slippery, seaweed-encrusted stone is named, ironically, for an unfortunate pirate captain who rammed the breakwater with his ship while spectacularly drunk. Dorn himself survived the incident, but sadly his ship did not.

- **DC 10 Knowledge (local)** Dorn's Breakwater is older than the town and is in a poor state of repair. Particularly high tides or strong storms can overwhelm the barrier.
- **DC 15 Knowledge (local)** The sea has hollowed many small caves within the breakwater. These caves are tidal, and often dead bodies and debris get snagged in them.

The breakwater is ancient and in terrible repair. The pirates do not know who or what made the breakwater and predictably a number of lurid legends have sprung up about it. Most feature dragons or giants creating the breakwater so they could swim in calm water whenever they desired. Others posit the breakwater was built by an unknown, elder race as a defence against marauding sea serpents – immense, legendary snakes capable of capsizing even ocean-going vessels.

In places, sections of stones have been washed away, allowing high spring tides to break through into the harbour. A pathways of sorts wends its way along the breakwater. Worshippers of Serat, or those with business at the Spire of the Beacon Eternal, use it at low tide.

The poor and desperate (and miserly) harvest the seaweed, crabs and crustacean found in great profusion along the breakwater's length. Strangely, such bounty seems to exist in an almost unlimited supply.

#### SERAT

CN goddess of the sea, storms and voyages

**Epithets:** Mistress of Storms, the Uncaring

**Symbol:** A cresting wave

**Domains:** Chaos, Travel, Water, Weather

**Favoured Weapon:** Trident

**Holy Text:** Book of Tides

**Additional Notes:** As wild and unpredictable as the sea, sailors, merchants and pirates alike placate Serat with glittering gifts to guarantee a safe voyage. Some believe Serat to be the physical embodiment of the sea while others believe she dwells in a glittering, crystal city far beneath the waves. During services, offerings are cast into the sea. Her priests are often shipwrights, navigators or sea captains.

### 3: THE DOCKS

Dekport's dock are always busy. During the day, ship's companies load supplies or offload booty while at night the many taverns catering to thirsty pirates do a roaring trade.

- **DC 10 Knowledge (local)** The docks are the heart of Deksport. Everything of value in the town passes through the docks.
- **DC 15 Knowledge (local)** Each pirate crew maintains their own heavily-guarded warehouse on the docks.

Brothels, inns and taverns cluster thickly about the docks. Such places are almost uniformly of low quality and often filled with drunk, lecherous pirates and their ilk.

While the docks are always busy by day, at night they can be dangerous. Drunken pirates spoiling for a fight, muggers, pick pockets, disease-ridden strumpets and more all haunt the area looking to make a quick coin.

A few shops also cling to profitability on the docks. All have some obvious connection to the sea. Businesses such as fishmongers, ropers, sailmakers and more can all be found in the dock's vicinity.

**Docked Ships:** At any time, several ships are berthed here. Use the table below, to determine which ships are in port. Here they offload their booty, take on supplies and make minor repairs before heading back out to sea. Occasionally, heavily guarded merchant vessels also dock here.

**Warehouses:** A line of long, low warehouses squat near the docks. Most of the pirate captains maintain their own storehouses. Many of the buildings also double as the captain's home and headquarters while he is ashore. All are well guarded (in theory). Notable warehouses include:

- **Warehouse A (Nargor's Warehouse):** Actually three warehouses knocked together and further protected by crude battlements this is the largest such location in the town. Nargor keeps his truly valuable treasures at the Mottled Palace (location 12); here can be found his stores of trade goods: cloth, victuals, raw metals and so on.

- **Warehouse B (Aune's Warehouse):** Aune's warehouse is extensively trapped. Access is via a winding external staircase reaching up to the second floor. Boxes and barrels are winched into the warehouse via a crane built by adherents of Abarin (at considerable expense).
- **Warehouse C (Olmi's Warehouse):** Bleached skulls as well as cracked and pitted bones of all descriptions decorate the outer walls of Olmi's Warehouse. The place has a fell reputation and few go there willingly.
- **Warehouse D (Ariquis Pyloninn's Warehouse):** Ariquis' warehouse is three-storeys high. His loot, as well as sleeping quarters for his men and so on fill the upper floors. Several fighting rings stand on the ground floor and the warehouse hosts fight nights several times a month. Additionally, Ariquis occasionally trains others in his fluid, mobile fighting style.
- **Warehouse E (Cyanae Malninrae's Warehouse):** This large building has been heavily modified to form an open-air courtyard surrounded by store rooms and barracks. Although she finds the sea exhilarating, Cyanae stills misses the woodlands of her home; thus she has expended considerable gold creating a small stand of trees in the warehouse's courtyard.
- **Warehouse F (Bral's Warehouse):** Bral's crew have excavated an extensive network of tunnels, passageways and chambers below his warehouse. Some even extend below other warehouses, while others come out under the docks (and are occasionally flooded as a result). Bral's warehouse stinks, and is avoided by most non-goblins.

The warehouses are meant to be sacrosanct – crews may not raid each other's by Nargor's order. Of course, what this actually means is, "don't get caught" and so a certain low-level of thieving is tolerated. Those caught, though, suffer terrible fates.

| D12 | SHIP   | CAPTAIN  | NOTES           |
|-----|--|--|-----------------|
| 1   | Black Fury   | Cullen Baire (N male human wizard [evoker] 5)                |                 |
| 2   | Crimson Gorgon   | Ariquis Pyloninn (NE male elf fighter 5/rogue 2/duellist 1)  | Details page 30 |
| 3   | Furious  | Ulp Longshanks (CE male orc barbarian 5)                     |                 |
| 4   | Howl of the Sea  | Einar Burca (CE male half-orc fighter 5)                     |                 |
| 5   | Screaming Hydra  | Bral (NE male goblin rogue [sniper] 7)                       | Details page 30 |
| 6   | Sea Devil  | Jar-zit (CE male sahuagin fighter 7)                         |                 |
| 7   | Sea Jackal   | Cyanae Malninrae (CN female elf sorcerer [draconic {red}] 8) | Details page 31 |
| 8   | Siren's Lament   | Aune (NE female human fighter 2/rogue 3/assassin 4)          | Details page 32 |
| 9   | Shadow Fiend   | Olmi (LE male greater barghest rogue [thug] 2/fighter 1)     | Details page 32 |
| 10  | Tireless   | Tarl (CE male orc fighter 3/barbarian 5)                     |                 |
| 11  | Blood Shadow   | Yorg (NE male half-orc fighter 8)                            | Details page 31 |
| 12  | Roll again; the docked vessel is badly damaged and awaiting a berth at the Spire of the Beacon Eternal |  |                 |

#### 4: THE SCORCHED ANCHOR

This raucous tavern stands near the docks and rarely closes. Frequented by pirates and other scoundrels it serves as neutral ground for rival crews; brawls and murders are rare here.

- **DC 10 Knowledge (local)** Brawls are rare at the Scorched Anchor, despite its rough and ready clientele.
- **DC 15 Knowledge (local)** Fardulf, the tavern's proprietor, is a powerful wizard. It is his reputation that keeps the peace.

The Scorched Anchor has been a fixture of the town's social life for the last few years. During that time, it has had one owner:

- **Fardulf Nantua** (N male human wizard [evoker] 7) is reputed to have personally sunk several ships during his brief pirate career. As such this loud, gregarious fellow is respected and feared by his clientele.

A huge scorched anchor hangs on chains from the ceiling of the common room. The anchor is the only surviving piece of the *Black Knave*, a pirate ship Fardulf destroyed at the culmination of a bitter rivalry between himself and its captain. He hangs it here to remind himself (and others) of his greatest victory.

The offering at the Rusty Anchor is basic, but wholesome.

- **Food & Drink** meal 3 sp, ale 4 cp, wine (pitcher) 2 sp.
- **Rooms** The Scorched Anchor does not rent rooms to travellers.

#### 5: THE WELCOME MERMAID

The crudely painted ship's figurehead of a nude, smiling mermaid marks this busy, raucous drinking hole.

- **DC 10 Knowledge (local)** The Welcome Mermaid tavern is almost completely underground in the cellars of what was once the Captain's Rest.
- **DC 15 Knowledge (local)** The Welcome Mermaid is popular with orcs, half-orcs and goblins.

Once named the Captain's Rest, this building burnt down five years ago. As its owner died in the fire and left no heirs, the Admirals claimed the ruin and quickly sold it off. Its new owner, Amzir, lacked the funds to fully rebuild the tavern and so instead set about enlarging and expanding the cellar, which had survived the fire relatively intact. Now, a single-storey building comprising rooms for hire stands on the site. The main action happens in the extensive cellars comprising an expansive common room and several private dining and gaming rooms as well as kitchens, store rooms and so on.

- **Amzir** (LE female orc fighter 2/monk 3/bard 2) is a strong, confident woman well able to defend herself during the frequent brawls breaking out in her establishment.

#### 6: THE PENS

While all pirates have a black heart, some are darker than others. Several pirate crews engage in slavery and carry off the survivors of their raids to be sold here.

- **DC 10 Knowledge (local)** If you need a slave, visit the Pens. Joray Farlink will sell you what you need.
- **DC 15 Knowledge (local)** Normally, only captured merchants, sailors and the like are thrown into the Pen. On occasion, however, Joray has secured specific types of slave for his best customers from the town's populace.

Originally warehouses, the Pens have served as the town's slave market for years. A stout wooden stockade surrounds three squalid, stinking buildings. Manned guard towers topped with ballista keep the slaves in (and troublesome do-gooders out).

At any time, there are between 30 and 100 slaves in the Pens. Joray occasionally rents out slaves to the Admiral's Council to do the jobs no one else will do. In return, he is handsomely compensated.

| SLAVE             | DAILY RENT | SELL PRICE |
|-------------------|------------|------------|
| Child             | 5 cp       | 25 gp      |
| Common Labourer   | 1 sp       | 50 gp      |
| Craftsman         | 3 sp       | 100 gp     |
| Skilled Craftsman | 1 gp       | 150 gp     |

The prices listed above assume the slave is ordinary in all respects. For those with exceptional talents, prices double or triple.

- **Joray Farlink** (CE male middle-aged human fighter 3/rogue 5) is entirely without morals or scruples. Once a pirate, he discovered that selling other people's spoils makes for an easier and far less dangerous life. He is a brutal, odious man with absolutely no redeeming features.
- **Slaver Guards** (NE male human warrior 3/expert 1) Thirty guards keep order among the slaves. They are brutal and inured to suffering. Most among them were once pirates, but have opted for the easy life of a prison guard.

The manacled slaves are free to move about the pens as they please, but escape attempts are dealt with harshly.

Joray dwells on the top floor of a stout stone tower in an opulent fortress-apartment. Once a wizard's home, the building fell into his hands after the previous owner angered the wrong pirate captain. His guards dwell on the lower levels.

**Adventure Hook:** The party may discover a friend, ally or even family member is held in the Pens and determine to free them. Even worse, when they try to buy their friend's freedom they discover he has already been sold and will be shipped out to his new master's distant home in two days.

## 7: DEAD MAN'S BLUFF

Standing outside the town's crumbling walls, this high, wind-swept bluff overlooks both Deksport and the bay. Here, Nargor delights in dispensing his brutal form of justice.

- **DC 10 Knowledge (local)** Dead Man's Bluff is so named because it is (frequently) used for executions of those guilty of serious crimes.
- **DC 15 Knowledge (local)** Executions are always well attended, and a carnival atmosphere prevails.

A stout scaffold and various instruments of death including four gallows and an executioner's block stands upon the hill's crest. The bodies of those hung are left here to rot – as a warning – while the remains of those slain in more bloody ways are hurled into the sea.

## 8: HALL OF THE CREATOR

Here, Abarin's priests labour in their forges and workshops to glorify their lord.

- **DC 10 Knowledge (local)** The Hall is the place in Deksport to purchase alchemical items. Additionally, it is an excellent place to find a craftsman for personalised commissions.
- **DC 15 Knowledge (local)** The Hall contains many strange and wondrous devices. The priesthood have stored vast quantities of alchemist's fire in their cellars.
- **DC 10 Knowledge (religion)** Abarin is the god of industry and artifice. His ardent followers are alchemists and inventors.

### ABARIN

N god of industry and artifice

**Epithets:** The Creator, the Great Craftsman

**Symbol:** A convoluted mass of cogs and gears

**Alignment:** Neutral

**Domains:** Artifice, Fire, Knowledge, Rune

**Favoured Weapon:** Warhammer

**Holy Text:** Blessed Manual of Creation

**Additional Notes:** Abarin's faithful mainly comprise craftsmen, inventors, alchemists and the like as well as wizards interested in crafting wondrous items. They believe their patron created the universe and everything in it. They further believe he smiles upon those who emulate his creation and thus they worship him by building, creating and inventing. Abarin's places of worship contain a large number of complicated devices such as water clocks, mechanical devices and so on. Many are protected by mechanical guardians.

The Hall is one of the largest buildings in Deksport. Surrounded by a stout stone wall, a myriad of workshops fills the expansive courtyard. The clergy are powerful, both in terms of the powers they wield and the political influence they exert. While they have failed to gain a foothold in the shipbuilding industry, they dominate all other aspects of mercantile life in Deksport.

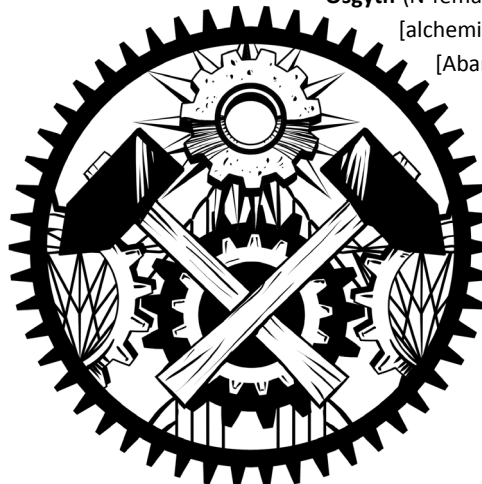
As well as a dozen or so acolytes (N various races cleric [Abarin] 1), several notable priests dwell at the Hall:

- **Sakari** (NE male human cleric [Abarin] 7) A greedy man, Sakari uses his position to line his own pockets while providing the pirates alchemist's fire and other mechanical wonders.
- **Jarel Glanhak** (N male dwarf cleric [Abarin] 5) Sakari's deputy has a different outlook to the self-styled high priest. He seeks the purity of invention and creation without worldly considerations. He is not popular among the pirates and rarely leaves the Hall's precincts.
- **Tahlys Evdrearn** (N female half-elf cleric [Abarin] 3/expert 2) Tahlys is never happier than when tinkering with some mechanical problem. Several pirate captains have tried professing love to her in a bid to lure her to serve on their vessels. All have been rebuffed; Tahlys is not an idiot.

In the courtyard, dwell many of the town's best craftsmen. Open during the day to all comers, the courtyard is always busy. The more prominent craftsmen include:

- **Fruen Jaw-Smasher** (N male orc barbarian 1/expert [armourer and weaponsmith] 2) Named for an unfortunate instance in his youth he would rather forget, Fruen has a fiery temper.
- **Raisa Leino** (N female human expert [jeweller and gemcutter] 2) Raisa is timid and shy and has a precise, careful nature. She nevertheless makes and repairs jewellery to a high standard.
- **Tobias Isgar** (N male human expert [inventor] 2) Tobias loves mechanical things of all varieties. Intricate clocks, clockwork creations and other mechanical devices fill his muddled workshop. Relationships and emotions baffle him.

- **Osgyth** (N female human expert [alchemist] 4/cleric [Abarin] 2) The foremost alchemist in Deksport, Osgyth's services are in high demand.



## 9: SHRIEKING SAILOR

The best appointed, most comfortable inn in Deksport, the Shrieking Sailor is a three-storey building set behind a low curtain wall. Within the wall stands the inn itself, a barn, stables and several long, low warehouses. Here can be found the few merchants and traders with business in Deksport.

- **DC 10 Knowledge (local)** The Shrieking Sailor is the most comfortable and safest inn in Deksport. Any traveller that can afford it stays at the inn.
- **DC 15 Knowledge (local)** It's widely assumed Albain has done a deal with the Admiral's Council. In return for a peaceful house, he informs on any particularly intriguing guests.

The proprietor, Albain Hallin, maintains a mixed force of 23 human and hobgoblin well-equipped mercenaries to keep his property, and his patrons, safe from the depredations of drunken pirates.

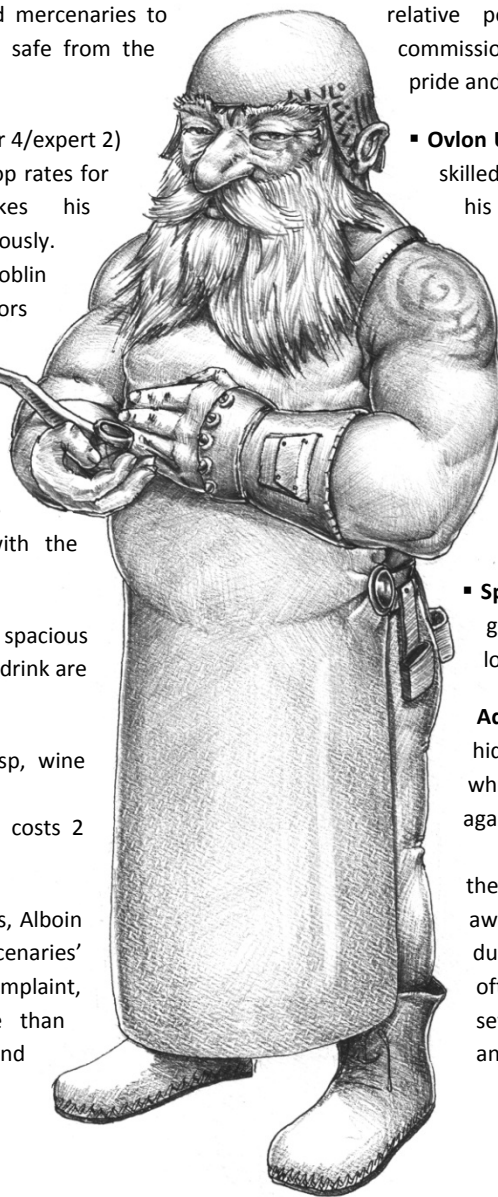
- **Albain Hallin** (N male human fighter 4/expert 2) is a gregarious host who charges top rates for room and board, but takes his responsibilities as a patron very seriously.
- **Hobgoblin Mercenary** (13; LN hobgoblin warrior 3) These disciplined warriors normally stand watch at night.
- **Human Mercenary** (10; LN human warrior 3) "Imported" from a nearby kingdom, Albain works hard to ensure these mercenaries cultivate no links with the pirates.

At the Shrieking Sailor, rooms are spacious and well appointed and the food and drink are the best in Deksport.

- **Food & Drink** meal 5 sp, ale 1 sp, wine (pitcher) 1 gp.
- **Accommodation** A standard room costs 2 gp a night.

If a patron complains about his prices, Albain points out they include the mercenaries' wages. This normally stifles the complaint, particularly as the guest is more than welcome to try another, cheaper (and less safe) hostelry.

*John H. Johnson* 2025 02 25



## 10: OVLON'S

Run by a bad-tempered, but homely-looking, duergar weaponsmith, much of this establishment lies underground in extensive, multi-level cellars dug out by its owner in a bid to escape the harsh light of the surface world.

- **DC 10 Knowledge (local)** Ovlon is a bitter, foul tempered man, but makes the best weapons in town.
- **DC 15 Knowledge (local)** Ovlon is a duergar. His workshop is actually in the cellars below his shop.
- **DC 20 Knowledge (local)** Ovlon sells magical weapons.

Ovlon is the best weaponsmith in town, and he knows it. A fugitive from his subterranean home, he has powerful allies among the town's rulers. These allies enable him to live here in relative peace, but he must occasionally complete commissions on their behalf. This reliance chafes Ovlon's pride and he dreams of the day he is once again free.

- **Ovlon Urnivin** (NE male duergar fighter 3/expert 3) is a skilled weaponsmith as famed for his bad temper as his creations. He emerges from his forge at night to drink in the various nearby taverns.

Ovlon employs only human apprentices and forbids any light in his subterranean lair. Thus, much of the mundane work is carried on upstairs while Ovlon works in the lightless depths on special commission and the like.

A racist, he charges dwarves and those of elven descent 10% extra. He has a few special items for sale:

- **Special Item for Sale** +1 cold iron falchion (4,450 gp), +1 scimitar (2,315 gp), masterwork cold iron longsword (330 gp).

**Adventure Hook:** Persistent rumours speak of hidden tunnels and chambers below Ovlon's shop where more of his kin secretly dwell and plot against the pirates.

Ovlon hails from a reclusive tribe of duergar – the Duergar of the Obsidian Citadel that dwell far away under a chain of active volcanoes. The duergar are famed artificers, but their creations often come with terrible, hidden curses. Recently, several townsfolk have been affected by curses and many assume Ovlon is to blame.



## 11: THE WAILING TOWER

During their raiding, the pirates often capture folk of note or of significant means. Such captives are worth more alive than dead. Thus, the town's pirate captains keep their valuable captives here while they await payment of their ransoms.

- **DC 10 Knowledge (local)** The pirate captains keep those prisoners worthy of ransom in the Wailing Tower.
- **DC 15 Knowledge (local)** The Wailing Tower is heavily guarded. Escape is possible, but the consequence of failure – a long, excruciatingly painful death deters most prisoners from trying.

The prison stands atop a rocky bluff overlooking the sea. Originally built as a bulwark against seaborne attacks, its lofty walls serve equally well at keeping prisoners from escaping.

The folk incarcerated within are generally treated well, although their accommodations are basic. Some captives negotiate better quarters and more privileges for themselves in return for a greater ransom.

Pirates loyal to Nargor garrison the prison and the half-orc levies a tithe on all ransoms. Aided by a garrison of roughly 40 pirates, Naillae Natityrr watches over the prison.

- **Naillae Natityrr** (LE female half-elf fighter 3/rogue 2) is famed for her attention to detail and diligence in keeping the prison secure. In truth, attracted to power and physical might, she loves Nargor and dreams of one day sitting by his side as his wife. Terrified of displeasing him, she goes to extreme lengths to keep her charges secure.

At any given time, the prison hosts 1d4 captives of note. Use the table below, to determine who languishes within.

| D10 | CAPTIVE   | RANSOM   |
|-----|---|----------|
| 1   | Bosa Sirett (NG male human expert [merchant] 2)                   | 200 gp   |
| 2   | Aldal Erdur (LG female dwarf fighter 4)                           | 350 gp   |
| 3   | Aellian Myloneir (N female half-elf expert [merchant 1] 1/bard 2) | 200 gp   |
| 4   | Onni Leino (LG male human paladin 5)                              | 1,200 gp |
| 5   | Elina Ojanen (CG female human wizard [universalist] 3)            | 560 gp   |
| 6   | Ausk (N male half-orc expert 1/fighter 4)                         | 600 gp   |
| 7   | Antal Wildthorn (NG male halfling rogue 6)                        | 800 gp   |
| 8   | Daladin Underbough (NG male gnome expert 3)                       | 1,000 gp |
| 9   | Baggi the Stupid (CN female half-orc barbarian 2)                 | 600 gp   |
| 10  | Elena (NE female rogue 6/assassin 1)                              | 2,000 gp |

## 12: THE MOTTLED PALACE

Protected by stout walls, the Mottled Palace is the most secure location in Deksport. Gaining its name from the extensive fire damage the building suffered during Deksport's sack and fall, this building is no palace but rather the forbidding fortress from which Nargor rules the town.

- **DC 10 Knowledge (local)** The site of the last enclave of resistance when Deksport fell, much of the building was heavily damaged by fire.
- **DC 15 Knowledge (local)** Nargor dwells in the Mottled Palace with his most trusted henchmen.

Perched upon a bluff high above Deksport, the Mottled Palace glowers over the town like a hunched giant. Although this grim keep was heavily damaged during Deksport's fall, it has since been extensively repaired and renovated by captured master masons directing hundreds of slaves. By the time the work was completed scores had perished either in accidents or as a result of savage beatings. Some whisper, their remains were buried in the outer walls.

Nargor maintains a sizable force of orcs and half-orcs in the Mottled Palace. These pirates are more disciplined than the other crews and are easily capable of repelling any attack made by rival captains or the tribes of the interior. Nargor, along with several other persons of note, dwells in the Mottled Palace:

- **Nargor** (LE male half-orc fighter [weapon master] 12) is a brutal leader and superlative warrior. He rules Deksport ruthlessly and endlessly plots against Aune and Olmi.
- **Vazror** (CE male orc barbarian 1/fighter 6) is a new arrival to Deksport. With no other friends, he has thrown in his lot with Nargor. He rides a trained wyvern – Blue Fang – into battle and uses it to scout for likely merchant vessels for Nargor to attack.

The Mottled Palace has its own private deepwater dock. Here is berthed Nargor's formidable personal vessel – the *Black Devil*. Ready to put to sea at a moment's notice, Nargor's most trusted (and vicious) warriors crew the ship. He uses berths onboard the *Black Devil* as rewards for loyal service – those sailing aboard her get a cut of the loot from any voyage and are envied by those left behind to guard Nargor's home.

- **Veteran Orc Pirates** (86; CE male orc warrior 3/expert 1; page 27) patrol the Mottled Palace's battlements and crew the *Black Devil*. They know serving Nargor gives them a privileged position in Deksport; consequently they are arrogant and ill-loved by the rest of the populace.

### 13: ALL THAT GLITTERS

Simple, faded paintings of necklaces, rings and other jewellery decorate the front of this building. Here, customers can buy, sell or exchange all manner of valuable coins, metals and gems.

- **DC 10 Knowledge (local)** Run by Morild Ovlag, All That Glitters is Deksport's best and most reputable jewellers, moneychangers and safe storage operation.
- **DC 15 Knowledge (local)** Morild maintains storage vaults for hire protected by dozens of cunningly designed traps.

Customers can rent space in Morild's secure vault by the day, week or month. The vault comprises a few dozen storage niches and is accessed through her shop. Another smaller chamber holds dozens of iron chests also for rent.

- **Morild Ovlag** (LN female dwarf rogue 6) is widely reputed to be one of the most honest people in Deksport. A skilled jeweller and shrewd business person she has prospered by treating all her customers fairly.

Morild works alone in her shop; she finds it almost impossible to find folk honest enough to work alongside her.

### 14: ANYTHING & EVERYTHING

This large, rambling business fills the entire bottom floor of a tenement building. Converted from a series of dwellings it now serves as a well-ordered general store and pawnbroker.

- **DC 10 Knowledge (local)** If you are short of cash, you can pawn or sell almost anything at Anything & Everything.
- **DC 15 Knowledge (local)** Aaro is less than honest. As long as you swear what you are selling is yours, that's good enough for him.

Aaro's gets his stock from his customers:

- Aaro offers 25% - 40% of an item's value at a 10% weekly interest rate. If the item has not been reclaimed after a month, he offers it for sale in his shop.

He doesn't bother trading with visiting merchants and so his inventory is diverse (and sometimes baffling). Still, Aaro has an ordered mind and it shows in how he operates. Each room in the shop holds different kinds of items – clothes, weapons and so on – with the most valuable items held in a special room only accessible to well known (or rich) customers.

- **Aaro Laitnen** (LN male human expert 2/warrior 1) is a pragmatist well used to dealing with desperate customers. Honest to a fault, he knows most of the goods in his shop are likely stolen. With five young children, though, he knows beggars can't be choosers.

### 15: HOUSE OF WHISPERS

Here dwells Dunn, purveyor of information and master of lies. The ramshackle exterior of this building hides an ostentatious inner apartment of great comfort. The surrounding rooms – and those in which Dunn receives guests – are much plainer.

- **Dunn** (NE male human rogue [charlatan] 9) knows everything of import occurring in Deksport and sells his knowledge to the highest bidder. A slender, handsome man he is nevertheless slightly paranoid.

Dunn protects himself with hired mercenaries. He pays his guards exceptionally well and thus guarantees their loyalty.

- **Mercenary Guards** (12; N male human fighter 3) As loyal as money can buy, Dunn's guards know they are onto a good thing working for Dunn.

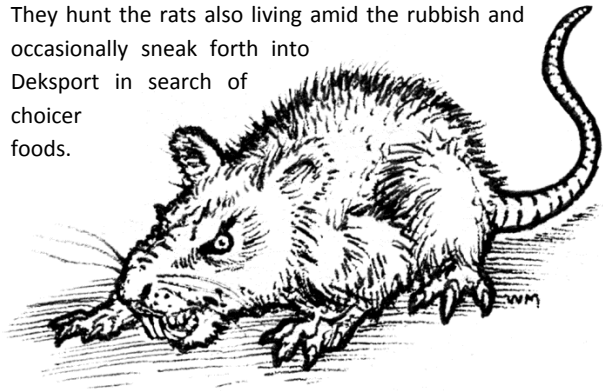
He also owns many of the surrounding building, and in them dwell the beggars and street urchins he relies on for much of his information. Dunn maintains a network of spies and informants on all the pirate captains' vessels as well which ensures he knows of any choice treasures or captives brought to Deksport.

### 16: THE PIT

This deep pit is used by the townsfolk to dump rubbish that does not wash out to sea. The town also has no formal burial ground. Thus, corpses also often end up dumped here.

- **DC 10 Knowledge (local)** Scores of huge rats dwell in the pit and sneak forth at night to gorge on the day's leavings.
- **DC 15 Knowledge (local)** Some sadistic pirates hurl drunks, defeated enemies and so on into the pit to be consumed by the ravenous rats.

Dug by slaves, the pit was once 50 ft. deep, but now rubbish, bones and so on fill the pit over half full. In the near future, the pit will be covered over and another dug nearby. A score of feral goblins lurk in the deepest recesses of the pit in a jumble of narrow passages they have dug through the compacted rubbish. They hunt the rats also living amid the rubbish and occasionally sneak forth into Deksport in search of choicer foods.



## FOLK OF DEKSPORT

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## READING STAT BLOCKS

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*Town Backdrop: Deksport* includes all necessary stat blocks; these notes explain how to read them. Unless otherwise noted, all listed scores include all the creature's normal modifiers. Stat block appear in four sections: basic, defensive, offensive and supplemental.

### BASIC

**Name, CR and XP:** The monster's name appears first followed by its CR and how many experience points it is worth. If more than one creature is encountered, a bracketed number lists how many appear.

**Appearance:** The GM can read aloud or paraphrase this section. If a picture depicts the creature, this section may be omitted.

**Sex, Race, Class and Level:** If the monster has class levels these appear here along with its race and sex. The first noted class is the creature's favoured class.

**Alignment and Type:** The creature's abbreviated alignment and its type (including applicable subtypes).

**Init and Senses:** This creature's initiative modifier appears before any special senses (such as scent or darkvision) and the creature's Perception and Sense Motive scores. If the creature has special Perception-based abilities, such as trapfinding or stonecunning, these appear here.

**Speed:** The creature's modified land speed appears first along with any other relevant speeds (such as climb or fly). If the creature's base land speed is different to its modified speed this is also listed.

**ACP and Movement Skills:** ACP presents the creature's normal armour check penalty modifier. If the creature's Acrobatics, Climb, Escape Artist, Fly, Ride, Stealth or Swim modifier differs from the relevant ability modifier minus its armour check penalty, these skills appear here.

### DEFENSIVE

**AC:** The creature's normal, touch and flat-footed AC along with its CMD; additionally this section lists any defensive powers or abilities that affects the creature's AC.

**Immune, Resist and Weaknesses:** If the creature has immunity, resistance or a vulnerability to an effect or condition it appears here.

**Fort, Ref and Will:** The creature's saving throw modifiers along with any conditional modifiers and defensive powers (such as evasion) and spell resistance appear here.

**HP:** The creature's full, normal hit points along with the number

of hit dice it possesses. A bracketed hit point total indicates that the creature is injured. If the creature has damage reduction or hardness it appears here.

### OFFENSIVE

**Space, Base Atk and CMB:** The creature's space, base attack bonus and CMB.

**Melee:** This section lists a creature's melee attacks. If the attack has a reach that is not 5 ft. it is listed here. This line also lists any specific feats a creature can use with the attack (for example Power Attack), but the effects of these feats are not included in the attack's statistics. Each attack includes attack bonus and damage information. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Ranged:** This section lists the creature's ranged attacks. It always includes the attack's range. Each attack includes attack bonus and damage information. This line also lists any specific feats a creature can use with the attack (for example Point Blank Shot), but the effects of these feats are not included in the attack's statistics. If the attack has the default critical hit characteristics (20/x2) this information is omitted.

**Atk Options:** This section lists any abilities or feats that can affect more than one of the creature's attacks, unless it has already been presented with the creature's specific attacks. Subsequent listings describe all but the most basic abilities in depth.

**Special Actions:** This section lists any useful abilities that a creature could use in battle. Subsequent listings describe all but the most basic abilities in more depth.

**Spells and Spell-Like Abilities:** The creature's caster level, along with its concentration modifier and domains appears in brackets before the main spell listing. If one or more of the creature's spells require a touch attack, the relevant attack bonus is included. Spells available appear in reverse order from highest to lowest level. Spells denoted <sup>D</sup> are domain spells. If applicable, a spell's DC is also provided.

**Combat Gear:** This section lists any combat-related equipment the creature possesses.

### SUPPLEMENTAL

**Abilities and Special Qualities:** These sections list the creature's ability scores and any special qualities that do not appear anywhere else in its stat block.

**Feats:** An alphabetical listing of all the creature's feats.

**Skills and Languages:** These sections list any skills the creature possesses that have not already appeared in the stat block and all languages spoken or understood. Any language-based special abilities also appear here.

**Gear:** This section lists any gear not already listed in the creature's stat block. This section hardly ever contains weapons or armour as they usually appear in the relevant sections above.

**Spellbook:** The contents of the creature's spellbook and its opposition schools.

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### SPECIAL ABILITIES

Special abilities appear in the section to which they are best suited. Thus, offensive abilities appear with a creature's attacks while defensive ones appear with its other defences. Full write-ups of irrelevant powers (such as those that could not affect combat) are omitted. The effects of abilities that factor into a creature's normal attacks or defences have already been included in the relevant calculations.

## PIRATES

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### GOBLIN PIRATE

Many goblins infest the ramshackle, rundown tenements scattered through town. Viewed as third-class citizens by the humans and orcs few goblins garner any respect from the other races.

#### SAMPLE GOBLIN PIRATES

Use the following brief NPC bios, to portray minor personalities the PCs encounter:

**Erg:** Erg reeks of rotting fish, which often renders his attempts at stealth moot. Most of his teeth have long since fallen out – victims of his terrible personal hygiene – and consequently he speaks with a pronounced lisp.

**Gor:** A sadist, Gor loves nothing more than the thrill of battle. Many of his shipmates remark on his bravery and whisper he is an orc cursed to be trapped in a goblin's body.

**Sog:** Sog's most prized possession is a notched and rusted handaxe given to him by his father. He uses it to finish off downed opponents and often whispers and caresses it at night. Sog believes the axe holds the souls of all those it has slain and that one day this stored power will transform him into a demon. His shipmates think he is mad, but dare not say that to his face in case he is right.

**Vrung:** Vrung is a wretched coward who finds any and every opportunity to skulk below decks when battle is afoot. Small even for a goblin, he has been bullied all his life and dreams of slaying those among the crew particularly nasty to him.

---

**GOBLIN PIRATE** CR 1/2 (XP 200)  
*This small humanoid has a flat face, squashed nose and a wide mouth full of fangs.*

---

Goblin warrior 1/expert 1  
NE Small humanoid (goblinoid)  
**Init** +3; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -1  
**Speed** 30 ft.; **ACP** 0, Acrobatics +8, Climb +5, Ride +7, Stealth +15, Swim +4

---

**AC** 17, touch 14, flat-footed 14; **CMD** 13  
(+3 armour [mwk studded leather], +3 Dex, +1 size)  
**Fort** +2, **Ref** +3, **Will** +1  
**hp** 11 (2 HD)

---

**Space** 5 ft.; **Base Atk** +1; **CMB** +0  
**Melee** handaxe +5 (1d4/x3)

---

**Abilities** Str 10, Dex 17, Con 11, Int 10, Wis 9, Cha 6  
**Feats** Weapon Finesse  
**Skills** as above plus Profession (sailor) +3  
**Languages** Goblin

---

**Gear** as above plus belt pouch, sack, 15 sp

### VETERAN GOBLIN PIRATE

Few goblin pirates survive to become veterans. Those that do, are often skilled at sneaking about and canny captains use them to creep onboard target ships to attack or disable key crew members.

#### SAMPLE VETERAN GOBLIN PIRATES

Use the following brief NPC bios, to portray minor personalities the PCs encounter:

**Dav:** Dav suffered a head wound years ago from which he has never fully recovered. He drools incessantly and is hard of hearing.

**Og:** Large for a goblin, Og is a nimble climber and loves being aloft in the rigging. Carefree and full of lust for life, Og is a larger-than-life character among the crew.

**Ruga:** A particularly unpleasant fellow, Ruga hates orcs of all sorts and despises humans. He dreams of leading an all goblin crew, but has not the funds to outfit such a vessel. Undeterred, he seeks the means to make his dream a reality.

**Vol:** Heavily scarred, and often pregnant, Vol is a vicious, manipulative woman who often sacrifices her new-born babies to the sea gods. Feared by the crew, she is nevertheless in high demand among pirate captains as it is said the vessel she is on is never beset by storms.

---

**VETERAN GOBLIN PIRATE** CR 2 (XP 800)  
*This small humanoid has a flat face, squashed nose and a wide mouth full of fangs.*

---

Goblin warrior 3/expert 1  
NE Small humanoid (goblinoid)  
**Init** +7; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -1  
**Speed** 30 ft.; **ACP** 0, Acrobatics +9, Climb +6, Ride +7, Stealth +15, Swim +6

---

**AC** 18, touch 14, flat-footed 15; **CMD** 15  
(+3 armour [mwk studded leather], +3 Dex, +1 shield [mwk buckler], +1 size)  
**Fort** +4, **Ref** +4, **Will** +2  
**hp** 27 (4 HD)

---

**Space** 5 ft.; **Base Atk** +3; **CMB** +2  
**Melee** mwk handaxe +8 (1d4/x3) or  
**Ranged** mwk dagger (range 10 ft.) +8 (1d3/19-20)  
**Combat Gear** *elixir of tumbling, potion of jump, potion of shield of faith*

---

**Abilities** Str 10, Dex 17, Con 12, Int 10, Wis 9, Cha 6  
**Feats** Improved Initiative, Weapon Finesse  
**Skills** as above plus Profession (sailor) +3  
**Languages** Goblin

---

**Gear** as above plus belt pouch, sack, 14 sp, 3 gp

## HUMAN PIRATE

Comprising the overwhelming majority of the pirates crewing Deksport's vessels most of these foul, odious fellows are depraved, self-serving killers.

### SAMPLE HUMAN PIRATES

Use the following brief NPC bios, to portray minor personalities the PCs encounter:

**Gyric Othen:** Full of bravado, Gyric has seen little real action. Still, this doesn't deter him from holding court to any newcomers among the crew. Gyric takes great care over his appearance and has stopped in mid fight to loot a fallen enemy of a particularly fine set of boots, good belt and so on. Gyric is a terrible gambler and, thus, is popular with his shipmates.

**Ossi Purho:** Originally press ganged into the life of a pirate, Ossi has grown to like his new lot. As an apprentice carpenter Ossi had no freedom. Now, he takes what he wants and damns the consequences. Ossi has curly black hair and piercing blue eyes, which he uses to devastating effect when carousing in Deksport's many taverns.

**Veijo Sianio:** A thin, nervous-looking man Veijo suffers from a perpetual hacking cough. His sallow skin and messy black hair contribute to his look of general illness. Veijo is a whining man, who always looks on the dark side of any situation. Not particularly liked by his fellows he views this as a grave injustice, but doesn't know how to fix the situation. Secretly, he believes himself to be cursed.

|   |                 |
|---|-----------------|
| <b>HUMAN PIRATE</b>   | CR 1/2 (XP 200) |
| <i>Clad in dirty studded leather armour this human has a distinctly unsavoury look about him.</i> |                 |
| <hr/>   |                 |
| Human warrior 1/expert (sailor) 1   |                 |
| NE Medium humanoid (human)  |                 |
| <b>Init</b> +2; <b>Senses</b> Perception +4, Sense Motive +0                                      |                 |
| <b>Speed</b> 30 ft.; <b>ACP</b> -1; <b>Acrobatics</b> +5, <b>Climb</b> +4, <b>Swim</b> +3         |                 |
| <hr/>   |                 |
| <b>AC</b> 16, touch 13, flat-footed 13; <b>CMD</b> 14   |                 |
| (+3 armour [studded leather], +2 Dex, +1 dodge [Dodge])   |                 |
| <b>Fort</b> +3, <b>Ref</b> +2, <b>Will</b> +2   |                 |
| <b>hp</b> 16 (2 HD)   |                 |
| <hr/>   |                 |
| <b>Space</b> 5 ft.; <b>Base Atk</b> +1; <b>CMB</b> +1   |                 |
| <b>Melee</b> scimitar +1 (1d6/18-20) or   |                 |
| <b>Melee</b> dagger +1 (1d4/19-20)  |                 |
| <b>Ranged</b> dagger (range 10 ft.) +3 (1d4/19-20)  |                 |
| <hr/>   |                 |
| <b>Abilities</b> Str 11, Dex 14, Con 13, Int 9, Wis 10, Cha 8                                     |                 |
| <b>Feats</b> Dodge <sup>B</sup> , Toughness   |                 |
| <b>Skills</b> as above Intimidate +3, Profession (sailor) +5                                      |                 |
| <b>Languages</b> Common   |                 |
| <hr/>   |                 |
| <b>Gear</b> as above plus 17 sp   |                 |

## VETERAN HUMAN PIRATE

Veteran pirates have risen to their prominent position through luck, guile and the eager dispensation of violence. Many fill positions of authority aboard ship such as mate and most aspire to one day be captain of their own ship.

### SAMPLE VETERAN HUMAN PIRATES

Use the following brief NPC bios, to portray minor personalities the PCs encounter:

**Aebbe Frewin:** Aebbe has clawed, fought and murdered her way to the position of first mate. She is wildly paranoid and suspects everyone of plotting against her. Given her brutality, this is not entirely untrue. Unsettlingly, Aebbe is adept at hiding her emotions and no one guesses the true depths of her madness.

**Heiu Medwin:** A competent sailor and fighter, Heiu dreams of leaving the pirate life behind her; she's worked out she can make as much money for much less risk as a merchant. She's not above betraying her crew to make her dream a reality. Heiu wears her long brown hair in a ponytail she tucks into her jerkin when trouble is brewing.

**Ylermi Keto:** A burly, hirsute man who rarely wears many clothes, Ylermi is never without a mini arsenal of weapons about his person. With deep, thick set eyebrows and a seemingly unblinking glare, he loves to intimidate others. He loves his lanky, heavily muscled pet dog, who he calls Fang.

|  |               |
|--|---------------|
| <b>VETERAN HUMAN PIRATE</b>  | CR 2 (XP 600) |
| <i>Clad in dirty studded leather armour this human has a distinctly unsavoury look about him.</i>    |               |
| <hr/>  |               |
| Human warrior 3/expert (sailor) 1  |               |
| NE Medium humanoid (human)   |               |
| <b>Init</b> +2; <b>Senses</b> Perception +5, Sense Motive +0   |               |
| <b>Speed</b> 30 ft.; <b>ACP</b> 0; <b>Acrobatics</b> +6, <b>Climb</b> +7, <b>Swim</b> +6             |               |
| <hr/>  |               |
| <b>AC</b> 17, touch 13, flat-footed 14; <b>CMD</b> 17  |               |
| (+3 armour [mwk studded leather], +2 Dex, +1 dodge [Dodge], +1 shield [mwk buckler])                 |               |
| <b>Fort</b> +4, <b>Ref</b> +3, <b>Will</b> +3  |               |
| <b>hp</b> 32 (4 HD)  |               |
| <hr/>  |               |
| <b>Space</b> 5 ft.; <b>Base Atk</b> +3; <b>CMB</b> +4  |               |
| <b>Melee</b> mwk scimitar +6 (1d6+1/18-20) or  |               |
| <b>Melee</b> dagger +4 (1d4+1/19-20)   |               |
| <b>Ranged</b> mwk light crossbow (range 80 ft.) +6 (1d8/19-20)                                       |               |
| <b>Combat Gear</b> bolts (10), <i>potion of cure light wounds</i> , <i>potion of shield of faith</i> |               |
| <hr/>  |               |
| <b>Abilities</b> Str 12, Dex 14, Con 13, Int 9, Wis 10, Cha 8  |               |
| <b>Feats</b> Dodge <sup>B</sup> , Toughness, Weapon Focus (scimitar)                                 |               |
| <b>Skills</b> as above Intimidate +3, Profession (sailor) +6   |               |
| <b>Languages</b> Common  |               |
| <hr/>  |               |
| <b>Gear</b> as above plus 14 sp, 6 gp  |               |

## ORC PIRATE

The most savage of all Deksport's denizens, orc pirates are much prized for their fighting prowess. Unfortunately, their presence aboard ship often results in an upsurge of brawling-related deaths. Thus, only strong, capable captains dare to sail with more than a handful among their crew.

### SAMPLE ORC PIRATES

Use the following brief NPC bios, to portray minor personalities the PCs encounter:

**Ausk the Basher:** Wild, and dim, Ausk is always the first into battle. Unpredictable and violent even for an orc, he is not beloved by his crewmates – several of whom he has beaten viciously for imagined slights.

**Nargor:** Nargor hides a terrible secret – he is a coward. He talks a good game, but when swords are drawn he has a habit of disappearing into the rigging. He pretends to love his crossbow and practises obsessively with the weapon.

**Yahzon:** Slight of build, but possessing a feral cunning, Yahzon is a vicious she-warrior. She enjoys intimidating the “weakling humans” among the crew and respect only strength and bravery among her fellows. She always wears a colourful headscarf.

#### ORC PIRATE CR 1/2 (XP 200)

*Clad in studded leather armour, this ugly, muscular humanoid wields a falchion.*

---

Orc warrior 1/expert 1

CE Medium humanoid (orc)

**Init** +0; **Senses** darkvision 60 ft.; Perception +2, Sense Motive -2

**Speed** 30 ft.; **ACP** -1; Acrobatics +3, Climb +7, Swim +6

---

**AC** 14, touch 10, flat-footed 14; **CMD** 14

(+3 armour [studded leather], +1 shield [buckler])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Orc pirates are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +3, **Ref** +0, **Will** +0

**hp** 13 (2 HD); ferocity

**Ferocity (Ex)** An orc pirate remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.

---

**Space** 5 ft.; **Base Atk** +1; **CMB** +4

**Melee** falchion +4 (2d4+4/18-20)

**Ranged** light crossbow (range 80 ft.) +1 (1d8/19-20)

**Combat Gear** bolts (10), tanglefoot bag

---

**Abilities** Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**SQ** weapon familiarity (orc)

**Feats** Weapon Focus (falchion)

**Skills** as above plus Profession (sailor) +2

**Languages** Common, Orc

---

**Gear** as above plus 12 sp

## VETERAN ORC PIRATE

Always in the thick of battle, only skilled (or lucky) orc pirates survive to become veterans. Such folk are often some of the toughest crew members aboard a pirate vessel.

### SAMPLE VETERAN ORC PIRATES

Use the following brief NPC bios, to portray minor personalities the PCs encounter:

**Frug:** Frug is an old and heavily scarred orc who has served under several captains. He is idolised by dozens of younger orcs, and has much influence over them. He is an excellent recruiter.

**Devga:** Young and wild, Devga spends little time ashore, preferring life on the ocean waves. She loves a good fight and is trying to master the drums – she thinks the sound of them booming out over the water intimidates her enemies.

**Vagan:** Missing one ear and wearing a bizarre mix of clothes, Vagan looks like a vagabond at first glance. A jolly fellow (for an orc) he loves torturing captives and watching sharks savaging those he hurls yet living into the ocean's unforgiving waters.

#### VETERAN ORC PIRATE CR 2 (XP 600)

*Clad in a chain shirt, this ugly, muscular humanoid wields a huge curved sword.*

---

Orc warrior 3/expert 1

CE Medium humanoid (orc)

**Init** +4; **Senses** darkvision 60 ft.; Perception +3, Sense Motive -2

**Speed** 30 ft.; **ACP** -1; Acrobatics +3, Climb +8, Swim +8

---

**AC** 15, touch 10, flat-footed 15; **CMD** 14

(+4 armour [mwk chain shirt], +1 shield [mwk buckler])

**Weakness** light sensitivity

**Light Sensitivity (Ex)** Veteran orc pirates are dazzled in areas of bright light or within a *daylight* spell.

**Fort** +4, **Ref** +1, **Will** +1

**hp** 28 (4 HD); ferocity

**Ferocity (Ex)** An orc veteran pirate remains conscious when its hit point total is below 0. It is staggered and loses 1 hit point each round, and dies when it reaches -12 hp.

---

**Space** 5 ft.; **Base Atk** +3; **CMB** +7

**Melee** mwk falchion +8 (2d4+6/18-20)

**Ranged** mwk light crossbow (range 80 ft.) +4 (1d8/19-20)

**Combat Gear** bolts (10), *potion of cure light wounds*, *potion of shield of faith*

---

**Abilities** Str 18, Dex 11, Con 12, Int 8, Wis 7, Cha 6

**SQ** weapon familiarity (orc)

**Feats** Improved Initiative, Weapon Focus (falchion)

**Skills** as above plus Profession (sailor) +2

**Languages** Common, Orc

---

**Gear** as above plus 12 sp, 3 gp



## MOVERS & SHAKERS

### DUNN

Dunn disdains dangerous adventures on the high seas. Instead, he sells his services – spreading lies and deceit and gathering information – to the highest bidder. He is well known as a seller of information and secrets in the town. Unscrupulous merchants and noblemen often use him to spread untruths about their business rivals and enemies. Pirates use him to learn which vessels are worth attacking and which of their rivals are particularly weak (or strong).

**Background:** One of eight children, Dunn learnt from an early age lying was an effective way to get what he wanted. Physically weak, his brothers and sisters often picked on him and such treatment warped his soul. He left home before his 13th birthday, using his wits and burgeoning ability to lie to survive. Over the years, he has hunted down his siblings and ruined them all; telling baseless lies (in most cases) about their business practises or personal proclivities. He regrets nothing.

**Personality:** Dunn cares for no-one but himself. Amoral, self-obsessed and certain of his place at the centre of the universe Dunn sees nothing wrong with lying and cheating to get what he wants. He loves to gamble – and cheats outrageously, of course – and can often be found in Deksport's taverns and inns plying both trades simultaneously.

Dunn can be charming when he wants and can get obsessive over a woman he finds attractive. He hounds them mercilessly, though in a flattering way, until he gets what he wants.

**Distinguishing Features:** A broken nose – a “gift” from his eldest brother – mars Dunn's otherwise flawless, handsome visage.

**Mannerisms:** When playing cards or rolling dice, Dunn cracks his knuckles obviously and often.

**Hooks:** The PCs could fall foul of Dunn's silvered tongue when they anger someone – perhaps a pirate they have slighted or a merchant they have cheated. The individual hires Dunn to spread vicious and malicious lies about them and their adventures. Discovering the source of their misfortune could make for an interesting campaign subplot.

Alternatively, no one knows more of Deksport's secrets than Dunn. If the PCs need to find someone who doesn't want to be found or work to undermine a particular pirate captain, Dunn is the person to see.

### DUNN

CR 8 (XP 4,800)

*Slender and handsome this man is dressed in the latest fashion.*

Male human rogue (charlatan) 9

NE Medium humanoid (human)

**Init** +7; **Senses** Perception +16, Sense Motive +16

**Speed** 30 ft.; **ACP** 0; Acrobatics +15, Climb +11, Escape Artist +15, Stealth +15 (fast stealth), Swim +11

**AC** 19, touch 15, flat-footed 19; **CMD** 20; Mobility, improved uncanny dodge, uncanny dodge  
(+4 armour [+1 studded leather], +1 deflection [ring of protection +1], +3 Dex, +1 dodge [Dodge])

**Fort** +4, **Ref** +10 (evasion), **Will** +6

**hp** 53 (9 HD)

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

**Melee** +1 dagger +10/+5 (1d4/19-20)

**Ranged** mwk dagger (range 10 ft.) +10 (1d4-1/19-20)

**Atk Options** sneak attack (+5d6)

**Special Actions** resiliency (9 hp)

**Combat Gear** mwk dagger (3), *salve of slipperiness*, *potion of cure serious wounds*, *potion of invisibility*

**Abilities** Str 8, Dex 16, Con 10, Int 12, Wis 14, Cha 16

**SQ** grand hoax, skilled liar, rogue talents (convincing lie, fast stealth, finesse rogue, resiliency, rumourmonger<sup>B</sup>)

**Feats** Alertness, Deceitful, Dodge, Improved Initiative, Mobility, Skill Focus (Bluff)<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** as above plus Bluff +20 (convincing lie, rumourmonger, skilled liar), Disguise +17, Knowledge (local) +14, Profession (gambler) +9, Sleight of Hand +11

**Convincing Lie (Ex)** When Dunn lies, he creates fabrications so convincing others treat them as truth. When he successfully uses Bluff to convince someone that what he is saying is true, if that individual is questioned later that person uses Dunn's Bluff skill modifier to convince the questioner, rather than his own. If his Bluff skill modifier is better than Dunn's, the individual can use his own modifier and gain a +2 bonus on any check to convince others of the lie. This effect lasts for 7 days.

**Rumourmonger (Ex [3/week])** Dunn can spread a rumour through a small town or larger settlement by making a Bluff check. The DC is based on the settlement's size (small town DC 18, large town DC 20, small city DC 25, large city DC 30, metropolis DC 35), and it takes a week for the rumour to propagate through the settlement. If he succeeds, the rumour is practically accepted as fact within the community; succeeding by 5 or more decreases the time it takes the rumour to propagate by 1d4 days. A failed check means the rumour failed to gain traction, while failing by 5 or more causes the opposite of the rumour or some other competing theory involving the rumour's subject to take hold.

**Skilled Lair (Ex)** When Dunn successfully deceives a creature with Bluff that creature takes a -2 penalty on Dunn's subsequent Bluff checks for 24 hours.

**Languages** Common, Orc

**Gear** as above plus *cloak of resistance* +1, traveller's gear, 17 sp, 15 gp, 12 pp

## SAKARI

The leader of Abarin's faithful in Deksport, Sakari is an important member of the community – and he doesn't let those with whom he deals forget it. He rarely leaves the Hall of the Creator, and when he does it is always to see a member of the Admiral's Council or other important personage.

Sakari well knows the stranglehold he has over Deksport's captains. His craftsmen and artisans provide the pirates with many of the items – and weapons – they need to ply their trade. He uses this influence to grow fabulously wealthy and persistent rumours suggest he has several hidden treasure caches about the Hall of the Creator.

**Background:** Born into poverty and destitution, Sakari had to use his natural inventiveness to survive. One of four children, he was the only one to survive to adulthood. His faith in Abarin was his ticket out of the slums of his homeland and he has lived in Deksport for ten years.

**Personality:** Sakari is a greedy man, given over to personal advancement and aggrandizement as much as his love of Abarin. From a humble and poor background, he coveted wealth from an early age. His natural aptitude for creation coupled with his moral flexibility in regards to theft and murder made him the perfect person to lead the church in Deksport.

**Mannerisms:** Sakari loudly clears his throat before making important points or when speaking publically. He demands attention when speaking in public and repeatedly (and loudly) clears his throat until he gets it.

**Distinguishing Features:** Vain, Sakari takes great care over his hair and appearance. He always appears immaculately turned out and grows wild with anger if his clothes are soiled by the careless acts of those about him.



ELMORE

**Hooks:** Those that anger Sakari find it hard to engage Deksport's skilled craftsmen in any task as they fear his displeasure (and the extra taxes and tariffs such displeasure inevitably brings). PCs angering Sakari have to either go without the items they require or carry out some odious task on Sakari's behalf. Alternatively, Sakari enjoys being bribed and always makes time to receive those bringing him gifts.

### SAKARI

CR 6 (XP 2,400)

*Tall and slender this man wears fine clothes and has an air of command about him.*

Male human cleric (Abarin) 7

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +4, Sense Motive +4

**Speed** 20 ft., base speed 30 ft.; **ACP** -3; Acrobatics -4 (-8 jumping)

**AC** 16, touch 9, flat-footed 18; **CMD** 14

(+7 armour [+1 breastplate], -1 Dex)

**Fort** +7, **Ref** +1, **Will** +9

**hp** 63 (7 HD)

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

**Melee** +1 warhammer +6 (1d8+1/x3) or

**Ranged Touch** fire bolt (range 30 ft.; 7/day) +5 (1d6+3 fire)

**Atk Options** artificer's touch (7/day; +5 melee touch; 1d6+3)

**Special Actions** channel negative energy (6/day; 4d6; DC 16)

**Cleric Spells Prepared** (CL 7th; concentration +11 [+15 grappling or casting defensively]; Artifice, Fire; spontaneous casting [inflict spells])

4th—*freedom of movement*, *unholy blight* (DC 18), *wall of fire*<sup>D</sup>

3rd—*bestow curse* (DC 17), *dispel magic*, *fireball*<sup>D</sup> (DC 17), *protection from energy*

2nd—*darkness*, *hold person* (2; DC 16), *silence* (DC 16), *wood shape*<sup>D</sup>

1st—*bane* (DC 15), *burning hands*<sup>D</sup> (DC 15), *cause fear* (DC 15), *protection from good* (DC 15), *sanctuary* (DC 15), *shield of faith*

0—*bleed* (DC 14), *detect magic*, *mending*, *read magic*, *resistance*

**Spell-Like Abilities** (CL 7th; concentration +11 [+15 grappling or casting defensively])

At will—*mending*

**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*, *wand of sound burst* (14 chgs.)

**Abilities** Str 10, Dex 8, Con 14, Int 13, Wis 18, Cha 12

**SQ** aura of evil (moderate)

**Feats** Combat Casting<sup>B</sup>, Extra Channel, Improved Initiative, Improved Channel, Toughness

**Skills** as above plus Craft (alchemist) +11, Diplomacy +7, Heal +14, Knowledge (religion) +11, Spellcraft +5

**Languages** Common, Orc

**Gear** as above plus component pouch, silver unholy symbol, 40 gp

## PIRATE CAPTAINS

### ARIQUIS PYLONINN

Ariquis dreams of cleansing Deksport of orcs and goblins.

**Background:** Exiled from his brethren for his love of fighting, Ariquis has risen to command his own vessel through dint of this exceptional prowess.

**Personality:** Quick to anger, Ariquis loves to duel.

**Mannerisms:** Ariquis laughs loudly and quickly, but never forgets a slight.

**Distinguishing Features:** Ariquis moves with fluid grace.

**Hooks:** Ariquis hates goblins and orcs and, if he can, uses the PCs as his tools against them.

#### ARIQUIS PYLONINN CR 7 (XP 3,200)

*Lithe and slim, this elf wears fine clothes and carries a worn, honed rapier and dagger at his belt.*

Male elf fighter 5/rogue 2/duellist 1

NE Medium humanoid (elf)

**Init** +8; **Senses** low-light vision; Perception +13 (trapfinding), Sense Motive +0

**Speed** 30 ft.; **ACP** 0; Acrobatics +15, Climb +11, Ride +6, Stealth +15, Swim +7

**AC** 22, touch 16, flat-footed 16; **CMD** 23

(+5 armour [+1 mithral shirt], +5 Dex [canny defence], +1 dodge [Dodge], +1 shield [Two-Weapon Defence])

**Immune** sleep

**Fort** +6, **Ref** +10 (evasion), **Will** +2 (+3 vs. fear); +2 vs. enchantments

**hp** 55 (8 HD)

**Space** 5 ft.; **Base Atk** +7; **CMB** +9

**Melee** +1 rapier +14/+9 (1d6+6/18-20) or

**Melee** +1 rapier +12/+7 (1d6+6/18-20) and  
mwk cold iron dagger +11 (1d4+3/19-20)

**Ranged** mwk shortbow (range 10 ft.) +13 (1d6/x3)

**Atk Options** bleeding attack, precise strike, sneak attack (+1d6)

**Bleeding Attack (Ex)** When Ariquis hits with a sneak attack the target also suffers 1 bleed damage. This damage does not stack with itself and occurs at the start of the target's turn. It can be stopped with a DC 15 Heal check or by the application of any effect that heals hit point damage.

**Precise Strike (Ex)** With his rapier or dagger, Ariquis deals +1 damage against living creatures with a discernible anatomy.

**Combat Gear** arrows (20), *elixir of tumbling*, *potion of cure serious wounds*, *potion of fly*

**Abilities** Str 14, Dex 18, Con 12, Int 12, Wis 10, Cha 8

**SQ** armour training (1), canny defence, rogue talent (bleeding attack), weapon training (light blades [+1])

**Feats** Dodge, Improved Initiative, Two-Weapon Defence, Two-Weapon Fighting, Weapon Finesse<sup>B</sup>, Weapon Focus (rapier)<sup>B</sup>, Weapon Specialisation (rapier)<sup>B</sup>

**Skills** as above plus Perform (dance) +4, Profession (sailor) +5

**Languages** Common, Elven, Orc

**Gear** as above plus *cloak of resistance* +1, fine clothing, belt pouch, 14 gp, 9 gp, 12 sp

### BRAL

Captain of the *Screaming Hydra*, Bral is the most influential goblin in Deksport.

**Background:** Bral's rise from total obscurity to captain is thanks to his prodigious ability with a crossbow.

**Personality:** Cunning and clever, Bral rarely rushes into a situation without fully thinking through the consequences. A cautious man, he has given up more than one opportunity because his success was not assured.

**Mannerisms:** Bral looks like he is permanently squinting.

**Distinguishing Features:** Tremendously ugly, but amazingly dextrous, Bral is whip-slender.

**Hooks:** Bral knows many of the other captains would love to see him dead. He particularly hates Ariquis Pyloninn (and by association any other elves he encounters – particularly any wandering the town). He often stalks and kills such folk from long range.

#### BRAL CR 6 (XP 2,400)

*This slender goblin sniggers as he caresses his large crossbow.*

Male goblin rogue (sniper) 7

NE Small humanoid (goblinoid)

**Init** +9; **Senses** darkvision 60 ft.; Perception +10, Sense Motive +0

**Speed** 30 ft.; rogue crawl; **ACP** 0; Acrobatics +14, Climb +11, Ride +9, Stealth +23

**AC** 21, touch 17, flat-footed 21; **CMD** 20; +1 vs. traps, uncanny dodge

(+4 armour [+1 studded leather], +5 Dex, +1 dodge [Dodge], +1 size)

**Fort** +3, **Ref** +10 (+11 vs. traps; evasion), **Will** +2

**hp** 49 (7 HD)

**Space** 30 ft.; **Base Atk** +5; **CMB** +5

**Ranged** +1 heavy crossbow (range 120 ft.; Point Blank Shot, Precise Shot, accuracy, deadly range) +13 (1d8/19-20)

**Melee** rapier +7 (1d4+1/18-20)

**Accuracy (Ex)** Bral halves all range increment penalties when using any type of bow or crossbow.

**Deadly Range (Ex)** Bral can sneak attack targets within 50 ft.

**Atk Options** sneak attack (+4d6; bleeding attack)

**Combat Gear** bolts (10), *sleep bolts* (3), *potion of fly*

**Abilities** Str 12, Dex 20, Con 13, Int 12, Wis 10, Cha 6

**SQ** rogue talents (bleeding attack, rogue crawl, weapon training), trapfinding (+1), trap sense (+1)

**Feats** Dodge, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (heavy crossbow)

**Skills** as above plus Bluff +8, Diplomacy +8, Knowledge (engineering) +11, Knowledge (local) +8, Profession (sailor) +6

**Languages** Common, Goblin

**Gear** as above plus *cloak of elvenkind*, masterwork thieves' tool, 15 gp

## CYANAE MALNINRAE

Renown for her mastery of fire magic, Cyanae is nevertheless unpopular among her crew – she often accidentally burns target ships to their keel before they can be boarded and looted.

**Background:** Cast out of her forest home after a sustained series of “accidental” fires Cyanae has wandered the earth for decades. When she grows bored or frustrated with pirate life, she will move on.

**Personality:** As wild and tempestuous as the open sea, Cyanae is quick to anger and holds a grudge indefinitely.

**Mannerisms:** Full of energy, Cyanae is always fidgeting.

**Distinguishing Features:** Cyanae has long hair reaching to the small of her back. While at sea she braids her hair in intricate, towering designs.

**Hooks:** Weary of Cyanae sinking most ships they encounter, her crew are on the verge of mutiny. Sensing the mood, she tries to recruit the PCs to both protect her and to help capture more ships intact.

### CYANAE MALNINRAE

CR 7 (XP 3,200)

Female elf sorcerer (draconic [red]) 8

CN Medium humanoid (elf)

**Init** +7; **Senses** low-light vision; Perception +13, Sense Motive +0

**Speed** 30 ft.; **ACP** 0

**AC** 15, touch 14, flat-footed 12; **CMD** 17

(+3 Dex, +1 deflection [*ring of protection* +1], +1 natural)

**Immune** *sleep*; **Resist** fire 5

**Fort** +4, **Ref** +6, **Will** +7; +2 vs. enchantments

**hp** 38 (8 HD)

**Space** 5 ft.; **Base Atk** +4; **CMB** +3

**Melee** mwk dagger +8 (1d4-1/19-20) or

**Melee** 2 claws (6 rds./day; free action) +8 each (1d6-1)

**Sorcerer Spells Known** (CL 8th; concentration +11; spell penetration +10, ranged touch +7; Empower Spell; bloodline arcana [fire spells])

4th (3/day)—*wall of fire* (DC 19; +7 damage)

3rd (6/day)—*fireball* (DC 18; +7 damage), *fly*, *haste*

2nd (7/day)—*false life*, *flaming sphere* (DC 15; +7 damage), *invisibility*, *resist energy*

1st (7/day)—*burning hands* (DC 16; +7 damage), *disguise self*, *mage armour*, *magic missile*, *shield*, *obscuring mist*

0—*acid splash*, *dancing lights*, *daze* (DC 13), *detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*

**Combat Gear** *lesser metamagic rod of enlarge*, *potion of cure serious wounds*, *scroll of overland flight*

**Abilities** Str 8, Dex 16, Con 12, Int 14, Wis 10, Cha 16

**SQ** weapon familiarity

**Feats** Empower Spell, Eschew Materials<sup>B</sup>, Greater Spell Focus (evocation), Improved Initiative<sup>B</sup>, Spell Focus (evocation), Weapon Finesse

**Skills** as above plus Bluff +14, Knowledge (arcana) +13, Spellcraft +13 (+15 to identify magic items), Use Magic Device +14

**Languages** Common, Elven, Goblin, Orc

**Gear** as above plus *cloak of resistance* +1, 15 gp, 12 sp

## YORG

One of the most skilled swordsmen in Deksport, Yorg dreams of slaying Nargor and taking his place on the Admiral’s Council.

**Background:** Yorg grew up in an all but ruined tenement with his destitute mother. He never knew his father, and from an early age had to fight for food, respect and safety.

**Personality:** A lover of violence and the chaos of battle, Yorg is nevertheless a disciplined warrior. He is loyal to his crew – and they to him – as he understands a warrior in battle without allies is doomed. He understands the way of the warrior and cares only for his aged human mother.

**Mannerisms:** Seemingly, Yorg does not know how to speak quietly. He bellows orders at subordinates and carries out conversations at a volume just short of a shout.

**Distinguishing Features:** Stocky and powerfully muscled, Yorg is bald except for a tuft of blue-dyed hair atop his head.

**Hooks:** Yorg obsessively practises his weapon skills and is always on the lookout for a likely opponent. He pays handsomely for a worthy sparring partner’s time as few in the town now dare cross blades with him.

### YORG

CR 7 (XP 3,200)

*Clad in a fine mesh shirt and bearing a steel shield and bastard sword, this half-orc warrior radiates an aura of command and barely restrained violence.*

Male half-orc fighter 8

NE Medium humanoid (human, orc)

**Init** +6; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

**Speed** 30 ft.; **ACP** -1; Acrobatics +3, Climb +9, Swim +10

**AC** 21, touch 12, flat-footed 19; **CMD** 24

(+6 armour [+2 *chain shirt*], +2 Dex, +3 shield [mwk heavy steel; Shield Focus])

**Fort** +9, **Ref** +5, **Will** +6 (+8 vs. fear)

**hp** 72 (HD); orc ferocity

**Orc Ferocity (Ex [1/day])** When below 0 hp, Yorg can fight on for one more round as if disabled. At the end of this turn, unless brought above 0 hp, he falls unconscious.

**Space** 5 ft.; **Base Atk** +8; **CMB** +12

**Melee** +1 *bastard sword* (Power Attack [-3/+6]) +15/+10 (1d10+8/19-20) or

**Melee** mwk dagger +13/+8 (1d4+4/19-20)

**Ranged** mwk heavy crossbow (range 120 ft.) +11 (1d10/19-20)

**Atk Options** Vital Strike

**Combat Gear** bolts (12), *potion of cure serious wounds*

**Abilities** Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 8

**SQ** armour training (2), bravery (+2), weapon familiarity, weapon training (heavy blades [+1])

**Feats** Exotic Weapon Proficiency (bastard sword), Improved Initiative, Intimidating Prowess, Iron Will<sup>B</sup>, Power Attack<sup>B</sup>, Shield Focus, Vital Strike<sup>B</sup>, Weapon Focus (bastard sword)<sup>B</sup>, Weapon Specialisation (bastard sword)<sup>B</sup>

**Skills** as above plus Intimidate +12, Profession (sailor) +7

**Languages** Common, Orc

**Gear** as above plus *cloak of resistance* +1, 34 gp, 17 sp

## RULERS

### AUNE

Leader of Deksport's human populace, Aune hates Olmi with a passion. She plots his horrible demise, but knows she would not likely survive a fair fight between the two.

**Background:** A skilled assassin, Aune's services were much in demand until her identity surfaced in connection with the slaying of a powerful nobleman. She sought refuge in Deksport and quickly murdered her way to the top.

**Personality:** With no regard for anyone but herself, Aune is a dangerous, self-obsessed woman. She instinctively prefers the shadows and does not easily trust another.

**Mannerisms:** Aune cleans under her fingernails with one of her many exquisitely sharpened daggers.

**Distinguishing Features:** Aune always wears form-fitting clothes of dark hue. She is never unarmed.

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#### AUNE CR 8 (XP 4,800)

*This slender human woman wears tight fitting clothes. Her hand rests of the pommel of a well worn rapier.*

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Female human fighter 2/rogue 3/assassin 4

NE Medium humanoid (human)

**Init** +8; **Senses** Perception +13 (+14 vs. traps), Sense Motive +1

**Speed** 30 ft.; Step Up **ACP** 0; Acrobatics +16, Climb +10, Stealth +16 (fast stealth), Swim +10

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**AC** 22, touch 15, flat-footed 22; **CMD** 24; Mobility, trap sense +1, uncanny dodge

(+5 armour [+1 mithral shirt], +4 Dex, +1 dodge [Dodge], +2 shield [+1 buckler])

**Fort** +8 (+10 vs. poison), **Ref** +10 (+11 vs. traps; evasion), **Will** +4 (+5 vs. fear)

**hp** 76 (9 HD)

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**Space** 5 ft.; **Base Atk** +7; **CMB** +9

**Melee** +1 rapier +13/+8 (1d6+3/18-20) or

**Melee** mwk dagger +11/+6 (1d4+2/18-20)

**Ranged** mwk heavy crossbow (range 120 ft.) +12 (1d10/19-20)

**Atk Options** Vital Strike, death attack (DC 14; true death), poison use, sneak attack (+4d6)

**Combat Gear** bolts (10), mwk dagger (2), *elixir of fire breath*, *potion of cure serious wounds*, *potion of invisibility*

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**Abilities** Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8

**SQ** bravery (+1), hidden weapons (+4), rogue talent (fast stealth), trapfinding (+1), trap sense (+1),

**Feats** Dodge<sup>B</sup>, Improved Initiative<sup>B</sup>, Mobility<sup>B</sup>, Step Up, Toughness, Vital Strike, Weapon Finesse, Weapon Focus (rapier)

**Skills** as above plus Disable Device +13, Disguise +4, Knowledge (geography) +2, Knowledge (local) +5, Profession (sailor) +6, Sleight of Hand +10 (+14 to hide weapons)

**Languages** Common

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**Gear** as above plus *cloak of resistance* +1, masterwork thieves' tools, 15 gp

### OLMI

Undisputed ruler of the goblins of Deksport Olmi drinks the souls of those displeasing him.

**Background:** Olmi has wandered the earth for centuries. A decade ago he transformed into a greater barghest and came to Deksport.

**Personality:** Olmi views the folk of Deksport as nothing more than his pawns. He dreams of slaying his rivals and ruling Deksport alone as the capital of his burgeoning empire.

**Mannerisms:** Olmi snarls and bares his teeth when angry.

**Distinguishing Features:** Olmi is obscenely muscled.

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#### OLMI CR 9 (XP 6,400)

*This snarling, bipedal canine beast grasps a falchion and advances rapidly toward you.*

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Male greater barghest rogue (thug) 2/fighter 1

LE Large outsider (evil, extraplanar, lawful, shapechanger)

**Init** +9; **Senses** darkvision 60 ft., scent; Perception +18, Sense Motive +15

**Speed** 40 ft.; **ACP** 0; Acrobatics +25 (+29 jumping), Climb +22, Stealth +16 (fast stealth), Swim +19

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**AC** 29, touch 14, flat-footed 24; **CMD** 34

(+6 armour [+2 mithral shirt], +5 Dex, +9 natural, -1 size)

**Fort** +13, **Ref** +15 (evasion), **Will** +11

**hp** 140 (12 HD); **DR** magic/10

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**Space** 5 ft.; **Base Atk** +11; **CMB** +19 (+23 vs. trip)

**Melee** +2 falchion (reach 10 ft.) +20/+15/+10 (2d4+12/18-20) or **Melee** bite +17 (1d8+10) and

2 claws +17 (1d6+7)

**Atk Options** Combat Reflexes, sneak attack (+1d6)

**Special Actions** change shape (goblin or wolf, *polymorph*)

**Spell-Like Abilities** (CL 9th; concentration +13 [+17 casting defensively or grappling])

At will—*blink*, *invisibility sphere*, *levitate*, *misdirection*

1/day—*charm monster* (DC 18), *crushing despair* (DC 18), *dimension door*, *mass bull's strength*, *mass enlarge person*

**Combat Gear** *potion of cure serious wounds*, *potion of fly*

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**Abilities** Str 25, Dex 20, Con 23, Int 20, Wis 16, Cha 18

**SQ** rogue talent (fast stealth)

**Feats** Combat Casting, Combat Reflexes, Improved Initiative, Iron Will, Great Fortitude, Lightning Reflexes, Weapon Focus (falchion)<sup>B</sup>

**Skills** as above plus Appraise +20, Bluff +19, Intimidate +19 (frightening), Knowledge (dungeoneering) +12, Knowledge (geography) +10, Knowledge (local) +11, Knowledge (planes) +8, Linguistics +10, Profession (sailor) +10, Survival +14

**Frightening (Ex)** When Olmi uses Intimidate to demoralise a foe, the duration of the shaken condition increases by 1 round. If the target is shaken for 4 or more rounds, Olmi can instead make the target frightened for 1 round.

**Languages** Common, Infernal, Gnome, Goblin, Worg

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**Gear** as above plus *boots of elvenkind*, *bag of holding* (type 1), 15 pp, 39 gp, 127 sp

## NARGOR

The strongest of Deksport's three rulers, Nargor is an accomplished and famed swordsman. He boasts – and he is correct – that he has no equal with a blade in Deksport. His personal might has thus far kept his rivals' plotting to a minimum, but eventually one or both will tire of dwelling in his shadow and strike. Such an attack will likely plunge the town into a bloody three-way civil war.

**Background:** A child of war and slaughter, Nargor was born in the aftermath of a tribal war between orcs and goblins. The orcs were victorious and the birth of such a strong, healthy child was seen as a sign of their gods' pleasure.

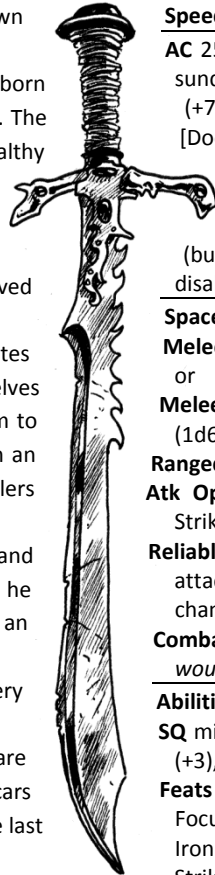
As a young man he grew into a mighty tribal champion, but became bored with a dreary life lurking in caves and the forest. He came to Deksport and quickly carved out a reputation for himself.

**Personality:** A disciplinarian, Nargor knows the pirates must be united or they will inevitably fight among themselves or fall to a vengeful naval force sent by a nearby kingdom to wipe them out. With this in mind, he rules Deksport with an iron fist. He chafes at the need to consult his two co-rulers and constantly schemes against them.

When Nargor is bored, he arms slaves or prisoners and offers them their freedom if they can defeat him. Often he invites his cronies and captains to watch these bouts in an unsubtle way of underscoring his skill with a blade.

**Mannerisms:** Nargor wears his greying hair cropped very short and rubs his sword hand through it when thinking.

**Distinguishing Features:** Nargor's face and body are horribly scarred. A legacy of his childhood, most of the scars are old; few foe have managed to actually injure him in the last few years.



## NARGOR

CR 11 (XP 19,200)

*This huge, scarred half-orc wears a gleaming breastplate and effortlessly wields a razor-sharp scimitar and large shield of black wood.*

Male half-orc fighter (weapon master) 12

LE Medium humanoid (human, orc)

**Init** +7; **Senses** darkvision 60 ft.; Perception +1, Sense Motive +1

**Speed** 30 ft.; **ACP** -1; Climb +15, Swim +15

**AC** 25, touch 14, flat-footed 21; **CMD** 30 (33 vs. disarm and sunder with scimitars; +3 vs. scimitars)

(+7 armour [+1 mithral breastplate], +3 Dex, +1 dodge [Dodge], +4 shield [darkwood heavy; Greater Shield Focus])

**Fort** +11, **Ref** +9, **Will** +9

**hp** 94 (12 HD); orc ferocity

**Orc Ferocity (Ex [1/day])** When brought below 0 hp (but not killed) Nargor can fight on for one more round as if disabled.

**Space** 5 ft.; **Base Atk** +12; **CMB** +16

**Melee** +1 human bane scimitar +21/+16/+11 (1d6+10/15-20) or

**Melee** (against humans) +1 human bane scimitar +23/+18/+13 (1d6+12/15-20 plus 2d6)

**Ranged** mwk throwing axe (range 10 ft.) +16 (1d6+4)

**Atk Options** Bleeding Critical, Critical Focus, Improved Vital Strike, reliable strike

**Reliable Strike (Ex [immediate; 2/day])** Nargor can reroll an attack roll, damage roll, critical hit confirmation or miss chance.

**Combat Gear** *elixir of fire breath, potion of cure serious wounds, potion of fly*

**Abilities** Str 18, Dex 16, Con 13, Int 10, Wis 12, Cha 8

**SQ** mirror move (+3), weapon familiarity (orc), weapon guard (+3), weapon training (+3)

**Feats** Bleeding Critical, Critical Focus, Dodge, Greater Shield Focus<sup>B</sup>, Improved Critical<sup>B</sup>, Improved Initiative<sup>B</sup>, Improved Iron Will, Improved Vital Strike<sup>B</sup>, Iron Will, Shield Focus, Vital Strike<sup>B</sup>, Weapon Focus (scimitar), Weapon Specialisation (scimitar)<sup>B</sup>

**Skills** as above plus Intimidate +10

**Languages** Common, Orc

**Gear** as above plus *cloak of resistance* +2, belt pouch, 15 gp, 3 pp

## HOOKS

Deksport's three rulers – Aune, Olmi and Nargor – do not trust one another and all desire to be the town's sole ruler. None of the three possess the necessary strength to do so, however, and thus they are forced to rule together.

The PCs could easily come to the attention of one or more of the rulers. Such folk see the PCs as useful, expendable and deniable pawns in their schemes against the other admirals. The PCs likely may never know who they are working with, only ever dealing with intermediaries. They could be hired to attack a rival's warehouse, sink his ship or simply to cause trouble for his crew when they are ashore.

Alternatively, the PCs could easily come to Nargor's attention as dangerous troublemakers. If he perceives them as potential threats to his primacy or sees them as likely allies to one of the other admirals he acts to crush the nascent threat.

## GUTTRIPPER

Nargor wields *Gutripper* – a fantastically sharp scimitar. Almost as famous as its current owner, *Gutripper* is a +1 human bane scimitar of orc craftsmanship. Nargor claimed the sword from deep in the Forest of Gray Spires during a punitive raid in retaliation for an attack on Deksport. He slew the orc champion carrying the blade and has wielded it ever since.

*Gutripper* is old and has been carried into battle by orcs for hundreds of years. Countless foes have fallen before its perpetually sharp blade and Nargor is never without the weapon for he trusts no other to wield or carry it.

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