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# URBAN DRESSING: PIRATE TOWN



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# URBAN DRESSING: PIRATE TOWN

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*Tired of your towns and cities being boring, bland places in which your PCs show little or no interest? Want to bring them alive with cool, interesting minor features of note? Then Urban Dressing is for you! Each instalment in the line focuses on a different common urban fixture such as shops, stalls, thieves and so on and gives the harried GM the tools to bring such features to life with interesting and noteworthy features.*

*This instalment of Urban Dressing presents loads of great features, NPCs and minor encounters to add to the pirate town in your campaign. Designed to be used both during preparation or actual play, Urban Dressing: Pirate Town is an invaluable addition to any GM's armoury!*

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## A: SIGHTS & SOUNDS

Use this table to generate the sights and sounds the PCs experience as they move about a pirate town. Some details listed here may not be appropriate for the particular adventure or campaign you are running. Ignore such results and re-roll.

D%	
1	A dusty group of street performers are traipsing around with a pig and miniature pony.
2	This singer, dressed in vibrant rags, belts out a bawdy refrain that has inspired many lascivious looks and leers from his audience.
3	Leaning against the walls near alleyways and waving from balconies, their painted faces and flimsy dresses and veils set them apart as women of the coin.
4	Wheels creek as a wagon train trundles down the road, paced by scruffy-looking guards.
5	Two brawny men, shirtless and streaked with blood and sweat, tumble in the dirt, attempting to crack open each other's skulls.
6	A man and woman attack each other with cutlasses that have been polished to a shine.
7	The local blacksmith is singing in time with the swing and clang of his hammer and the hiss of hot metal plunged into buckets of water.
8	A salty wind blows in from the docks, where ships bob on the tide and barnacle-covered wood groans underfoot.
9	Dock workers shout and jest with one another as they load and offload ships, transport supplies or run errands for their employers.
10	A nearby tavern erupts into cheers and jeers.
11	A ship captain bellows at his crew, though his specific commands are lost in the depths of his thick accent.
12	Wood and rope creak as several bloated bodies sway on the gallows from which they've been hung.
13	A ship appears on the horizon, black flags flying and heads straight for the docks. It is listing, as if having taken storm or battle damage.
14	A chain of slaves trudges by, their necks, wrists and ankles clasped in rusting irons that have chafed their skin to scars. A taskmaster wielding a whip watches them intently.
15	Each building here seems to bear a different colourful flag. All are decorated with an odd array of faces, symbols and animals.
16	Food carts line this street, many of them offering a variety of exotic meats, from monkey to bird to vibrant sea creatures. Most are probably rat.
17	A row of jugs sit on the sill of a large, open window. The smell of the nearest one suggests it was once alcohol, but has fermented far beyond anything safe to drink.

18	A man stands bent over in an alley, spewing his last drink and meal onto the ground.
19	The shipyard bustles with labourers who are sawing, drilling, hammering or otherwise turning logs and lumber into a new ship.
20	The ground shakes briefly. Birds screech and scatter from nearby trees at the disturbance.
21	A band of men and women look like they've been drinking and dancing in this square for hours, yet their carousing has yet to slow.
22	The cry of seagulls echoes overhead as a flock wings through the clear sky. Occasionally, a "gift" falls from the sky onto a person below.
23	The crackle of shells ripples through the air as a nearby vendor rips legs off live crabs.
24	A man's screams resound as he's bound to a post and whipped for all to see.
25	A couple of pirates stagger along, chanting a drinking song.
26	A client keeps his face stoic as the artist tattoos a name on his arm with a fishbone needle.
27	Dice clatter and roll as the day's gambling gets underway.
28	Men holler and exchange bets as the brawlers in a fighting pit exchange blows.
29	A naked man is chased out of a nearby dwelling by a woman waving a meat cleaver.
30	A hag hobbles by, mutterings interspersed with the occasional raving screams.
31	The town's graveyard is a sandy patch marked by polished white stones.
32	Palm trees and coconuts dot the area, fronds rustling in the wind.
33	A band of frisky monkeys scamper around, snatching up loose items to fling at one another.
34	Rows of shrunk, shrivelled heads hang from the rafters of this house.
35	A row of chamber pots stand in an alley, but haven't been emptied in a while.
36	Cargo crates and barrels line the walkway. Several have air holes drilled into them.
37	A group of men stride past, bearing a large chest that looks to be quite heavy.
38	Piles of shelled oysters are strewn along the road, making it necessary to step carefully.
39	A priest dispenses a passionate sermon on the street corner to an audience of none.
40	The town gate has at least a dozen heads set on pikes to greet newcomers.
41	This small wooden pen contains chickens, goats and sheep.
42	Monkeys chatter, birds screech and the wind whistles through the nearby trees.
43	A crumbling lighthouse rears up from a jut of rock, out in the harbour.

44	Waves thunder and crash over a deadly reef just visible from shore.
45	The water here is lanced through with the masts of wrecked ships.
46	The beach is strewn about with bones, some human, some anything but.
47	A band of jugglers fling painted skulls between each other, attempting to garner a few coins.
48	Several people around town have lost limbs, and have replaced them with wooden prosthesis.
49	A pirate limps by, his skin so scarred there's not a clear patch to be seen.
50	A herd of wild pigs roots around town, the head boar glaring at everything with squinty, red eyes.
51	A rainbow of parrots soars through the sky, musical calls sound about.
52	A naga slithers through the crowd; she is the owner of a nearby tavern.
53	This tavern wall is arrayed with hundreds of corded ropes, hung heavy with shark teeth of all sizes—some with dried blood on them still.
54	A massive shark has been cured and hung on the wall above the mantle. Its gaping mouth is wide enough to swallow a grown man whole.
55	The town hall sports a giant pearl above the doorway, claimed to be cursed against theft.
56	On closer inspection, the man sleeping off the hangover in the gutter is, in fact, dead.
57	The docks of this town look to be made out of the giant bones of a long-dead sea serpent.
58	A fleet of wooden canoes have been dragged ashore, and set aflame.
59	Smoke and screams rise from a docked pirate ship that has caught fire.
60	Divers wearing tight loincloths and holding simple knives stride passed to the sea.
61	Two ships have squared off in the bay; their crews scramble to load their ballistae.
62	A group of men in military uniform march down the main road, attempting to bring order to this lawless town. They won't last long.
63	A group of animated skeletons work tirelessly on the deck of a docked ship.
64	A line of monks shuffles down the street, heads bowed, their faces hidden by their grey hoods.
65	A band of scarred mercenaries lounges on crates nearby, waiting for their next client.
66	This wall has been transformed into a vibrant mosaic comprising thousands of shell fragments.
67	An odd pile of muddy and bloody black eye patches and red cloth hats lies by the road.
68	A toppled bell tower lies on one edge of the town, forming a cracked and crumbled wall.
69	This food cart offers a selection of nutritious, but chewy, baked eel strips.
70	The anchor lying at the edge of town looks far too big to have actually been used.

71	An illusionary octopus writhes across a building's facade.
72	Four men have been staked spread-eagle on the beach, awaiting high tide to end their misery.
73	Eerie, sinister laughter erupts from nearby.
74	Dozens of rats swarm between the buildings and crawl over the legs of the drunks lying about.
75	Arrays of tarred ropes hang drying from metal hooks in a larger, wooden frame.
76	The town has been built around a circle of native statues, none of them humanoid.
77	The volcano looming over the town rumbles ominously from time to time.
78	This well is rumoured to lead to underground caverns, but contains only slimy, black water.
79	The beach has several sea caves accessible only during low tides.
80	This section of street is strangely clean.
81	A translucent pirate ship slides across the horizon.
82	A strange yellow fog hangs over the town.
83	A roving band of wild dogs skulks through town, gnawing on discarded bones and other offal.
84	Several large fish tanks sit on the counter, full of scaled and spiked sea life.
85	Someone has painted vile graffiti on the side of this building, in white, red and brown paint.
86	This deep pit is festooned with numerous spikes.
87	Several errand boys, wearing little more than rags, dash about.
88	A trio of young musicians play questionable music through a series of carved conch shells.
89	The muted screams of victims in nearby ship holds is a disturbing sound on the night wind.
90	A large wooden pen holds dozens of imported cattle and other labour beasts.
91	The seas today are stormy, mirroring the turbulent, grey-green skies.
92	A permanent, but weak whirlpool spins a little ways offshore from the docks.
93	This mausoleum has been built entirely out of skulls and bones.
94	This statue has been used as a weapon practice dummy for years and is badly damaged.
95	The fountain in the centre of the town square spouts crystal clear saltwater.
96	The nearby lagoon rings with the sweet sound of mermaid choruses and the splash of tails.
97	A school of dolphins swims close to the docks.
98	The roof of this domicile appears to be made entirely out of a giant sea turtle shell.
99	This tavern resounds with the latest chorus of "A hundred bottles of beer on the wall..."
100	An ancient altar, graven with bearded faces and empty eye sockets where enormous jewels were once affixed stands in a shadowy alley.

## B: BUSINESSES

Use this table to provide the basic details of businesses the PCs come across as they explore the pirate town. Some may be inappropriate based on the locale's set up; ignore such results and re-roll.

D%	
01-02	Finlan's Forge (blacksmith) is operated by one of the burliest men in town, who endlessly toils over his anvil and forge. He claims to be the master of metal.
03-04	Scraps (flag maker) is run by a dwarf known only as McNully, who creates ship flags of all sizes, shapes, colour and design.
05-06	Made to Fit (clothes shop) is overseen by a trio of tailors who can turn the smallest rag into a fashionable accessory or addition to any pirate's wardrobe.
07-08	Gnasher's (illicit substances) is run by one of two brothers, and this one's speciality is drugs and drink that'll have you bobbing on imaginary waves in no time.
09-10	Grubber's (fishmonger) is run by one of two brothers, and this one prefers living by hook and line. Sells bait, tackle and even deep sea fishing lessons if you've the coin.
11-12	It'll Float (shipyard) is managed by a surprisingly capable taskmaster who keeps a keen eye on all ship-building operations, big or small.
13-14	Squid Ink (tattoo parlour) specializes in providing the tattoos pirates are so fond of, using fish bone needles and other exotic materials to transfer pattern to skin.
15-16	Safe Harbour (brothel) is one of the most popular destinations in town, run by Madame Gustello, who keeps her women in powder and lace at all hours.
17-18	The Slops (alehouse) is where you'll find the cheapest wine and ale to keep your thirst slaked. It's also the surest bet for the nearest brawl, though don't tempt the barkeep's cudgel.
19-20	The Satchel (alchemist shop) specializes in creating potions to mimic a wide variety of spell effects, as well as selling bottled wind, good luck and more to keep boats afloat.
21-22	Wings n' Things (pet shop) is a stinking shop filled with crates of birds, reptiles and larger predators. The caws and roars are cacophonous.
23-24	Tints and Tinctures (cures) is a one-stop shop for every herb, potion, or topical lotion for any condition that ails you. Love potions are available behind the counter.
25-26	Hag's Kiss (hex wagon) is shunned by most townsfolk, until they believe they've come under a curse that needs lifting or want to lay one on their enemy.

27-28	Brindle's Brushes (painting shop) is run by an artist who fancies himself a true genius of the canvas, but often winds up just painting names and decorations on various ships in port.
29-30	Felled Inc. (lumber mill) is an island-wide tree-cutting operation that provides the wood for most building and ship constructions. Very territorial, and would-be competitors have often disappeared without a trace.
31-32	Wave's Edge (weapon shop) knows the only thing dearer to a sailor than the sea is the blood in their veins. The keen wares lining these walls help keep them safe while spilling the blood of enemy crews.
33-34	All That Glitters (counterfeiter) makes a hefty business minting false coins in dozens of different currencies, which are then spread to ports around the world.
35-36	The Dredge (pawnshop) has shelves and cupboards crammed with knickknacks and gewgaws brought in by sailors looking to exchange meaningless possessions and mementos for drinking coin.
37-38	Fresh n' Wrigglin' (general store) is the best place to resupply for fresh food and water, but it's wise to take a second look to make sure the wares are actually dead.
39-40	The Monkey's Paw (open air market) is crowded with vendor stalls, selling everything imaginable, and then some. Hagglng is not encouraged.
41-42	The Undertow (black market) isn't spoken of during the day, but when the wares come out under the moon, coins exchange fast and furious. What could be considered so dastardly even pirates try to hide such sales?
43-44	Pearl's Pearls (jewellery shop) is protected by a powerful ward on all its wares, killing anyone who tries to thief any of the gold, silver, pearly or other precious finery sold here.
45-46	The Coin Block (slave auction) is where you go for the flesh trade, offering a rotating array of slaves hauled in from many nameless nations and islands.
47-48	Toppled Trees (carpenter shop) takes any lumber not used by the shipyard and turns it into furniture and other construction furnishings.
49-50	Wandering Eye (palm reader wagon) is where many pirates go to have their fates read, determining whether this next voyage might bring them back rich as kings, or send them beneath the waves.
51-52	Festival of Foam (Carnival) is a rabble-rousing carnival that springs up from time to time; tents offer entertainment and peeks at marvels such as captured mermaids, selkies and more.

53-54	Sea Dog's Contracts (bounty hunter shack) keeps an eye on the local populace, determining if anyone passing through has a particularly juicy price on their head—and then hires folks to claim it.
55-56	Eagle's Nest (crew recruitment office) scouts the town for able-bodied men and women who might be looking to make their fortune on the high seas.
57-58	The Tasty Mule (inn) provides the warmest bed, plus meals and drinks for those with coin. Rumours abound, though, the innkeeper has helped at least a dozen people get shanghaied in the past year.
59-60	Feed Hovel (stables) is a warm, safe spot for the few horses in the town. Customers should make sure to tip the stableboy well, otherwise their steed might end up in the stew.
61-62	Lucille's (theatre) offers a slight bit of high culture amidst the rabble, with theatrical performances and other mummery up on stage.
63-64	The End (undertaker) is a grim, but necessary business, with coffins on the cheap, and graveyard plots often being recycled.
65-66	Bloody Sand (fighting pit) plays to a bloodthirsty crowd, pitting fighters in bare-knuckled brawls with plenty of betting going on.
67-68	Roll'em Bones (gambling hall) is the best place to go to lose your ill-gotten coin in even shadier ways. Plenty of dice, card and other games can be found within.
69-70	The Slops (tarboy guild) hires lads to work in the shipyard and occasionally sail with a ship, keeping the hull waterproofed.
71-72	Wavebreathers (diving guild) is an elite group of men and women who can fill their lungs for minutes at a time and swim deep to pry pearls and other valuables from below the waves.
73-74	Here and There (maps) offers dubiously guaranteed maps, detailing everything from coastlines and safe passages through hazardous channels to lost treasure troves.
75-76	Sanctum (church) is a small place of prayer in town, not dedicated to any particular church or faith. The donations box is guarded by heavy chain and padlock.
77-78	Meryl's (fence) is where pirates go to sell "hot" stolen items for a percentage, knowing Meryl won't ever talk any particulars about clients – hopefully.
79-80	HQ (garrison) is sure to be a short-lived attempt to establish a local military and government presence. The place has been burnt to the ground three times now.
81-82	Gutline (tanning shop) tans and cures all manner of hides, and the place reeks of the special soap and fats used in the process.

83-84	Goods n' More (hunting shop) gives sailors the gear they need to hunt their own food, selling bow and arrows, skinning knives, traps and more.
85-86	The Drip (bathhouse) is often a first stop for sailor just arrived in town, wanting to get at least a little bit clean and wash off some of the salt crusted on their skin before visiting the nearby brothel.
87-88	Bite n' Pull (dentist) doesn't do much to help keep people's teeth in their heads, but does a decent job of yanking them out when they've rotted.
89-90	Avery's Convalescence (healing house) is run by a good-hearted priestess who heals all comers of what ills she can manage, though anything more than a broken bone or medium cut is beyond her ability.
91-92	The Abattoir (butcher shop) turns domesticated and wild animals alike into savoury cuts of meat, sausage and other gristly grub.
93-94	Cloudspell (magic shop) is headed up by a mage known for his affinity with weather magic. Captains often consult him to try and ensure a safe trip, or procure a wind scroll to avoid being becalmed.
95-96	The Crossing (ferryman) is the berth of the ferryman who might be roused to provide a quick trip to the mainland, if he's not too drunk.
97-98	Hand in Foot (smuggler) helps smuggle everything from personal notes to whole people across the waves, often in quite undesirable and cramped conditions.
99-100	Whatchuneed (salvage) offers a motley assortment of scrap metal, wood and personal belongings culled from the beaches and dredged from beneath the waves.



## C: FOLK OF INTEREST

Use this table to generate the basic details of folk the PCs encounter as they explore the pirate town. Use these details as a base from which to portray the NPC.

D%	
01-02	Captain Smollet (N male elf expert 3) has sailed every sea known to man, and a few that aren't. His flashy outfit and swarthy demeanour draws attention wherever he goes.
03-04	Captain Valia (CN female human aristocrat 3) is a hard-eyed, grim-faced woman who keeps her mostly female crew in line with frequent whippings and threats of shark feeding frenzies.
05-06	Gretell (NE female orc warrior 3) found the perfect use for her tusks and huge fists by acting as a crew enforcer for numerous captains.
07-08	Haggerson (N male dwarf expert 1) is never bored, as he fashions coffins and digs graves for those whose bodies aren't lost at sea. Nevertheless, he sheds the dour undertaker demeanour and is quick with a jest.
09-10	Ligrama (CE female sea hag) is a hideous witch who claims she was born in, and gains her power from, the sea. Uses the sways of the tide and flecks of foam to tell fortunes or cast curses.
11-12	Tuckur (NG male human commoner 1) is a well-dressed cabin boy who often darts around town on his captain's errands. Keep a copper to tip him, and he'll spread a good word about you.
13-14	Hedgil Nok (N male half-orc commoner 1) watches over his inn with an eye for skimming the last coin from his customers.
15-16	Worril Ilium (LG male half-elf adept 1) is a priest who understands most in this pirate town aren't likely to convert anytime soon, but is willing to offer a prayer or blessing for any soul in need.
17-18	Corrick Kilmsy (CE male skeletal champion warrior 2) wears a thick robe that hides his rotting and skeletal form. He often speaks – in his rattling voice – of an ancient sea bound enemy he must slay before finding peace.
19-20	Sytheril (CN naga) appears as a comely woman for her upper half, but her body's lower half is the thick coil of a serpent's tail. She is a fierce guard of her ship and loyal to its captain.
21-22	Derry Stolls (NG female halfling expert 2) slipped out of the slave pens recently, and has been lurking around town, trying to stay away from the auction guards while looking for a chance to stow away for freedom.
23-24	Awda Bayin (N female half-elf adept 3) keeps an eye on the skies, using her arcane knowledge to foretell stormy weather and occasionally plying her power to provide food and shelter – she has no interest in going to sea.

25-26	Lisk Erull (N male orc commoner 1) keeps his bar tidy, polishing glass delicately despite his huge hands. He needs no bouncer, and tosses troublemakers out himself.
27-28	Egup Pok (CG female half-orc adept 3) made a small fortune as a pearl diver, but has never quite gotten around to retiring. She prefers salt on her greenish skin and the rush of a new find in her dives.
29-30	"Blackfingers" (LN male halfling commoner 1) is a well-known tarboy who loves taking on entire ships himself, claiming he can get them slopped and proofed within a day, no matter how big.
31-32	Faerlyn Hiddles (LN female gnome expert 3) is an ex-explorer who has made a living as a mapmaker, basing her sketches on recollections from her travels. While gray-haired and dim of eye, her hand remains steady when drawing.
33-34	Jiki Neders (LE female half-orc commoner 2) often is heard shouting prices as he leads a new slave to the auction block. He wheedles clients into paying far more than slaves are worth, while keeping his "stock" whipped into line.
35-36	Plunsk Thurble (N male human commoner 2) plies his carpenter skill to mend ships of all damage taken while at sea. From hulls to masts and everything in between, he loves keeping vessels seaworthy.
37-38	Maeger Niquist (LN male human expert 2) manages all ships that come into port, taking a cut of their "docking fee" while also keeping dock workers on task and hiring new muscle to manage cargo loading and offloading as needed.
39-40	Smult (LN male human warrior 3) is the town mayor's personal enforcer, and is often seen striding about town, sword and club in thick hands and a steely glint to his eye as he sets out to reinforce the mayor's will.
41-42	"Punt" (CE male awakened monkey expert 1) gets his name from what everyone wishes they could do to this highly intelligent and highly mischievous monkey. He's always dipping his paw into others' pouches or making off with fresh food from market stalls.
43-44	Xila Nowton (CG female half-elf adept 2) loves water in all its forms, and has made herself an expert in liquid manipulation. As such, she is an excellent swimmer and needs no boat to cross from shore to shore. She has proven invaluable when hired to work on voyages, although she takes no part in any battles.
45-46	Urble (CE male tiefling warrior 2) speaks in an irritating high-pitched voice. Some think he is spying in the area, but no one seems to know who his employer might be.



47-48	Lipac Govrir (CE female human commoner 1) limps around town, begging for any coin, claiming she's been cursed by a sea hag and is unable to keep any job for more than a day or two. Bad luck. That's what it must be.
49-50	Strottle Favrim (CN male human commoner 1) shouts at passersby who refuse to remove him from the stocks he's been locked within. He proclaims his innocence...but no one cares.
51-52	Hickers Wenkin (N male half-elf warrior 4) used to be a captain, but is so addled by drink and drugs these days, he barely commands his memory and often forgets his own name.
53-54	Dragna Uckleston (NE female dwarf expert 1) is infamous for selling fake treasure maps...but enough have resulted in the discovery of actual riches that people keep coming back, despite their better judgement.
55-56	Ulver Gobsnick (NE male gnome commoner 2) is beloved by pirate captains for his ability to smooth talk gullible recruits into joining short-staffed crews. The twinkle in his silvery eyes increases with the glitter of coin he's paid.
57-58	Jurgun Ollit (CG male dwarf warrior 2) is an old salt dog who will talk anyone's ear off who spends a copper to buy him a drink or bite to eat. His colourful tales still possess hidden insight and secrets of local lore.
59-60	"Limey" (N male human expert 3) got his nickname when he drank an entire barrel of lime juice during a voyage, while half his crewmates died of scurvy. Has a pleasant citrus odour about him to this day.
61-62	Short Benny Bronze (NE male half-elf expert 3) is a scoundrel, but charming enough most folks are able to overlook his conniving ways and constant schemes that leave those around him amused yet poor.
63-64	Stumps (CG male dwarf commoner 2) thumps through town on his worn crutches, both of his legs having been replaced with carved tree trunks.
65-66	The Oyster Oracle (CN female elf adept 2) has found an odd niche in her ability to cast fates by prying open oyster shells and divining the slimy mess within.
67-68	Weckles Wert (N male half-orc expert 1) is a renowned ship cook, reputedly able to turn saltwater and leather straps into a stew that sets anyone onboard drooling.
69-70	Urgust Snag (LE male orc warrior 3) stands on alert at the bottom of the ramp to his ship, shoving away anyone who gets too close for his liking.
71-72	Koper Chour (LE male human warrior 1) works as a dock enforcer, prowling the cargo stacks to make sure one crew isn't trying to make off with another's goods or supplies.

73-74	Rorge Hubjer (LE female human expert 2) mans the dockside catapults, making sure they're always primed to drive off unwanted ships or decisively settle a battle between rival crews.
75-76	Ven Nuiscan (CN female elf expert 3) has made her fame and fortune as a duellist, preferring crossbows at a hundred paces. Her sharp eyes ensure she never misses.
77-78	Hadga Mulstic (N female gnome commoner 1) earns coppers by catching rats about town – and has a ready food source as well in case people forget to pay her for the service.
79-80	Pence Tinnel (N male human commoner 1) makes a living as a barnacle scraper, his thin frame hanging from leather and rope over ship sides to clean the hulls.
81-82	Owquen Vullist (NE male halfling expert 2) is forever trying one ploy or another, tricking people out of their coin and then slipping away on a ship to let their anger die down.
83-84	"Gibbers" (CE male gnome adept 1) returned from a voyage having lost his mind, and now raves all day about waves with teeth and cities beneath the water.
85-86	Nac Maeron (NE male gnome commoner 1) is a decrepit sailor suffering from a bone-wasting disease that has him bent and hobbling.
87-88	Avolis Redstone (NG male elf expert 2) gathers songs and stories from sailors and turns them into far more epic ballads he performs at the local tavern. His crimson cloak is known everywhere.
89-90	Shelba Bollera (CG female human expert 1) is a daring ship wife who has married at least four captains over the years—each of whom has met a grisly end at sea.
91-92	Blue-eyed Belia (CN female dwarf bard 3) is a popular prostitute in town, though, oddly, many pay for her time just to listen to her sing lullabies to lull them to a comfortable, safe sleep.
93-94	Captain Brust (CN male half-orc warrior 4) bulled his way to this top rank and is never far from his sabre, which he uses with deadly efficiency to either repel boarders or lop off a dissident's ear.
95-96	Mayla Rix (CN female half-elf adept 2) is a wiry first mate who delights in telling tall tales about the sights and events she's encountered while sailing to, and pillaging, other lands.
97-98	Lady Lavi (CG female human aristocrat 3) is the brothel queen, all dressed in white lace, and eager to sate every and any appetite sailors bring to her parlour.
99-100	Mayor Quinchel (LE male human fighter 6) is the de facto ruler of the town only because he gladly beheads or throttles anyone who challenges him.

## D: HOOKS, COMPLICATIONS & OPPORTUNITIES

Although the PCs may simply want to visit the pirate town, sometimes fate intervenes. Use this table to determine what opportunities or complications the PCs encounter.

D20	
1	A PC wins a decent bit of coin off a group of men. But when he goes to collect his loot, one grabs his wrist and draws a dagger, shouting that they've been cheating this whole time.
2	The PCs awake to find they've been shanghaied by a pirate. The ship hasn't cast off yet, as they need a few more "volunteers" before they set sail.
3	A drunken lout in the tavern claims he was a captain before his ship was sunk with all hands but for him. Then he spots a PC and claims he was the captain of the other ship that attacked him and sent his men below the waves.
4	A party member is mistaken for a prostitute and the man wants to know how much. He won't take no for an answer, but does have a good bit of coin he's willing to contribute for their time.
5	The PCs are minding their own business as they walk down the street when a man staggers into them and flings a tankard of ale into their faces. He's sputtering and foaming at the mouth while shaking a fist and raging he knows it was them that's been sleeping with his woman.
6	A man dressed in black and red rags limps up on a cane. He grabs a PC's hand and shoves a scrap of paper into it and then lurches away, muttering to himself. The scrap bears nothing but the cursed Black Spot and marks the PC for death.
7	A peaceful evening stroll along the beach just outside of town has been interrupted by the lovely discovery of a bloated body washed up on shore. The soggy clothes were once rich finery, and the swollen pinkie finger bears a gold ring with a gargoyle's face on it.
8	A PC notices their coin purse has been cut, and spots the pickpocket. However, the crook barely manages to outpace them in the ensuing chase through town, and then escapes by sprinting up a ramp and vanishing into a nearby ship's hold. The dock guards refuse the PCs permission to board.
9	While watching the dock workers, a PC notices a child slip into an open crate without anyone else seeing. The crate is sealed and loaded onto a nearby ship, and they can't help but wonder why they'd risk so much to smuggle themselves aboard.
10	While buying goods in the town market, a PC is handed a gold coin as change for payment. When the PC asks someone about the strange engraving on the coin, they claim it's cursed, and that the PC will meet with nothing but tragedy unless you find a way to pass the curse on to someone else.
11	While trying to cut down a coconut to snack on, a PC is bitten by a rabid monkey. The disease is progressing far more rapidly than it should, and he'll die within a day or two if it isn't cured in time.
12	A PC blinks bleary eyes to realize he's been locked into the town stocks, while a jeering crowd has gathered to punish him for a crime he believes himself innocent of – even while the specific events of the last day are an odd blur in his mind.
13	A PC is approached by a shady figure who wants to sell a guaranteed treasure map, and even offers to guide them to the spot for a cut of the loot. They'd go alone, but the journey is dangerous and requires the protection the party could provide.
14	The PCs notice the salty air is causing an unnatural level of rust to affect their weapons and armour. If they don't figure out the cause and stop it soon, all their metal goods will waste away into junk.
15	A monkey just leaped off a nearby roof and snatched a PC's coin purse or other valuable possession. Then it somersaulted away and is taunting them by waving the stolen item just out of reach.
16	A PC wakes up after a long night of sampling the local brews to find his arm (or face) now bears a strange tattoo in black and green ink. He keeps asking people what it means, but everyone refuses to talk about it.
17	When a PC refuses to give a copper to the strange, smelly woman who accosted them on the street, she casts a wicked eye on them and mumbles a curse. Turn out she's a sea witch, and the party are now doomed to die the next time they are out on open water—unless they can find a way to remove the curse.
18	The PCs round a corner to find a gang of men has strung a child up over a large tank of saltwater, which is filled with flesh-eating fish. It's just a matter of moments before they lower the victim to his gruesome end.
19	The tavern has erupted into a fight between two rival crews, and they're demanding the PCs pick a side and join in the bloodshed. If they don't choose one to fight for, both crews turn on them.
20	The PCs didn't plan on a long visit to this town, but their ship sailed without them for some reason. Now they've got to either find a way to earn their keep around town or scrounge enough coin to buy their way onto another ship.



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