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URBAN DRESSING: PIRATE TOWN





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URBAN DRESSING: PIRATE TOWN

Tired of your towns and cities lacking verisimilitude? Want to add cool details to your creations but don't have the time? Want to make your towns and cities feel more realistic? Then Urban Dressing is for you! Each instalment focuses on a different type of urban area. Within, find 100 sights and sounds, 50 businesses, 50 NPCs and 20 adventure hooks ready for your campaign.

Designed for easy use during game prep or actual play.

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PIRATE TOWN: SIGHTS & SOUNDS

Use this table, to generate the sights and sounds the characters experience as they move about the town.

D%	SIGHTS & SOUNDS
01	A dusty group of street performers traipse around with a pig and miniature pony.
02	This singer, dressed in vibrant rags, belts out a bawdy refrain that inspires many lascivious looks and leers from his audience.
03	Leaning against the walls near alleyways and waving from balconies, these women's painted faces, flimsy dresses and veils set them apart as women of the coin.
04	Wheels creek as a wagon train trundles down the road, paced by scruffyguards.
05	Two brawny men, shirtless and streaked with blood and sweat, wrestle in the street.
06	A man and woman furiously attack each other with shinning cutlasses.
07	The local blacksmith is singing in time with the swing and clang of his hammer.
08	A salty wind blows in from the docks, where ships bob on the tide and barnacle-covered wood groans.
09	Dock workers shout and jest with one another as they load and offload ships, transport supplies or run errands for their employers.
10	Cheers and jeers erupt from a nearby tavern.
11	A ship's 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 listing ship appears on the horizon, black flags flying, and heads straight for the docks.
14	Slaves trudge 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 nearby building 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 suggests it once held 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	This band of men and women look like they've been drinking and dancing for hours.
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 bawdy drinking song.
26	A client keeps his face stoic as an artist tattoos a name on his arm with a fishbone needle.
27	Dice clatter and roll as the day's gambling (and drinking) 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.
33	A band of frisky monkeys scamper around, snatching up loose items to fling at one another.
34	Rows of shrunken, shrivelled heads hang from the rafters of this shadow-cloaked house.
35	A row of chamberpots stand in an alley, but haven't been emptied in a while. The alleyway stinks.
36	Cargo crates and barrels line the walkway. Several have air holes drilled into them.
37	A group of straining 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	A small wooden pen contains 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 the nearby tavern the Bard's Head.
53	This tavern wall is arrayed with hundreds of corded ropes, hung heavy with shark teeth of all sizes.
54	A massive shark has been cured and hung on the wall above this tavern front. 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 march down the 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 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 the edge of town, forming a makeshift 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 endlessly writhes across a building's facade.
72	Four men are staked spread-eagle on the beach, awaiting the next high tide to end their miserable lives.
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 two sea caves accessible at low tide.
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 full of scaled and spiked sea life sit on the counter outside this fishmongers.
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 ragged errand boys dash about.
88	A trio of young musicians play questionable music with 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 stormy seas, mirror the turbulent, grey-green sky.
92	A permanent, but weak, whirlpool spins a little ways offshore from the docks.
93	This mausoleum is built entirely of skulls and bones.
94	This ragged stone statue has been used as a weapon practice dummy for years and is badly damaged.
95	This fountain 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 flagons 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.

PIRATE TOWN: BUSINESSES

Use this table, to generate the basic details of businesses the characters come across as they explore the town.

D%	BUSINESS
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. Few are brave enough to contest his claim.
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 specialises in 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.
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) specialises 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 a brawl, though don't tempt the barkeep's cudgel.
19-20	The Satchel (alchemist shop) specialises 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 herbs, potions or topical lotions 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 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, but often winds up just painting names and decorations on various ships—much to his chagrin.
29-30	Felled Inc. (lumber mill) is an island-wide tree-cutting operation that provides the wood for most building and ship construction. 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 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 get 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 (by the stall owners) and pick pockets are rife.
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 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. It offers a rotating array of slaves hauled in from many nations and islands. The stink of fear and sweat rises above the high-walled, gated compound like a sentient miasma.
47-48	Toppled Trees (carpenter shop) takes any lumber not used by the shipyard and turns it into beautiful furniture and other 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 tip the stableboy well, otherwise their steed might end up in the stew.
61-62	Lucille's (theatre) offers a bit of high culture amidst the town's drunken rabble, with theatrical performances and other mummerly 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 made more interesting by plenty of betting.
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. Some of the maps are even accurate.
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 in the last six months.
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 run 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 nearby islands, 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 endlessly roiling waves.



PIRATE TOWN: FOLK OF INTEREST

Use this table, to generate the basic details of folk the characters encounter as they explore the town.

D%	NPC
01-02	Captain Smollet (N male elf fighter 3) has sailed every sea known to man, and a few that aren't. His flashy outfit and suave demeanour draws attention wherever he goes.
03-04	Captain Valia (CN female human fighter 2) 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 fighter 3) found the perfect use for her tusks and huge fists by acting as a crew enforcer for numerous captains. She is respected and feared by her crew mates.
07-08	Haggerson (N male dwarf) is never bored, as he fashions coffins and digs graves for those whose bodies aren't lost at sea. When he sheds the dour undertaker demeanour he 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) 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) watches over his busy dockside inn with an eye for skimming the last coin from his customers.
15-16	Worril Ilium (LG male half-elf cleric [Darlen] 1) 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 human skeleton fighter 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. Corrick is well known in town, but few seek out his company.
19-20	Sytheril (CN spirit 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) escaped 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. If the characters seem like good folk, she throws herself on their mercy.
23-24	Awda Bayin (N female half-elf druid 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 fighter 2) keeps his bar tidy, polishing glass delicately despite his huge hands. He needs no bouncer, and tosses troublemakers out himself. He quite enjoys that part of his job.
27-28	Egup Pok (CN female half-orc cleric [Serat] 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) 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) is an ex-explorer who has made a living as a mapmaker, basing her sketches on recollections from her travels. While grey-haired and dim of eye, her right hand remains steady when drawing.
33-34	Jiki Neders (LE female half-orc) 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) plies his carpenter skill to mend ships of all damage taken while at sea. From fixing hulls to masts and everything in between, he loves keeping vessels seaworthy.
37-38	Maeger Niquist (LN male human) 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 fighter 3) is the 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 sentient monkey) 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 (CN female half-elf cleric [Serat] 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 fighter 2) speaks in an irritating high-pitched voice. Some think he is spying in the area, but no one know who is employer might be.

47-48	Lipac Govrir (CE female human) 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—it's not her fault; she needs a bit of help.
49-50	Strottle Favrim (CN male human) shouts at passersby who refuse to remove him from the stocks in which he languishes. He proclaims his innocence...but no one seems to care.
51-52	Hickers Wenkin (N male half-elf fighter 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) is infamous for selling fake treasure maps...but enough have resulted in the discovery of actual riches that customers come back, despite their better judgement.
55-56	Ulver Gobsmick (NE male gnome) 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 the coin he's paid for each new recruit.
57-58	Jurgun Ollit (CG male dwarf fighter 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 possess hidden insight and secrets of local lore.
59-60	"Limey" (N male human) got his nickname when he drank an entire barrel of lime juice during a voyage, while half his crew mates died of scurvy. He has a pleasant citrus odour about him to this day.
61-62	Short Benny Bronze (NE male half-elf thief 2) 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) thumps through town on his worn crutches, both of his legs having been replaced with carved tree trunks. Stumps is not quiet, and his "tread" is quite distinctive.
65-66	The Oyster Oracle (CN female elf cleric [Serat] 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) is a renowned cook, reputedly able to turn little more than saltwater and leather straps into a wholesome stew that sets anyone onboard drooling.
69-70	Urgust Snag (LE male orc fighter 3) stands on alert at the bottom of the ramp to his ship, shoving away anyone who gets too close for his liking. He is easily distracted, by a pretty lady.
71-72	Koper Chour (LE male human fighter 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. Surprisingly, Koper does not take bribes—his word is his bond.

73-74	Rorge Hubjer (LE female human fighter 2) maintains 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 fighter 3) has made her fame and fortune as a duellist, preferring crossbows at a hundred paces. Her sharp eyes and steady hands ensure she never misses.
77-78	Hadga Mulstic (N female gnome) 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. Sometimes she sells her catch to certain taverns.
79-80	Pence Tinnel (N male human) makes a living as a barnacle scraper, his thin frame hanging from leather and rope over ship sides to scrape the hulls clean.
81-82	Owquen Vullist (NE male halfling) 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 before his return.
83-84	"Gibbers" (CE male gnome cleric 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) is a decrepit sailor suffering from a bone-wasting disease that has him bent and hobbling.
87-88	Avolis Redstone (NG male elf) 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) is a daring ship wife who has married four captains over the years—each of whom has met a grisly end at sea.
91-92	Blue-Eyed Belia (CN female dwarf thief 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 fighter 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 fighter 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 thief 3) is known as the Brothel Queen, all dressed in white lace, and eager to sate every and any appetite sailors bring to her.
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.

PIRATE TOWN: ADVENTURE HOOKS

Canny adventurers can find opportunities almost anywhere. Unlucky adventurers can find complications almost anywhere.

D%	ADVENTURE HOOK	
01-05	A character wins a decent bit of coin from a group of men. But when they go to collect their loot, one of the men grabs their wrist and draws a dagger, shouting the character has been cheating this whole time. A (potentially) fatal brawl likely ensues.	46-50
06-10	The characters 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.	51-55
11-15	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 character and claims he was the captain of the other ship that attacked him and sent his men below the waves.	56-60
16-20	A party member is mistaken for a prostitute and the man wants to know how much. He won't take no for an answer, and has a good bit of coin he's willing to contribute for their time. The man is insistent, drunk and aggressive.	61-65
21-25	The characters 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.	66-70
26-30	A man dressed in black and red rags limps along on a cane. He grabs a character'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 character for death. This could be a case of mistaken identity—or it could not be.	71-75
31-35	A peaceful evening stroll along the beach just outside town is 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. If a character wears the ring around town, the man's friends notice.	76-80
36-40	A character 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 characters permission to board.	81-85
41-45	While watching the dock workers, a character notices a child slip into an open crate without anyone else seeing. The crate is sealed and loaded onto a nearby ship. Why did the child risk so much to smuggle themselves aboard?	86-90
		91-95
		96-100

While buying goods in the market, a character is handed a gold coin as change for payment. If the character asks someone about the strange engraving on the coin, they claim it's cursed, and that the owner will meet with nothing but tragedy unless you find a way to pass the curse on to someone else.

While trying to cut down a coconut to snack on, a character is bitten by a rabid monkey. The disease is progressing far more rapidly than it should, and they'll die within a day or two if it isn't cured in time.

A character blinks bleary eyes to realise they've been locked in the town stocks, while a jeering crowd has gathered to punish them for a crime they believe themselves innocent of—even while the specific events of the last day are an odd blur.

A character 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.

The characters notice the salty air is causing an unnatural level of rust on their weapons and armour. If they don't figure out the cause and stop it soon, all their mundane metal goods will waste away.

A monkey just leaped off a nearby roof and snatched a character's coin purse or other valuable possession. Then it somersaulted away and is taunting them by waving the stolen item just out of reach.

A character wakes up after a long night of sampling the local brews to find their arm (or face) now bears a strange tattoo in black and green ink. Everyone asked refuses to talk about the tattoo and its meaning.

When a character refuses to give a copper to the strange, smelly woman who accosted them on the street, she cast 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.

The characters 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 their screaming victim to his gruesome end.

The tavern has erupted into a fight between two rival crews, and they demanding the characters pick a side and join in the bloodshed. If the party doesn't choose one to fight for, both crews turn on them.

The characters didn't plan on a long visit to 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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GLOAMHOLD AND ITS SURROUNDINGS



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ASHFORD

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THORNHILL

THE SALT MIRE



