

PIRATE TOWN



A pirate town is a dangerous and unique place to visit. The wise hero watches their step in such a place.

SIGHTS & SOUNDS

1. A dusty group of street performers traipse around with a pig and miniature pony.
2. This singer, dressed in vibrant rags, belts out a bawdy refrain that inspires many lascivious looks and leers from his audience.
3. 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.
4. Wheels creek as a wagon train trundles down the road, paced by scruffyguards.
5. Two brawny men, shirtless and streaked with blood and sweat, wrestle in the street.
6. A man and woman furiously attack each other with shinny cutlasses.
7. A salty wind blows in from the docks, where ships bob on the tide and barnacle-covered wood groans.
8. Cheers and jeers erupt from a nearby tavern.
9. A group of animated skeletons work tirelessly on the deck of a docked ship.
10. A line of monks shuffles down the street, heads bowed, their faces hidden by grey hoods.

BUSINESSES

1. **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.
2. **Scraps** (flag maker) is run by a dwarf known only as McNully, who creates ship flags of all sizes, shapes, colour and design.
3. **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.
4. **It'll Float** (shipyard) is managed by a surprisingly capable taskmaster who keeps a keen eye on all ship-building operations, big or small.
5. **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.
6. **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.
7. **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.

8. **The Satchel** (alchemist shop) specialises in creating potions to mimic a wide variety of spell effects, as well as selling bottled wind, good luck charms and more to keep boats afloat.

FOLK OF NOTE

1. **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.
2. **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.
3. **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.
4. **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.
5. **Hedgil Nok** (N male half-orc) watches over his busy dockside inn with an eye for skimming the last coin from his customers.
6. **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.
7. **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.
8. **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.

CREDIT

This is a short system-neutral extract from *Urban Dressing: Pirate Town* by Josh Vogt. The book is available from Raging Swan Press in 5e, Pathfinder First Edition and OSR editions.