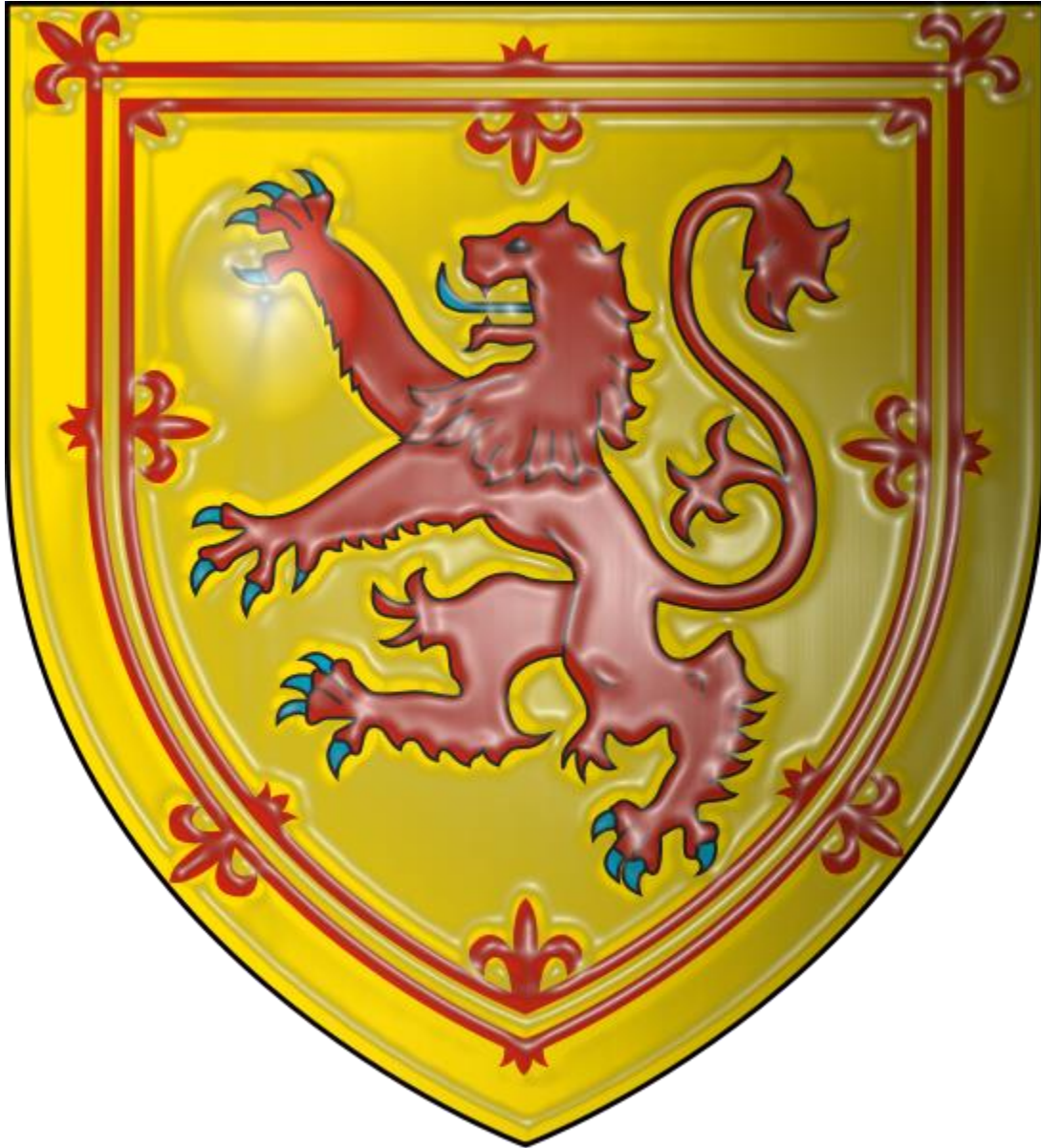


# Adventures in Filbar



**FT - Corsair Bay**

# Corsair Bay

Corsair Bay also known as The Pirate Kingdom is the largest town on Clover Island. Founded by the ruling renegades of the sea, this free haven of villainy and scum is home to the Newmack Sea pirates. The undisputed leader of stronghold is Hannibal the Black and has been in charge for the past seven years. Hannibal was second in command to the previous ruler, and founder, Geldor the Rake. Geldor plundered multiple coasts for years and was one of the most feared pirates of the sea. It was Geldor who created the stronghold in order to "retire". As a result of this safe haven he became the undisputed king and ruled as such. Under his rule the city flourished and held off attacks from the "civilized" nations. In the seven years of rule by Hannibal certain agreements have been reached with most nations as to the legitimate sovereignty of the Pirate Kingdom. As a result the pirates no longer attack coastal cities and in return Corsair Bay is not to be harassed by naval vessels.

Hannibal has also freed the indigenous people and worked with them in order to trade for goods and services. He took over ruler ship when Geldor was apparently poisoned from his food. It was generally accepted that the poison was planted by the islanders that were forced into servitude. During the time of his death many other villagers became sick. Hannibal felt the best practice would be to live in harmony and have a sound food supply. Thus far the arrangement has worked to everyone's benefit as the pirate community seldom ventures into the interior of the island thereby allowing the natives to conduct business with the pirates with equal footing.

The town itself is made of stone and wood. The stone was garnered from the rocky outcroppings in the harbor and from a small quarry inland. The roofs are a mixture of tile and thatch and most of the buildings are two story structures. The town is constructed on three levels. The first level is the harbor section where the boats dock. Level two is dedicated to the administrative section and basic ship equipment. It stands fifteen feet above the harbor level. The third section is the village and it stands 30' feet above the harbor level. Anyone wishing access to the city must first cross Buccaneer Gate which protects the town from the harbor level. The gate wall stands 10' tall and is topped with iron spikes which are sometimes decorated with skulls. Anything is fair game in Corsair Bay and one would be hard pressed to find a more chaotic town outside of humanoid villages.

## **1. Pirate Port**

Corsair Bay is a well-protected port. The mountains protect the edges of the bay and two 30' guard towers offer a ranged attack for any that venture inside the secure port. Four long docks allow for eight ships to be docked at any one time with enough room for three more to sit at anchor in the bay. The port is quite busy with at least three ships in at any one time. The largest vessel to be found in port is Hannibal the Black's ship, Poseidon's Love. It is a three masted behemoth that rarely leaves port anymore.

## **2. Buccaneer Gate – Storm Law**

The grey stone wall that protects the town from the bay also protects it from any "unwanted guests". The structure also contains an armory, harbor master office, and Seneschal office. The Seneschal has been Storm Law for five years. A huge man with ogre blood somewhere in his lines is always flanked by two associates when speaking with newcomers. Some would think that Storm can handle issues himself and they would be correct. The two associates are present for transcription purposes and to pull Storm Law off those who would 'irritate' him. The Seneschal is responsible for dock fees and other assorted charges required to be in the Pirate Kingdom.

## **3. Guard Towers – The Two Towers**

Twin 30' watch towers stand at the corners of the bay and keep silent vigil over the entrance. Members of the pirate militia man the towers during all hours. The tops of each tower are home to a ballista which can fire all the way to the entrance of the harbor. In the event of an attack any magic using members of the community will take post on the tops of the tower and direct targets. Entry into the towers is forbidden unless they are a trusted member of the militia.

#### **4. Armor Smith – Jester Albion**

Even pirates need good armor and the man they go to is Jester Albion. A long time pirate, Jester retired to open his shop on the island in order to make a name for himself among his peers. He had originally apprenticed as a blacksmith when he was young and always loved it. An unfortunate turn of events in his youth turned him into a pirate. Jester's specialty is chain mail and making chains for ship anchors. Jester does a fair bit of repair work for ships while making some armor for the warriors. He does not make complete suits but does make chest pieces and helmets.

#### **5. The Swinging Hammer – Axe Mistalon**

Axe Mistalon is a former slave, former mariner, former and current carpenter. He won his freedom and retired to the island to open his own business. While his primary mission is to fix ships he is also quite a craftsman when it comes to furniture making. He has three apprentices who have picked up the craft rather well and aid Axe in his multiple duties. Because of his skill "Axe" is always in high demand and his services can be quite expensive.

#### **6. Slave Trader – Jimel Goldmourner**

Jimel Goldmourner is the chief slave trader on the island. While repugnant to most of the civilized land slavery is a fact of the known world and Clover Island is one of those hubs. A large number of "prisoners" are sold or bartered into slavery and for good money. Jimel is from the South in the Kingdom of Aimel where slavery has long been a way of life. He moved to the island as the pirate's morality permitted the job opportunity for his way of life. He has been extremely successful and is quite a rich man. His personal quarters are on the second floor of the building. Below the building is where the slaves to be sold are kept. The dungeons of the slaver are notoriously rank.

## **7. Temple of Alussaceth – Arcana Fiendhate**

Arcana Fiendhate is the daughter of notorious pirate Tobias Fiendhate who was killed in a naval battle with the Imperial Navy fifteen years ago. His daughter was raised in Gortelburg by her mother but discovered her heritage after completing her vows as a cleric of Alussaceth. While not originally an adventuring cleric, Arcana took to the seas after discovering who her father was. After a brief pirate career Arcana came to Clover Island as a shepherd to the souls. She is also a “close friend” to Hannibal the Black.

## **8. Sails & Riggings - Caelsadolren Cromsumé**

The sole Elf on the island is “Cale” Cromsumé. While he prefers the company of a select few, Cale is the island’s rope master. His sails and riggings are present on most of the pirate fleet as well as some Imperial vessels. Cale has an agreement with some of the native islanders and has trained many of them on how the finer points of sail construction. As a result he has a cheap workforce that makes quality products. Cale is well liked by the islanders despite him being an Elf. He has wandered most of the island and is well aware of some of the secrets it possesses.

## **9. Loaded Dice – Rufus and Reggie Stabbington**

The most popular spot in Corsair Bay, and the one with the most problems, is the gambling hall known as the Loaded Dice. This establishment is where riches are won and lost but mostly lost except for the house. This building is a gamblers paradise and all manner of wages are available. A very high stakes game is held once a month whereupon admittance is strictly guarded. The participants are usually ship Captains although some nobles from faraway lands have been known to participate. The Stabbington Brothers were cohorts of Hannibal the Black and aided him in his rise to power. As a result the house is almost always right in matters of “issues”. Many a visitor has left bleeding seeking clerical assistance after a run in with the twins.

## **10. Copper Well – Big brass ship wheel fountain**

This well was built upon a fresh water spring and is open to all. Twice a week the natives come to town with colorful tents to sell foodstuffs and trinkets to the pirates. While there are always run-ins between the two groups Hannibal makes sure that the natives are treated as fairly as possible when it comes to disagreements. The well itself has a brass ships wheel in the center that moves with the flow of the water from the spring.

## **11. Gilded Keg – Rage Drakesoul**

The busiest man in town is Rage Drakesoul owner/proprietor of the Gilded Keg distillery. Rage was an adventuring Dwarf who was captured by pirates. When his ransom was not agreed upon the pirates were puzzled as to what to do with him as he was rather personable in a Dwarven kind of a way. When they discovered he was able to produce powerful ale he was freed with the proviso that he remain on the island for five years making his brew. This is his fourteenth year and Rage has no plans of going anywhere as he is treated VERY well by the pirates and is now quite wealthy. He maintains contacts with the natives whom he has enlisted in securing needed supplies. Along with Cale <#8> he has journeyed through much of the island. His apprentices are all natives and are given a wide berth by anyone who knows who they are as the pirates respect Rage and his employees.

## **12. Rickety Stick – Rouge Galeslayer**

The town tinker and maker of crockery is Rouge Galeslayer a one eyed pirate of years gone by. An older man torn down by war and waves Rouge has found his peace within and spends most of his days tinkering with various inventions some of which are useful. It was his ingenuity that the brass ship's wheel was created to be the spring pump supplying the town with fresh water. Rouge has made some projects that were less than successful. One of which involves the shell of a large sea turtle at the base of Corsair Bay that was supposed to allow travel underwater....the result was not pretty.

**13. The Bubbling Cauldron – Cedric Tigerclaw**

Cedric Tigerclaw is a plainsman from the South near Aimel. He was a member of the Fromage Brotherhood before it was wiped out by the Imperial Navy in the Battle of Cracker Shores in IR 768. Cedric was the son of a healer in his native land and learned a considerable amount of alchemy skills while growing up. Now that he is without a clan to call his own he has settled down on Clover Island and opened a potion shop. With the rare materials in abundance on the island he is able to formulate a great number of potions....and poisons.

**14. Sturm's Bright Blade – Sturm Tackelberry**

A rough individual and covered in scars Sturm Tackelberry is the island's blade crafter. A longtime pirate Sturm is renowned for his skill with two blades. Many a story ends with "and then Sturm cut off the guy's head with his scissor move!" That move is where Sturm would take his two blades and scissor off his opponents head. When asked how he did it the response is always the same "you have to have very sharp blades". While he crafts blades to suit the user his real skill is in sharpening the weapons to an almost magical state.

**15. Fancy Pants Boutique – Ruby Solitaire**

Ruby is a rarity in that she was a female pirate before turning to her original love. When she was young her ship was boarded by pirates and she fought off several before being captured. The pirate captain was impressed with her fighting skill and allowed her to become part of the crew. She sailed the sea for several years before opening up her clothing shop in Corsair Bay. She was always a fan of the flamboyant and felt pirates needed to 'dress it up a bit'. Her finery has caught the eye of many captains and deckhands. Aside from being expensive her outfits are quite durable and hold up well under even the strongest storms.

## **16. The Barley Biscuit – Zeal Kinggod**

Zeal Kinggod is a portly man who always has crumbs in his beard from his pastries. Zeal has always enjoyed a good dessert muffin and as the leading baker on the island he gets as many as he wants. Zeal is responsible for making bread and pastries that are taken onboard the pirate ship for sustenance on their journeys. He has created one item that seems to stay fresh for several weeks and is filled with indigenous fruit from the island. He calls it breadfruit and comes in blue and red berries. While it provides nutrition to the sailors it also seems to ward off scurvy which used to be common among the pirates on their voyages. Zeal obtains these berries from the natives in exchange for trinkets. The stranger the trinket the more berries he gets.

## **17. Get the Point – Raven Anchor**

The town butcher is Raven Anchor a man long known for his skill with the thin blade. Formerly a roving assassin his last job was at Corsair Bay where he, strangely enough, killed the last butcher. As a result and part of his punishment he was sentenced to become the new butcher. Initially he was less than happy with his "imprisonment" but has since come to relish his job as he is quite safe and comfortable in his new surroundings. He has resigned himself that while different from his previous job this one requires a lot less focus which allows him to enjoy the finer things in life.

## **18. The Tanned Hide – Condo Stargrim**

While most merchants deal with finished products Condo Stargrim handles making the raw materials. At the Tanned Hide, Condo skins and tans the hides of goats, wild boar, and anything else he can get his hands on. He boasts that one of his 'skins' was that of a Minotaur but he didn't kill it. Condo skins and preps his hides and then sells them to artisans that do the finish work. He also handles taxidermy on the side and has a large collection of island birds that hang around his shop picking the meat scraps off the flesh.

## **19. Personal Residence – “Tome Lord”**

Sitting at the edge of town is a small unassuming building similar to the shops in town. This, however, is the personal residence of a very potent mage named “Tome Lord”. While some of the pirates are literate most are not. The mages real name has long been forgotten and is now just referred to as “Tome Lord” for his incessant habit of always has a book with him. Tobias Tensilfingers is a mage of little reputation in this area but was once a feared in the western lands. As far as the residents of Corsair Bay know he is a befuddled old man that knows how to throw a fireball if needed. This knowledge was gained when a hostile ship entered the bay and had to be “dealt with”.

## **20. Spice Auction House – The Violet Claw**

This shop is used as a trading post for various spices that the pirates visit. Merchant ships come from all coasts of the Newmack Sea. While the merchants tend to do their business and leave rather quickly as the town isn’t for the meek or mild. The spice trade is second only to slave trade for cash influx to the island paradise. The head of the trade in Corsair Bay is an Easterner known only as the Violet Claw. “VC” doesn’t speak much outside of the auction house but when he does people tend to listen.

## **21. Trader Buck’s – Buck Stargazer**

The home of the general merchandise is Trader Buck’s store. Buck Stargazer runs the general store/pawn shop/ antiques of the near and far establishment. Buck has an extensive collection of miscellaneous items that extend from a common canteen to very expensive pieces of art. Pirates come to this spot to barter and sell their items for coin or store credit. Buck’s shop is a two story structure and he lives in the basement. Buck has two large men-at-arms who guard his business and do not take kindly to rude patrons.

## **22. Salty Bill's Tavern – Peg Leg Bill Bosun**

The original tavern on Tavern Row is Salty Bill's. Peg Leg Bill Bosun is aptly named as he lost his right leg in an unfortunate encounter with the Fromage Brotherhood several years back. The battle was won but Bill still lost his leg. He retired and purchased the tavern that was originally build on the island, renovated it, and re-opened under the new name. The tavern is a favorite of older sailors as there is a lot of reminiscing of how things "used to be".

## **23. The Black Dog – Perceval O'Malley**

Perceval O'Malley has just recently opened the Black Dog tavern and the inside still smells fresh. Perceval noticed that the three taverns in town were unable to keep up with the demands of business and purchased the town library which was quite dilapidated. Perceval oversaw the construction and opened his business to much fanfare. The only thing Perceval loves more than his bar is his familiar cat named Dog. Perceval is a retired mage but that is not a widely known fact. He keeps this information secretive as he still has enemies.

## **24. Crown & Mace – Sir Telos of Los Alamos**

The Crown & Mace is a moderate tavern run by a former naval officer from the Kingdom of Peltar Sir Telos. The bar itself is decorated in various naval décor and military insignia from around the Newmack Sea. Just looking around the spacious common room a patron can see the shield of a Peltarian Paladin, a spear from the Bushmen of Tagaru, or a pasha's hat from Aimel. It is almost more of a museum than a bar with the exception it serves libations from all around the area. While older now, Sir Telos has no issues with grabbing a mace from under the bar to deal with unruly parties. When his mace starts to swing people quickly get out of the way.

**25. Gold Dragon Tavern – Typhoon Amberslayer**

To call the Gold Dragon Tavern a dump would bring discredit to refuse heaps everywhere. You would be hard pressed to find any spot dirtier and in more disrepair than this tavern. Typhoon Amberslayer is a personable man but he is also a drunkard. The patrons usually serve themselves as Typhoon cannot keep the bar staffed because of the roughneck patrons that frequent the establishment. The strangest thing about the tavern is that it always seems well stocked despite the questionable influx of coin. One bright spot of the Gold Dragon Tavern is that if one would like a tattoo then one of the best artists in sea has set up shop upstairs. The interior of the building is quite smoky as the cigars are sold at this establishment that tends to be rather smoky.

**26. Cartographer - Cogworth Thunderspark**

Sailors need maps and sailors need Cogworth Thunderspark the sole Gnome on the island. While the natives are curious about the two "little people" in town they enjoy being around Cogworth because he is far less cantankerous towards them. Cogworth is highly personable and enjoys talking to complete strangers. He does this because he enjoys hearing different perspectives but also because he finds that general conversation will yield good information on matters of comings and goings. By speaking with the sailors that show up in town he can gain a better understanding that will assist him in his map making. He is very efficient in his conversations making sure that what person A tells him can be confirmed by person B, C, or D. Cogworth will pay good money for any maps people are willing to part with. The more detailed the map the higher the price. Cogworth also sells copies of his maps to those requiring guidance in their travels.

**27. Gems of Newmack – Ruby Solitaire**

Pearls, agate, and rubies can all be found at Gems of Newmack. This small shop is run by Ruby Solitaire a wanted criminal out of Aimel. There are rumors that Ruby is the daughter of a noble in Aimel and is also a wanted criminal from that

land as well. While no one knows Ruby's back story is a mystery to most although a wanted poster in her shop does bear a striking resemblance to her. When asked about the poster that is framed in glass Ruby always answers the same thing "ohh...just someone from the past"

## **28. The Vault Warehouse**

The strongest and most well-guarded location in Corsair Bay is the vault warehouse. Built in conjunction with the ruling ship captains this area is home of their respective treasure holdings. "The Vault" is surrounded by a 15' high wall with spikes at the top. There is a set of eight guards at all times that roam the area. The interior of the warehouse is a long building separated into forty individual vaults. Each is protected by an Iron Gate and steel door with two locks. One key is possessed by the owner of the vault and the second is held by the Seneschal Storm Law <#2>. The contents of each vault are known only to the owner as Storm will assist in unlocking the door and respectfully stepping back for privacy. Door duty will require a prior appointment and there are several vaults available for purchase. No one is allowed within the area without the Seneschal thus keeping security high. There is rumor that the area is guarded by powerful magic and if detection is attempted a strong aura of magic will be present.

## **29. Leatherworker – Bram Stoker**

Where Condo Stargrim <#18> gets the hides from the animals Bram Stoker moves the raw material into something more suitable for use by the residents of Corsair Bay. Bram has worked with leather all his life and can construct anything from scabbards, to ship strapping. Bram is young <24> but his quality would make it seem he is quite older. He has several sets of leather armor as that is one of his specialties and always in high demand. Most of his armor is tailor fitted and is often emblazoned with his mark which is a butterfly. He was once asked why his brand was a butterfly and his answer was simple "why not". He usually stays to himself and is planning on leaving the island someday to see the world but he has not yet set that date.

**30. Cloven Hoof Inn – Oprah Starrose**

The original inn on the island the Cloven Hoof is also the cheapest. Oprah Starrose loves her business despite it being in the worst condition of the three. The Cloven Hoof was originally a brothel but it was turned into an inn after Oprah's mother Gayle bought it from the madam. The rooms were cleaned up and redone but the overall condition of the inn is poor due to its age not to the care it is given by the staff.

**31. Cat's Meow Brothel – Alotta Fagina**

Not much to say about this location other than it does offer short term companionship for the lonely. The madam of the establishment is Alotta Fagina a rather busty woman with a keen eye for business. Her "shop" rivals the taverns for monetary intake and companionship can be given in hourly or more intervals. Alotta is a fair minded woman and as such even has men in her employ for sailors who may possess different tastes. Each of her "staff" has different skills and appreciations. Members of her staff are Mason Blowregard <m>, Helda Head, Anita Mann, Sum Yung Mann, Layla Luvstosuck, Squeeky McBoink, Mia Sohony, Candy Lipps, Holda Urjunki <male>, and Barbaraella the Double Jointed. When outside of the business these ladies are still somewhat recognizable but do not flaunt themselves.

**32. Bay Side Inn – Mister Belding**

A moderately formal business the Bay Side Inn offers short term lodging for those on official business. While it is three stories high like the other inns, the Bay Side has excellent accommodations on the top floor and medium accommodations on the second floor. The staff lives on the first floor and storage is kept in the cellar. The owner is a bossy man named Mister Belding who can sometimes seem a bit aloof of his surroundings but once discovered attempts to take an immediate course of action usually to the betterment of the situation.

### **33. Inn of the Winking Mermaid – Constantine Leverbalm**

The bulk of sailors stay at the Cloven Hoof and the Inn of the Winking Mermaid usually because of the cost factor. Constantine runs a clean business at fair and reasonable prices. He offers good customer service but does have a strict 'you break it you buy it' policy. When he introduced this concept it was scoffed at. After a few customers got rowdy and were ordered to pay a hefty fee word spread rapidly. Those who stay at the Mermaid are quite careful about getting rowdy on the premises at the risk of their coin purse.

### **34. Pirate King – Hannibal the Black**

This building is half house, half fortress. While the appearance of the building is that of a three story plantation home the building is as secure as a castle. Hannibal's ship mates all reside here when not at sea and protect their captain with their lives if necessary. No one is allowed to just "wander in" to see Hannibal the Black and appointments are made with the Seneschal at area #2. Once an audience is granted with the King the person or persons will be stripped of armor and weapons and taken to his floral garden where the meeting will take place. When Hannibal does wander the town he is never without guards which causes him some irritation as he enjoys his freedom and misses the autonomy he possessed as a ship's captain. Hannibal is the final authority on the island and his word is effectively law.





Ladies of the Cat's Meow Brothel <above> and some of the native population <below>





The Main Gate <above> and the crest of the city <below>

