

**NC2**

# ADVENTURES IN FILBAR

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## KALE BAY

AN ADVENTURE SETTING BASED IN THE FILBAR CAMPAIGN FOR ANY NUMBER OF CHARACTERS OF ANY LEVEL. PART OF THE FILBAR CAMPAIGN BUT BASED IN THE NOTEFLAME COAST. IT IS PLAYABLE IN ANY CAMPAIGN WITH MINOR MODIFICATIONS!

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# Kale Bay

Kale Bay is a large town situated off the Waterlands. The northernmost community on the eastern seaboard this community is populated by pirates and those running from the law of the south. The town is in a secluded cove that is not easy to notice when sailing the coast and as such is considered a safe haven. The area along the Noteflame Coast is controlled by the Corsair Council which is based out of Kale Bay and is responsible for all pirate activity along the expansive coast. With no viable trade route or bases to the north there is no "law" other than the council in the area.

Kale Bay is largely considered a safe haven for those who have skirted the law before and the citizens do not judge a person on anything other than their willingness to work together. There are no walls present for the city and protection of the community falls on the shoulders of all present. With its location being near the coast the inland humanoids tend to avoid the area but a few incursions have been recorded in recent years.

The general environment is difficult with the land being poor for growing crops and the residents rely mostly on goods brought back from the pirate raids. As a result there is a fair bit of livestock in town as well as gold and gems. Strangely the patrons of shops use the barter system as opposed to money which, although desired, bears little impact on the overall financial system within the confines of the town.

Twice a year a contingent from the community travels to the western edge of the Duchy of Starrshade to trade for goods and services. This group brings back a substantial amount of food but because of the dangerous terrain and natural predators in Noteflame rarely returns with everything intact. The last group came back a few people shy and the planning for the next trip has begun with a job opportunity for those adventurers seeking a guard mission. A recent journey to the east by sea has discovered an island chain with vast amounts of resources but was cut short when the pirates encountered a Minotaur clan. The Corsair Council has been discussing a return visit to the area as a potential food source location.

The buildings in town are made of wood and are generally poor quality. The contents of the buildings however are very good quality and are usually the result of a raid on the southern lands. Many strange and unique items can be found within the resident's homes and businesses including a great deal of fine art.

The town is currently suffering from a famine and is in need of food. The Kormi (long horned buffalo) that roam the plains would help alleviate the problem or the fabled Seeger Spoon said to be in the ruins of a mage academy to the East. A Minotaur threat is also present but currently undiscovered. The island chain located last year is Taursinia home to Mariner Minotaur and they have tracked down the invaders of their land. Between the famine and the bulls the PCs will have several opportunities for adventure and/or exploration.

Kale Bay is divided into four quarters (color coded) with several docks and a plethora of fishing boats in the harbor. Nestled in an area populated by high pines the community has camouflaged itself to remain safe from any inquiring eyes. While the town is filled with the outcasts of society the party will be greeted with a certain amount of ambivalence initially but once the citizens conclude that the party is not filled with spies they will be greeted in a better light.

### White District

#### **1. Whitewater Inn - Walsh Zero**

Construction is nearly finished on this massive three story inn with only final touches needing to be applied. Walsh Zero gave up his pirating career to open up this inn using decades of booty to finance the endeavor. One of the newest buildings in Kale Bay Walsh is quite fond of his work. The rooms are small and it was designed to be used as a boarding house for pirates.

#### **2. Inn of White Wolf - Horsley Gnash**

This establishment opened last month and is run by Horsley Gnash and his wife Matilda. Both came from the south and while asking about backgrounds is considered rude in town the Gnash family is quick to point out that they fled the humanoid infestation of the northwest corner of the Duchy of Starryshade to this land in search of opportunity. They have three children and use the team of horses they came with as bartering but are more than happy to accept gold.

### **3. Stables - Warren Swet**

This building is nearly empty except for the occasional traveler's horses or mule teams. A set of four old horses, two mules, and a donkey are present most of the time unless someone is borrowing them for their moving skills. Warren is an ex-pirate who enjoys spinning yarns about his adventures to newcomers but most of the citizens know him to embellish his accounts.

### **4. Tavern of the Blade - Ramona 'Backstabber' Edge**

Female pirates are not rare in these parts but are uncommon. Ramona Edge is both a pirate and quite uncommon. A convicted murderer she has a large bounty on her head in the south as well as a charge of ship theft. Those coming from the lands south of Kak may have seen a wanted poster with her noticeable face on it. She is believed to be a cowardly fighter striking victims in the back but none dare to say it to her face.

### **5. Blacksmith - Stroud Witherspoon**

A Dwarven blacksmith, Stroud Witherspoon was a convict aboard a merchant vessel that was "appropriated" by some pirates and he won his freedom through skill of arms. Upon arriving in Kale Bay he made money gambling and was able to acquire enough funds to start his own blacksmith business. While it appears to be rundown the building is quite new. Stroud is an accomplished metal smith and can create any number of items.

### **6. Tanner - Brock 'Brown Teeth' Brooks**

Brown Teeth Brooks was originally a tanner while he was growing up, but was picked up by some pirates that needed a man who could work leather. After a bit of coercion and some money changing hands the young man accepted the job offer and came to Kale Bay. He recently had his new shop built from his hefty proceeds from his previous shop. Along with his new building he has married one of the girls from the House of Mona (Red#4) named Suzette.

## **7. Leather Smith - Wycombe 'Brass' Blankley**

Brass Blankley is another leather smith in town only he specializes in scabbards, armor, and shields. "Brass" can make most anything out of leather but prefers to let Brown Teeth Brooks handle the majority of the "little work" while he goes after the bigger spoils that come from weapons and armor. "Brass" is a widower under suspicious circumstances when his wife "jumped" off the cliffs outside the bay. It is well known that she was cheating on the leather smith and some questions abound.

## **8. Shrine of Nainnilan – Padre Blagden Chesterhill**

Nainnilan, the Goddess of Deceit, is blindingly beautiful, with bronzed skin, shoulder length, flowing black hair, and eyes the color of cold iron and is the chief deity in Kale Bay. Padre Chesterhill is a devout follower and impressive healer. While the goddess is best known for deceit she is often followed by mariners and is believed to control the seas. Padre Chesterhill never misses an opportunity to espouse the virtues of worshipping Nainnilan. The shrine is small as most followers of the deity have shrines in their homes. The padre leads the faithful in prayers every day for those interested.

## **9. Cartwright - Walton Coombs**

A newcomer to the city, Walton Coombs is a Cartwright by trade and came with the last group sent for supplies to the south. He is young and was interested in travel but did not realize the rigors of the trip. On the way here he lost his wife and young son to the fever. With nothing left in his life he took to drinking until he ran out of money. Plying the only trade he knew he has raised enough money to buy an old farmhouse and turn it into his business. With help from Padre Chesterhill (White #8) he has forsaken liquor and is trying to turn his life around and begin anew.

## **10. Cobbler - Kody Ymo**

Kody Ymo is a dark skinned Halfling that is an anomaly in this area as well as the entire continent. The diminutive man came from the western lands and is a boot maker by trade. Purchased by a pirate in the land of the Sibirian Collective, he

was educated by his master who treated the young man as a son as opposed to a servant. The master made sure he was educated in a trade, cobbler, and upon his death Kody was set free and settled in the last port of call for his master and has lived here ever since.

## **11. Beekeeper - Louisa Gale**

One area of town that is avoided by the townspeople is Louisa Gale's home. She is an exceptionally personable woman and provides a variety of sweets to the community including a large amount of candlewax. Louisa is a beekeeper with a large section of creatures that she harvests from. While most people do not appreciate honeybees the residents of Kale Bay really do not like her giant bees that she acquired from a ship that discovered them to the east.

### Red District

#### **1. Blacksmith - Eulah 'Sliver-Eye' Bradshaw**

Eulah Bradshaw was a ballista gunner on one the counsel's flagships when he an arrow narrowly missed him. Escaping what would have been certain death he turned and stabbed himself in the face with the arrow's shaft that was embedded next to his head. The resulting trauma broke off a piece of the arrow and went into his eye. Ten years later he finds himself running his own blacksmith shop here in Kale Bay.

#### **2. Fletcher - Goldwin 'Daring' Reed**

Goldwin is a renegade Elf from the western lands and found himself here after being banished from his community. Goldwin is an accomplished fletcher and works with the pirates to give them better bolts and arrows for their attacks. He is a fair but bitter Elf and has vowed to seek vengeance on those who wronged him previously. He is married with no children.

### **3. Armorer - Barnum Carmine**

A criminal out of the Port City of Kak, Barnum Carmine is the town's armorer and crafter of fine metal items. Most of his business comes from the Pirate Lords wanting to make a "splash" with their armor and Barnum is happy to oblige their wishes. The old smith enjoys putting extra effort into a thing of beauty especially if it useful as well. He has two sons but buried his wife before going on the run. Some say she was still alive when he buried her.

### **4. House of Mona - Brothel - Mona 'Two-Finger' Balthier**

Mona Balthier runs one of the brothels in town and has been doing so for decades. A woman of distinct experience she no longer works in the brothel just runs the business. She has six employees which she takes good care of and is quite proud of each. Each of her staff have a specialty and different prices for services rendered.

Norah 'The Legend' Alabaster  
Beulah Whulsup  
Raleigh 'One-Tooth' Blackwood  
Altha Drake  
Berry Scias

While 'Four Hands' Dayton is the bouncer, he is also a "close friend" of Mona and is not for sale. He is a large man who enjoys using his fists for those who get out of line. He is not averse to cheating and has a board with nails close by when needed.

### **5. Pippin's Tavern - Grimshaw Milton**

Grimshaw runs Pippin's Tavern named for his beloved son who was killed by Dire Wolves in a raid on the settlement several years ago. Grimshaw lost his wife in childbirth and when Pippin died many thought Grimshaw would end it all. Instead he build the new tavern named for his son and moved on. Those asking about his son will find the normally imposing man get a tear in his eye.

## **6. Pawnshop - Ronald 'Four-Eyes' Melling**

The speckled Gnome known as Four-Eyes runs the local pawnshop. This building is dirty and filled to the rafters with any number of items that the pirates have come into trade for ale money. The Gnome has the curious nature of his kin and cannot help himself to tinker with items that come in. One of the scarier items in the shop is part of an Iron Golem that Ronald is attempting to reanimate. While he has been warned to cease and desist his endeavor he has thrown caution to the wind and is close to reanimating the monstrosity.

## **7. Miller - Stanfield Ephraim**

Housed in a large windmill Stanfield Ephraim is the area miller. While the grain supply is small so are his stones but that does not preclude the need for such an item. Stanfield is a fair man and has a wife and four children that help him gather the sparse amount of foodstuffs to survive. He is considering abandoning his life in the wasteland and taking his family to more civilized lands.

## **8. The Dead man's Dice - Waterford Rassler**

Waterford Rassler runs one of the most popular establishments in town, the gambling hall. This business opens at lunch time and closes in the wee hours of the morning. Waterford is a man of refinement as is evident by his flashy clothing and well groomed hair. A lady's man, if there were any ladies in town he is often called "pretty" by the pirates who see him and "cheater" by those who play against him. His business is booming and while it is believed that he cheats no one has been able to catch him or determine how he would cheat.

## **9. Alchemist - Ascot Lynx**

Ascot Lynx is a peculiar man with wild hair and a penchant to move about wildly. This man appeared one day in town without shoes or weather appropriate clothing and appeared quite lost. The people of town took pity on him and cared for him but his "unusual" nature continues to this day. After a few days of gathering herbs and other flora in the region he began to make a concoction that smelled awful. A few days later a fever overtook the town and Ascot gave those affected his brew which cured them overnight. His shop is an old hovel that used

to be owned by "Brown Teeth" Brooks. When Brooks moved out he gave the property to Ascot as there were no other buyers.

**10. Vintner - Sadie 'The Lion' Lindsey**

Set on the southern edge of town this area is dedicated to the growing of a cold variety of grapes used in the making of a sharp wine and winter wheat used to make ale. The owner of the property, Sadie Lindsey, has an amazing talent for growing fruits in this unforgiving land. Many believe that Sadie 'The Lion', as she is known, uses magical arts in order to grow her crops but because of her abilities no one questions her methods. She is the primary source of wine and ale for the area. She is believed to be a widower but no one is quite sure as she avoids the question.

**11. Witch/Seer – Carmela The Mad**

The outskirts of town is home to someone most avoid dealing with, some call her a crone, others call her a witch, but some call her the Seer of the North. Carmela the Mad is often consulted by the Pirate Lords prior to missions and trust her judgment extensively. Carmela also helps "The Lion" with her crops and the two seem to have a close knit relationship. Carmela has few friends aside from Sadie.

**12. Lumber mill - Rickward Rodney**

One of the most important businesses in town is the lumber mill run by Rickward Rodney. He and his four sons work from dawn to dusk in collecting and cutting wood to assist people in building their homes and ships. The Rodney family have been taking care of the wood needs for three decades. Their saw is a strange contraption built by 'Four-Eyes' Melling (Red #6) and consists of a wheel that two of the boys run in that powers the metal saw making it move at a high rate of speed. Because of this device the output is trip a normal lumberjack causing them to be highly efficient.

**13. Carpenter - Amie Lucius**

Close to the lumber mill is one of the best carpenters in the land and a finisher of many of the ships that sail out of Kale Bay. Amie Lucius is easily mistaken for a male from her general appearance and questionable wardrobe choices. Amie also has a habit of swearing frequently but despite these negatives her work is impeccable and she is sought after for her skills as a furniture builder as well as a ship finisher. Unknown to most people in town she is romantically involved with the eldest Rodney boy.

**14. Mason - Paxton Clifton**

A new addition to the community is Paxton Clifton who is a mason by trade. Paxton boarded a pirate ship during a raid paying for passage on the ship. While the corsairs tend not to ask questions. Once back in port Paxton was looking for a job and it was discovered that he was a stone mason. While his history is unknown, his skills are well known. Paxton has been doing repairs on the ageing lighthouse as it was structurally poor. As the building is important to the town he is being supplement with food and the building he lives in. Most of the time he is at the lighthouse (Gray #7) but his work there is starting to wind down but his efforts have been noticed and the construction of a stone pier is being considered with Paxton in talks to handle the project.

**15. Shipwright - Elbridge Tindall**

One of two shipwrights in Kale Bay, Elbridge Tindall works more on the small personal craft that most of the population have. With the people relying on fish as their food staple many have their own boats. While some can make their own watercraft most of the population prefer to have Elbridge take care of it as he is far more proficient in the building of them. Elbridge does assist Jefford (Gray #5) with the large ships but prefers to work on his own.

**16. Cartographer - Wakeley 'The Albatross' Hades**

Studious, accurate, and exacting are the words that describe Wakeley 'The Albatross' Hades. As a cartographer 'The Albatross' was one of the best captures by the corsairs and while initially reluctant to aid the criminals, the treasure given

to the mapmaker allowed him to feel more comfortable with remaining in Kale Bay. The Albatross was rewarded with gold, jewels, and a fine home that he works on his maps in. The pirates have been given explicit instructions on the information Wakeley needs when they go out and has even travelled with the pirates on a few occasions to supplement his knowledge.

## Gray District

### **1. Jeweler - Piper Davenport**

Piper Davenport was a slave girl rescued from a merchant ship in a raid. While the pirates felt that she would make a good bar wench they were surprised when she revealed she had skills in jewelry making. While initially dubious the Pirate Lords requested an example of her skill and were profoundly surprised at her crafting ability. They were so impressed that they have given her the shop and the means to create her treasures.

### **2. Taggert's Inn - Avery Zayne**

Taggert's Inn is the smallest inn that Kale Bay has and also the oldest. Avery Zayne won the business from Taggert McTish in a dice game during a lull in pirate activity. As part of the wager Taggert had to surrender his business and take Avery's place on the next raiding mission which turned out to be Taggert's last one. Out of respect for his dead friend he left the name intact and has had a bust carved from his friend which sits at the front desk of the establishment. Avery is now married and while his wife Tilda finds the memorial macabre and wants it out of the business but Avery is steadfast in keeping it.

### **3. The Spades Gambling Hall - Phipps 'The Snake' Noonan**

'The Snake', as he is known, runs this gambling hall which focuses more on card games and high stakes dice game. Phipps Noonan is an accomplished swordsman and has killed multiple men all in fair fights, according to him.

The ex-pirate has now settled down and considers himself a legitimate businessman now. The gambling hall is usually open only a few days a month when the ships are in dock.

#### **4. Sails & Tails - William Brent**

Without sails there are no ships and William Brent is the man who makes the ships move. William and his wife Chettie are both tailors who work in both clothing and canvas sails. The two came north for reasons unknown to start a new life and use their skills to make money. While the couple is middle aged they are still attempting to start a family but with little success. They have recently engaged the help of Carmela the Mad (Red #11) and are hopeful that she can use her skills to assist them.

#### **5. Shipwright - Jefford 'No Cash' Royston**

'No Cash' Royston is the man responsible for making larger ships including the Caravels used by the Pirate Lords. While most of his time is spent repairing damage on the operational ships he is currently working on another ship that is only partially complete. With recent hostilities in the south Jefford has had to work on repairs more than the new ship which is starting to bother him. He gained his nickname from his love of gambling but because he is not very good he rarely has many coins to his name.

#### **6. Golden Goddess Brothel - Pauline 'Golden-Eye' Richard**

A new business in an old building, The Golden Goddess is a brothel housed by recent additions to the city. A raiding ship came across a fair number of slaves which they released. Those slaves had nowhere to go and very few skills and decided to band together and start a brothel which was one trade they were familiar with. Pauline Richard is the Madame and chief working girl. She and her other five former slaves were working outside of town but have amassed enough money to purchase this rundown building and are turning it into a brothel. As they are new in town they are getting a regular supply of customers which is beginning to bother Mona (Red #4) but she realizes that her old customers will return after the polish has worn off. Pauline's girls are:

Igrayne Ashton

Dale Salvodor

Edolie Eulisses

Linnie Acheron

Elvera Beckwith

## **7. Watchtower**

The largest structure in town is the watchtower which is manned around the clock by the citizens. Everyone is expected to take a watch which lasts approximately 8 hours including the Pirate Lords themselves. This watchtower crests the area and allows a 360 degree view of the area so that any trouble can be spotted early. A gong and whistle are present in the top of the wooden tower and used to signal trouble or visitors respectively. While not the best design the covered tower does allow the citizens to keep an eye on things both at sea and inland.

## **8. Rope Maker - Burgess Lucifer**

A short squat man, Burgess Lucifer and his two daughters are the primary source for rope for the ships. Burgess has planted a great deal of hemp in the outlying areas which has done well despite the poor soil quality. Burgess uses the hemp to construct very solid and durable rope products. He has also discovered that it has medicinal purposes if smoked. He is considering exporting his smoke able product to the southern lands. His daughters are quite attractive and flirt frequently with the sailors which causes a great deal of consternation for the rope maker.

## **9. Pirate Lord House – Captain Prudence 'Gentle Heart' Morden**

One of the two Pirate Lords living in Kale Bay is Captain Morden a very large an imposing woman. She has grown up on the sea and has mastered every task that a ship can have. Prudence has risen through the ranks using her skill and ruthless nature and is generally considered someone not to be messed with. She uses a pair of magical short swords in dual wielding action

and is very skilled with them. She also possess a dagger that can return to her hand upon command. Her moniker is a play on her real nature as she has a very dark and cruel heart but none dare to point that out. She is also quick to tell anyone that she has a gentle heart and if they don't believe her she will cut out their heart.

## **10. Tavern of the Breezes - Garnet 'Squealer' Thunder**

This establishment is quite popular with the mariners as it is the closest to the dock for the sailors to drink at. Run by a former pirate with one hand, Garnet Thunder is a small weasel-like man who is not trusted by many. He does run a good business and has purchased two slaves who work in his establishment as barmaids and they are very attractive. Neither wants to work for "Squealer" as Garnet is known by but have no other choice. Garnet is an informant for the Pirate Lords and as such receives special attention when the division of property occurs with his business getting the finer beverages which does cause some issues with the other tavern owners.

### Blue District

#### **1. Pirate Lord House – Captain Merritt 'Mad Eyes' Holton**

The other Pirate Lord that maintains a residence in Kale Bay is Captain Holton. "Mad Eyes" fought in a gladiator ring across the wide ocean and gained his freedom getting dumped on the shores after a shipwreck. From the worst point in his life to now Captain Holton has worked hard to get where he is. He is an accomplished fighter preferring to use a net and trident. He is a fair but brutal man and sits on the Corsair Council. He is a rugged man with large muscles and a neatly trimmed beard. Upon first meeting people will notice that there is something about his eyes to which he has gained the alias "Mad Eyes".

## **2. Corsair Council Chambers**

This small building has a table and three plush chairs in it along with several benches. Maps adorn the walls and show a variety of shorelines the corsairs have investigated. This old building is used as the council chambers for the Pirate Lords to plan quests and dispense justice. The rear of the building has a gallows, stocks, and a crow cage where men are left for days for different transgressions. Ordinarily this building is unoccupied except on council days or judgment days.

## **3. Spice Dealer - Beldon 'Dead Eyes' Anderton**

Part time pirate and part time spice dealer, Beldon Anderton made his bones as a ballista gunner on Captain Morden's ship The Rebuke and now has a successful spice dealing trade. While he is based out of Kale Bay because of some "legal entanglements" he ships his goods along the coast with many different dealers. To retain the hidden aspect of Kale Bay he does his delivery to external ships outside Johnnie Point where a middle man holds the spice and takes the money from other dealers. Beldon's shop is filled with a variety of different items that would interest alchemists and mages alike for their spell component usefulness. He is married with two teenagers that mind the store when he is out on the high seas.

## **4. Weaver - Ramsay Law**

Ramsay Law is a long time resident of the Noteflame Coast and moved here from the far western edge. He is a weaver who enjoys making large ornate carpeting although can also assist in the manufacture of sails if needed. He is the primary source of the heavy blankets that keep the residents warm in the cold winters as well. He is married to Louisa and they have three children.

## **5. Engineer - Halton Stanford**

Halton Stanford found himself on the run after a run in with a noble about some taxes. In the end the noble was found dead and Halton has been hunted for the murder ever since. He does not discuss the incident and was not pleased when some spice merchants gave Beldon Anderton a wanted

poster with Halton's mug on it. While the spice dealer did not turn Halton in he did make it well known around town about the engineer's past. Halton is also working on a way to secure the hidden cove better with a steam driven chain retraction system. This project failed miserably in its initial test sinking four fishing vessels when the chain broke loose.

## **6. Carpenter - Verdie Tattersall**

Another carpenter in town is Verdie Tattersall. While she is a woman she has impressed the people in town at her skill in home building and remodeling. She was responsible for building or assisting in the construction of everything in the White District and those who have used her services have not been upset with the results. She is a competent although quiet person. She is a widower and learned the trade through her husband who was captured by the naval forces of the Duchy of Starrshade and executed for the crime of piracy. She will not have any respect for those from that area as a result of the past.

## **7. Goat Herder Jarvis 'Gray Beard' Nealuchi**

A main source of milk and cheese comes from the herd of goats owned by Jarvis Nealuchi. He is commonly referred to as "Gray Beard" because of his expansive chin hair which dips below his beltline. Jarvis is a typical goat herder solitary and of slow wit. He does enjoy his ever expanding herd of animals despite frequent intrusions by wildlife in the area. Jarvis was mauled rather severely not long ago by a Dire Wolf and was saved through the healing efforts of Padre Chesterhill (White #8) which brought him back from death's door. He takes care of his flock with his wife Agnes and their nine children.

## **8. Poultry - Morse Law**

Morse Law raises chickens and ducks which provide a food staple to Kale Bay for those tired of fish. Morse has a huge flock of both animals but has been losing them in an alarming rate from predators. While he, his wife, and two sons are working hard to prevent the losses they may seek out the assistance

of newcomers to attempt to deal with the threat. He has asked the Pirate Lords for help but has been refused as it is "land business".

### **9. Cattle - Redman Starbeeze**

Redman Starbeeze is a rather strange man. He was saved from a ship plunder along with several heads of cattle and brought back to Kale Bay to have the Corsair Council decide his fate. With a tendency to talk to an unknown person that no one can see he convinced the Pirate leadership that he and his "pets" could be beneficial to the community by providing meat, cheese, leather, and an assortment of other goods not readily available. While initially skeptical the Pirate Lords saw no reason to put the strange man to death and allowed him to live on the outskirts of town. Within six months Redman was bringing the items he had promised in a marginal albeit useful quantity. He still talks to himself but his herd continues to grow as he is somehow been able to capture and breed the elusive Kormi from the plains thereby increasing his herd and his breeding project.

### **10. Cheese Monger - Coral Salem**

Coral Salem works with the local livestock dealers to make a variety of cheeses. While she cannot afford to purchase the milk from the livestock owners directly she makes the cheese and splits any profits with them. She has been able to figure out how to use the natural herbs and few spices in the area to create a variety of tasty versions of cheese. A widower she has been alone for ten years but is only middle aged.

### **11. Clothing Store - Estella 'Crafty' Crawford**

While many in Kale Bay make their own clothes Estella Crawford is the only one in town that has clothing for sale. She has an agreement with the Pirate Lords to have any fine material garnered in raids turned over to her and she will continue to make outfits for the mariners at a reduced rate if allowed to keep a percentage of the fabric spoils. While no one is quite sure how she managed to obtain this deal it is quite shrewd. Many have speculated that she has ties to the lords but no one has discovered if this is the case. Her

creations are also shipped out to the west and the south and sold for a nice profit.

## **12. Open Market (Tents) - Felicia 'Whale-Eye' Mathian**

The open markets are where raiders display their spoils and put them up for sale/barter. When a raiding ship comes to port Felicia Mathian opens the market and the town comes to examine the spoils of victory and gets what they need. Prices are favorable and old debts are often settled with the exchange of goods. While slavery is frowned upon it is not outlawed as there are few laws in Kale Bay. Some slaves can be purchased here from time to time but the practice is infrequent. Felicia has a strange deformity leading to her nickname of "Whale-Eye".

## **13. Tanner - Westbrook Shore**

A westerner originally, Westbrook Shore is obviously a made up name but no one in town really seems to care. A tanner by trade, Westbrook enjoys his agreements with the livestock owners to get the pelts of those sold for meat at a reduced cost. In return Westbrook handles the leather needs of the dealers exclusively and at a discounted rate. He resides at the edge of town and enjoys his solitude except for an occasional bout of drinking which can last several days at a time. No one knows his past and thus far no clues to have emerged.

## **14. Butcher - Waverley Hitch**

When the livestock become sick or the herd needs thinning the creatures always end up here with Waverley Hitch. A former pirate who enjoyed dagger work is now the area butcher. Rumors persist that his butchering skills extend behind the four legged animal and his questionable past may have helped his knife skills considerably. Waverley has a long jagged scar down his face that is reputed to be from the only man that ever lived to confront the butcher. The man that gave him that scar is said to be the next ruler of the Pryston Realm. He lives alone and is always sullen.

# Citizen Characteristics

The following table can be utilized for all random encounters within Portlandia to describe the people the PCs meet/deal with. While the descriptions are not all encompassing it does offer a quick way to describe them. A D12 should be rolled for each attribute imparted upon the people.

<u>D12</u>	<u>Height</u>	<u>Weight</u>	<u>Speaking</u>	<u>1st Impressions</u>
1	Enormous	Morbidly Obese	Obnoxious	Serial Killer-ish
2	Very Tall	Obese	Very Loud	Irritating
3	Tall	Fat	Close Talker	Jovial
4	Tall	Heavy	Shrill	Normal
5	Normal	Normal	Normal	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Normal	Mumbles	Normal
9	Short	Underweight	Very Soft	Normal
10	Short	Very Thin	Mute	Fake
11	Very Short	Rail Thin	Rants	Likable
12	Deformity	Sickly Ill	Talks in riddles	Insane
	<u>Hygiene</u>	<u>Clothing</u>	<u>Items of Note</u>	<u>Bearing</u>
1	Immaculate	Finely Dressed	Seems Rich	Haughty
2	Very clean	Well Dressed	Well to do	Fast movement
3	Smells good	Above Normal	Some goods	Self-Assured
4	Normal	Normal	Normal	Aggressive
5	Normal	Normal	Normal	Normal
6	Normal	Normal	Normal	Normal
7	Normal	Normal	Normal	Normal
8	Normal	Normal	Normal	Normal
9	Normal	Normal	Normal	Shy
10	Stinks	Mildly out of sorts	Several animals	Lost Slow movement
11	Slovenly	Sloppy	With an animal	movement
12	Filthy	Torn, holes, soiled	Has nothing	Meek



Map of Kale Bay



View from the cove <above> typical Pirate Lord Vessel <below>

