

BLACK WHARF

crumbling town on the edge of oblivion

Citizens

- Flarg**, town drunk, harmless, sad stories, missing an eye and keeps looking for it. Good source of rumors.
- Fayne**, the other town drunk, mean as hell, has Flarg's eye. Has rare items.
- Quinn**, just a little guy. Trying to get by with fishing.
- Has seen SOME SHIT. Has common items.
- Miley**, the bartender, won't serve Flarg or Fayne, but they get booze anyway. Appears to glower but she's just tall.
- Toki**, glasses, flat cap, smells of salt, in search of the best sandwich ever. Tried lots of combinations, most bad.
- Ragello**, town "mayor". Dodges problems by saying his assistant Saya will take care of it. Really bad at his job.
- Saya**, just the mayor in a hat. Better at getting things done. Hates the hat, but the mayor makes her wear it.
- Bertrand**, Smith. Broken-hearted because his husband Kel left him for a void spawn that copied him, who everyone calls Bertrand the Better. Sad because it's true.
- Bertrand the Better**, Owes 10 souls to the pit fiend who spawned him and keeps saying "just a few more days". Often arranges town gatherings at the old summoning circle outside of town where he teaches cooking lessons. Everyone loves him.
- Kel**, shopkeeper, unreasonably handsome for this town. Left his husband because he was sick of shop talk. Unsure if he still has his soul.
- She**, smuggler, wears a bandana, tells tales of the sea but never leaves town. Occasionally acquires rare objects. Fears: sharks, pirates, ghosts.

Reputation Boons

Friendly faces, Gain advantage on one Hagglng roll per visit.

Gossip, Extra rumors available.

Shopkeeper's friend, (-1 coin cost on common items)

Smith's friend, (-1 coin on weapons and armor)

Mayor's friend, (free lodging)

Town Improvements

Curios, Two rare items are added to shops each visit.

Treasure, One special item is added to shops each visit.

Hirelings (common), two added to the roster each visit.

Hirelings (rare), one added to the roster each visit.

Hirelings (specialized), one added to the roster each visit.

Wizards, Lead on one spell (p.42) per visit.

Temple opens, Healing (common) and curse removal (rare).

Trouble

Void Spawn, People get replaced sometimes.

Thieves, 1d4 shop items disappear each visit.

Raiders. Each visit, roll a d6. On a 1, raiders appear.

Adventurers are ill omens, Disadvantage on rumor checks.

Troll-Bridge, 1d8 coins required each visit.